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

This document is comprehensive; it contains all Star Trek Customizable Card Game rules and rulings as of October 1999. We recommend that you discard all rules documents (booklets, supplements, FAQs and Current Rulings) dated prior to October 1999 and refer to this Glossary (and the companion Rulebook) for all rules questions. Periodic updates to the Rulebook and Glossary will be published in a separate Current Rulings document.

Answers given by official Decipher representatives are not official until included in this Glossary or in a Current Rulings document. Such answers are highly recommended for use by tournament directors, but the TD always has the final authority on rulings.

How to use the Glossary – You do *not* need to read this document from cover to cover. Instead, use it as you would a dictionary, to learn as you go.For example, if you have a gameplay question about a card, look up the card title first; if you don't find your answer there, look up the concept or gameplay term you are questioning (battle, capturing, card play, affiliation, skills, downloading, probing etc.). In many cases, we have included cross-references in **boldface** type to help you find your way.

Entries are arranged alphabetically, ignoring apostrophes and quotation marks and treating hyphens, dashes and colons as spaces (e.g., the entry for Q-Flash is sorted as "Q Flash" and appears before Qapla'!, while K'chiQ is sorted as "KchiQ" and appears after Kahless). Entries for specific cards are sorted according to exact card title (e.g., the entry for The Emissary is in the T's, not the E's). Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven), except for Seven of Nine.

Some Glossary entries provide revised game text for cards. In most cases, these revisions merely make the proper gameplay of a card more clear, or implement a rule or ruling directly on the card itself. These revisions are marked "Clarification." In other cases, the game text revisions represent gameplay changes relative to earlier versions of the cards, in order to correct a wording error, address a gameplay concern or correct some other problem. These revisions are marked "Errata". A complete list of revised cards is included under **revised game text**.

A few cards have been reprinted (in the 1995 "beta" printing of the Premiere set, or preview cards in their black-border printing) to use the revised wordings. Other cards will use the newer wordings in any future printings. In either case, the game text provided here defines the correct gameplay for *all* versions of the clarified cards as of September 1999.

Text in square or angle brackets represents an icon. Most icon designations are listed at the right.

ICON LEGEND

[AU]	Alternate Universe
[Bar]	Barash
[BO]	Borg use only
[Cmd]	Command
[Com]	Communication subcommand (blue icon)
[Def]	Defense subcommand (red icon)
[DQ]	Delta Quadrant
[EE]	U.S.S. Enterprise-E
[Ex]	U.S.S. Excelsior
[GQ]	Gamma Quadrant
[Holo]	Holographic re-creation
[HA]	Hidden Agenda
[KW]	Ketracel-White
[Maq]	Maquis
[Nav]	Navigation subcommand (green icon)
[Nem]	Nemesis
[OCD]	Optical Compact Disk
[Orb]	Orb
[P]	Planet
[Q]	Q-Icon card
[Ref]	Referee
[skill]	Skill dot
[S]	Space
[S/P]	Space/Planet
[SD]	Special download
[SE]	Starship Enterprise
[Stf]	Staff
[univ]	Universal
[3]	Countdown box
[35 Pts]	Point box

Affiliation Icons

[Baj]	Bajoran
[Borg]	Borg
[Car]	Cardassian
[Dom]	Dominion
[Fed]	Federation
[Fer]	Ferengi
[Klg]	Klingon
[NA]	Non-Aligned
[Neu]	Neutral
[Rom]	Romulan

Infiltration Icons

<Baj>	Bajoran
<Fed>	Federation
<Klg>	Klingon
<Rom>	Romulan

10 and 01 – Neither of the personnel on this **dual-personnel card** is a **mission specialist**; 10 has two skills, and 01's single skill is a special skill. They are considered to be male, because the image and lore are ambiguous. See **gender**.

1962 Roger Maris Baseball Card – You may not trade this artifact for another unless you are immediately able to play that artifact as your own (this does not count as your normal card play). Traded artifacts are returned to their owners at the end of the game. See **in play**.

Abandon Ship! – For this dilemma, a ship's RANGE is considered reduced if it is affected by a card that says that its RANGE is reduced (Baryon Buildup), is -X (Vole Infestation) or is "**disabled**" ("Pup"). A ship that "cannot move" (Menthar Booby Trap) is not considered to have its RANGE reduced. The presence of a RANGE enhancement card does not negate a RANGE reduction for this dilemma. For example, a ship with its RANGE -2 from a Baryon Buildup and +2 from a Plasmadyne Relay still has its RANGE reduced. A ship is damaged if it has any **damage** markers on it, or if it has received "rotation damage."

You may choose which of your personnel will fulfill the staffing requirements of your ship. A [Cmd] personnel may be chosen to cover a [Stf] requirement. A ship with "no staffing requirements" requires any one appropriate personnel to staff it (see **ship staffing**). The number of personnel required to staff the ship is a "group limit" subject to the group limit modification rules. See **dual-personnel cards**.

Rescuing or **capturing** the abandoned personnel is a game action. You may not rescue your abandoned personnel during your mission attempt. The personnel cannot be rescued by a docked ship. You may not capture your opponent's abandoned personnel during his turn.

abduction – Cards such as Assimilate Counterpart and the Talon Drone (Three of Nineteen) allow your Borg to abduct a personnel during personal combat. When this happens, both combatants cease to participate in the battle and may immediately beam away (if possible), but are still "stopped."

The abducted personnel is considered to be escorted by your Borg present. On later turns you may move it around (like equipment). If the abducted personnel is ever unescorted, your opponent can rescue them with his own personnel present.

Abducted personnel are **disabled**, and do not participate in battles. They are not considered captives and thus may not be rescued by the Rescue Captives card. An abducted personnel who becomes assimilated is no longer considered abducted.

aboard – See **present**.

acquired – See **artifact**.

actions – An action is one operation that you perform in the game. Examples of actions include playing, drawing or discarding one card, moving a ship from one location to another (possibly passing other locations on the way), moving personnel by beaming or other means, using a personnel's special skill (except "continuous" skills like Shakaar Edon's STRENGTH enhancement), battle (from initiation until a winner has been determined and damage or deaths have been resolved) and attempting a mission.

Applying automatic modifiers (e.g., "your personnel are STRENGTH +2 where present") and checking conditions (e.g., battle affiliation restrictions) are not actions.

Group actions – An action may cause other actions to occur within itself. For example, a personnel battle includes sub-actions of creating a combat pile, individual personal combat engagements, determining the winner of the battle and discarding killed cards. An action in place

of your normal card play, in place of a card draw etc. may also consist of several sub-actions (such as playing multiple cards under Red Alert!). This is called a "group action," and until it has finished, neither player may initiate any other actions except actions that suspend play, or responses to the group action or a sub-action.

Valid responses may be made to each sub-action of a group action. For example, when a ship is reporting with crew, a player may choose to play an Energy Vortex on the ship, or on a specific personnel being reported. Likewise, you may play Android Headlock or use Hypospray's text in response to a specific combat pairing.

Interrupting actions – You may not interrupt an action by another action, unless the second action:

- is a valid response to the first action or one of its sub-actions; or
- explicitly "suspends play" (according to a card text or rule).

Exception: Mission Attempts – Attempting (or scouting) a mission is one action that may not be interrupted, except that Interrupt and Doorway cards may be played between seed card encounters and after the mission attempt is announced but before the first seed card is encountered (but not between the last seed card encounter and the end of the mission attempt). No other actions may be performed between seed card encounters. You may make valid responses to the encounter of specific dilemmas during the mission attempt.

Sequence of steps – Every action has three steps that must occur in order:

1. Initiation (declaring the use of a multi-function card, meeting conditions, choosing targets and paying costs).
2. Optional responses (attempts to cancel or modify the action).
3. Results (gameplay consequences of the action).

These three steps are described in more detail in the following sections.

actions – step 1: initiation – Initiating an action includes any or all of the following, in this order:

- declaring the use of a multi-function card (e.g., you may use Going to the Top to return a personnel to hand OR to download a personnel; you may discard a Space-Time Portal from the table for one of five possible results);
- meeting conditions of rules and game text (e.g., battle affiliation restrictions; an open Alternate Universe Door or Space-Time Portal; game text such as "plays at start of battle");
- choosing targets (e.g., selecting a player to draw cards with Kivas Fajo – Collector; selecting an outpost at which to report a personnel; choosing a ship to attack; choosing a drone to download from your draw deck with the Borg Queen's skill); and
- paying costs required by rules or game text (e.g., using your normal card play to report a personnel card; forfeiting a card draw to initiate a download; using a special download icon).

actions – step 2: optional responses – After an action has been initiated and before it has begun its result, responses are allowed. For a response to be valid, it must specifically relate to (modify, cancel, nullify or prevent) the action.

For example, if you initiate a personnel battle at a site, a valid response would be any action that says it "plays at start of battle," occurs "during battle," "cancels (or prevents) a personnel battle," plays when an adversary is "just engaged" etc. Smoke Bomb and Phaser Burns are valid responses to personnel battle. An example of a card that is *not* a valid response to personnel battle is Going to the Top; although returning a personnel to hand or downloading one could affect the outcome of the battle, Going to the Top does not specifically indicate that it is related to battle.

Similarly, Hugh is a valid response to the attack of a Borg Ship dilemma just encountered, because it nullifies that attack. Playing Temporal Rift on the ship and returning the ship to your hand by discarding a Space-Time Portal are *not* valid responses to encountering a Borg Ship (or any other dilemma).

A card play or other action that may occur "at any time" (e.g., playing an Interrupt card, revealing a hidden agenda) is not a valid response to an action unless it specifically relates to that action. For example, a card may not be played via "Devidian Door" to an Away Team during a mission attempt or battle.

However, a card which says it "suspends play" may be played at any time (during the response step or results step of an action), and may temporarily suspend *any* action, whether related or not. Using a special download icon also suspends play. (Revealing a hidden agenda does *not* suspend play.) Thus, a personnel's special download icon may be used to download a card during a mission attempt or battle, and Launch Portal may be used to download and launch a shuttle during battle.

More than one valid response may be made to an action. For example, if I play Palor Toff, you may respond first with Countermanda to place three cards out of play, and then with Amanda Rogers to nullify Palor Toff.

Interrupts and skills that "prevent" an action may be used as a response to that action. If the action thus prevented is a card play, it nullifies that card play. For example, Howard Heirloom Candle "prevents Anya or Salia from morphing this turn." If I play You Dirty Rat on Anya to morph her into a rat, you may respond with Howard Heirloom Candle to nullify You Dirty Rat. (See **battle**.)

When all responses are over, or if neither player chooses to respond, the action has its result.

If a properly initiated card play is nullified, any costs paid are not recovered. However, all results of the card play are canceled. For example, you play Q's Tent and I nullify it with Wrong Door. You cannot play another Q's Tent this turn (a cost of playing the card), but you do not lose the ability to draw cards this turn (part of the results of the Q's Tent).

Responses modifying targets or conditions – If a hidden agenda is activated as a response to an action, all of its effects are retroactive to the start of the initiation of the action, as if the hidden agenda had already been revealed before the action was initiated. Thus, if the hidden agenda invalidates a condition for an action, the action becomes illegal. If the action was a card play, the card returns to your hand. For example, you initiate the play of Activate Subcommands, and I respond by revealing Computer Crash. Since Activate Subcommands requires a download, it is illegal with Computer Crash in play, and it returns to your hand.

If a condition for an action becomes invalid before the action resolves, for any reason other than the activation of a hidden agenda (e.g., through the play of another card in a Manheim effect "hiccup"), it has no effect on the initiation. For example, if you initiate the play of K'chiQ, and I close your Alternate Universe Door with a Revolving Door during a "hiccup," you can still play K'chiQ because the condition was met during the initiation and is not re-checked.

If a target of an action becomes invalid after the action is initiated, then the action is "played out" without results. If the action is a card play, that card is discarded. For example, if you target an outpost to play K'chiQ, and I then destroy the outpost with a Supernova during a Manheim "hiccup," you must discard K'chiQ.

actions – step 3: results – When an action begins to have its results, this typically will cause one or more other actions to occur. For example, the result of Kivas Fajo – Collector is that the target player must draw three cards. Each of the three card draws is an action with its own three steps, and thus each may be responded to (e.g., with Subspace Schism). However, no more responses to the original action (Kivas Fajo – Collector) are allowed between those actions, because Kivas Fajo – Collector's optional responses step is past and it is currently having its result.

actions – taking turns – Players alternate turns initiating actions. You may initiate the first action of your turn. When your action has had its result or is cancelled, then your opponent may initiate the next action, and so on.

When an action you initiated is in its optional responses step, your opponent has the first opportunity to initiate a response, then (when that response is complete) you may initiate a response, and so on.

Whenever it is your turn to initiate an action, if you do not wish to do so you may "pass." Whenever both players pass consecutively during the optional responses step of an action, that action proceeds to its result.

You must allow your opponent ample time to initiate an action or "pass." If both players want to perform an action at the same time, the player whose turn it is may perform his first and players then alternate actions as usual.

You cannot initiate any action on your opponent's turn except:

- you may make valid responses;
- you may play interrupts (between other actions or as valid responses); and
- you may play a card or use game text that specifies it may be used "at any time" or "every turn," that "suspends play," or that in some other way indicates that the action may be taken on the opponent's turn.

Using your personnel's skills is an action (except applying automatic modifiers such as "Attributes all +5 if with Toral" or "Suspends effect of Doppelganger where present"). Thus, during your opponent's turn, you may use skills that represent valid responses (e.g., "May replace anyone randomly selected to die here," "Nullifies one just-played Rogue Borg where present") or that specifically allow use during the opponent's turn (e.g., special downloads, "May download from hand (suspending play)," "Once every turn, may "pounce"..."). Examples of skills that may not be used during your opponent's turn include "Once each turn, may reprogram any androids present" and "May 'steal' unattended Equipment cards present."

actions – "just" – Some actions may be initiated only just after some other action or condition has occurred, before anything else can intervene. These are typically indicated by the word "just" in game text. It may be a response to another action (e.g., "just initiated," "just played"), or it may be a new action that follows the result of the other action (e.g., "just completed"). An action may be responded to or followed by any number of applicable "just" actions.

"Just" actions always take place before non-"just" actions. This may allow or require you to initiate an action when it would otherwise be your opponent's turn to do so. For example, you initiate a planet mission attempt and solve the mission. Although it is normally your opponent's turn to initiate the next action, you may first play Particle Fountain ("play...on just completed planet mission").

actions – required – Required actions are usually indicated by "must" or "must do nothing but." There are two types of required actions, moving and non-moving.

Moving required actions include:

- Cytherians (you must travel to the end of the spaceline)

- Incoming Messages (Federation, etc.) (you must return to an outpost)
- Rhetorical Question (you must return to a facility)
- Conundrum (you must target and "chase" a ship).
- Issue Secret Orders (you must move to the targeted mission)

A ship targeted by a moving required action may stop at intermediate locations along its route, as long as it uses its full available RANGE each turn. Personnel and equipment may be brought aboard the ship at any point in the journey, whether required for staffing or not, by beaming (using the transporters of either the affected ship or another ship or facility), reporting (using the game text of the ship itself, such as Borg Cube, or another card, such as The Emissary's skill) or any other method that does not involve the ship and crew taking an action such as docking. Personnel and equipment may not be removed from the ship by any means.

The only other action the ship and crew may perform is moving. (If a card says "ship must do nothing but...", it should be taken to mean "ship and crew must do nothing but...") It may not cloak or initiate battle, including a counter-attack (though it may return fire if attacked). The crew may not initiate battle against an intruder aboard the ship, though they may defend themselves if attacked.

When a moving required action states that a ship must travel somewhere at "normal speed" or "full speed," it means you must use all of its available RANGE each turn (assuming that the ship is staffed to move), including any automatic modifiers such as a Plasmadyne Relay aboard, even if this will place the ship at a hazard such as Gaps in Normal Space. You may stop at intermediate locations.

You *may* use Lakanta's or The Traveler's skills, Where No One Has Gone Before, Wormholes, Transwarp Network Gateways or other such means to shorten the travel. You are not required to do so.

If the ship is targeted by another moving required action, it must resolve that action after it has completed its first moving required action.

The ship can be affected by cards played on it or encountered on the spaceline, such as Wormholes, Gaps In Normal Space, etc.

Non-moving required actions include:

- Samaritan Snare (you must attempt the mission, if Federation)
- Incoming Message – Attack Authorization (you must attack a ship)
- Conundrum after you reach the targeted ship (you must attack the ship)
- Issue Secret Orders after you reach the mission (you must attempt the mission)

If a ship is targeted by a non-moving required action, you must perform that action as soon as is possible, typically as your next action. Cards that affect that action (battle-related cards in the case of Conundrum, Senior Staff Meeting in the case of Samaritan Snare) may still be played.

Activate Tractor Beam – The first function of this interrupt allows you to tow one ship for the extent of your available RANGE on the current turn, and is then discarded. When played for the second function, the interrupt remains on the ship to add the Tractor Beam permanently. You may play two copies of this interrupt on a ship, one to add a Tractor Beam and one to tow a ship.

Because a **cloaked ship** may not use a tractor beam, neither the towing ship nor the ship under tow may cloak.

Adapt: Negate Obstruction – You must play another copy of this interrupt each time you encounter another copy of a dilemma that you wish to adapt to. See **Q-related dilemma**. A dilemma may be nullified by this interrupt *only* just after that dilemma is revealed in a Borg scouting attempt. See **encountered**.

Add Distinctiveness – For this incident, seed cards (which must be placed **out-of-play**) include missions, dilemmas, artifacts and any other card which is only seedable (has no normal "play" function). See **outside the game**.

Any non-Borg personnel or ships obtained from an expansion pack with this incident are considered assimilated before you report them for duty (thus rendering [AU] icons, for example, irrelevant). Their native quadrant does not change. If played immediately, such cards may be reported anywhere (e.g., ships to any spaceline location or your Borg Outpost; personnel to any of your ships or outposts or to a planet). If you place them in your hand to play later, you must obey all reporting restrictions, including **native quadrant** restrictions.

affiliation and species – Cards that affect "Klingons", "Romulans", etc. apply to personnel of that affiliation as well as that **species** (including hybrids). Thus, Worf, K'Ehleyr, and Quark Son of Keldar (in Klingon mode) all count as Klingons for Klingon Death Yell. Ba'el and Simon Tarses count as Romulans for D'Tan's INTEGRITY enhancement (with appropriate treaty). Miles O'Brien will not work with Garak (in either mode), Dukat or Evek.

Espionage cards are an exception. Normally you must have a personnel of **matching affiliation** in the Away Team to attempt a mission, and Espionage cards simply allow you to use a different affiliation. Species is not relevant to mission attempts.

An outpost may be built by a **compatible** ENGINEER of the designated species or affiliation, if applicable. For example, a Ferengi Trading Post may be built by Dr. Reyga, who is Non-Aligned but Ferengi by species.

Cards that refer to an affiliation by its icon (such as Kira Nerys) refer only to that affiliation, not to species.

affiliation attack restrictions – See **battle**.

affiliation icon – A round icon in the upper left corner of a Personnel or Ship card or lower left corner of a Facility card, indicating the card's affiliation or its Non-Aligned or Neutral status. Also, a rectangular icon on a Mission card indicating which affiliations (or Non-Aligned) can attempt the mission.(Although Non-Aligned and Neutral are not affiliations, the icons are still called affiliation icons.)

Airlock – "Any personnel present" can toss a target out the airlock once "each turn" of that personnel's owner. Either player may use the text of this doorway if his personnel is present, but only on his own turn.

The **opposing** personnel (or Rogue Borg) must have lower STRENGTH or CUNNING than the personnel tossing him out. CUNNING is not defined as an attribute of Rogue Borg, so STRENGTH is the only applicable attribute.

Ajur and Boratus – These personnel each have the same special skill: "Once per game, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection)." Ajur (or Boratus) must be on a planet with only one other personnel, who has the skill of Archaeology. Only cards that are seeded face down under the mission may be destroyed. See **once per game, mis-seeds**.

You must select the three cards to be retained as for any other **random selection**, by shuffling the cards and allowing the opponent to select three. If the cards' owners would be identifiable by sleeves or orientation, remove the sleeves before shuffling and conceal the card logos from the opponent.

There must be more than three seed cards underneath a mission to be a valid target for this skills (otherwise there will be no cards to

destroy). You cannot use the skill solely to shuffle three or fewer seed cards.

Alien Abduction – This dilemma uses the word "captive" as a descriptive term; it is not a **capturing-related** card.

Alien Parasites – Although this dilemma has conditions, the Away Team is not immediately "stopped" if they do not meet those conditions. Your opponent's Away Team, the ship or facility they beamed or exited from and any of his personnel remaining on that ship or facility are now under your temporary control, unstopped. See **control – temporary**. You may make legal moves with the ship and crew until they are "stopped" or until you cannot (or choose not to) take any further actions with them. Then control returns to your opponent.

If your opponent's Borg scout fails to overcome this dilemma, you may beam the scout back to the ship, and move the ship along the spaceline. You must follow all Borg Away Team restrictions (i.e., you may not beam Borg off the ship, except when allowed by your current objective, if any, or by another card such as Emergency Transporter Armbands).

If you are not playing Borg, you may not use the Borg to attempt a mission, because Borg don't attempt missions; or to scout – not even the mission where the Parasites were encountered – because you have no current objective to allow it. You may not initiate battle. If you *are* also playing Borg, you may use the controlled Borg to scout for your own current objective.

If you are playing Borg and control a non-Borg ship and crew, you may use them exactly like any non-Borg ship and crew controlled by Alien Parasites – they may attempt missions, beam personnel off, etc. They may not mix with your Borg personnel. If they complete a mission, neither player may score the mission points.

In all cases, when you are done controlling the ship, the dilemma is replaced under the mission to be encountered on the next mission or scouting attempt. The Borg may nullify the dilemma on a second encounter with Adapt: Negate Obstruction.

Alien Probe – When both this Event and **Telepathic Alien Kidnappers** are in play, you must allow your opponent to shuffle and conceal his hand before you make the selection.

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

Alternate Universe Door – A seeded copy of this doorway allows your [AU]-icon cards to enter play. See **Alternate Universe icon**. You may not play this doorway to the table for this purpose.

This doorway can nullify a Temporal Rift at any time during the Rift's effect (not only just after it is played). This use of the Alternate Universe Door is a **card play** that returns to your hand rather than discarding (not "showing a card") and may be affected by Energy Vortex.

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

If the doorway allowing your [AU] cards to play is "closed" (e.g., by a Revolving Door card) or discarded (Space-Time Portal), you cannot play additional [AU] cards until it is re-opened or replaced. [AU] cards already in play or already seeded are unaffected by closed or discarded doorways. If the doorway is closed when a legally seeded [AU] card is encountered, the [AU] card still has its normal effect.

However, if an earned [AU] artifact goes to your hand (to be played later), you do need an open doorway to play it later.

Altonian Brain Teaser – The phrase "if their CUNNING <15" means "if that personnel's CUNNING <15."

If the most CUNNING personnel (individual) in your Away Team is one member of a **dual-personnel** card, then both of the personnel are "stopped." Just as both of the pair fight together if they engage an adversary in personal combat, they pool their CUNNING for the "If their CUNNING <15" clause.

If the affected personnel's CUNNING<15, any bonus points actually scored at that location do not count towards winning, whether scored before or after the dilemma was encountered. See **tournament scoring**, **Balancing Act**.

- Because the points for Cytherians are not scored until the ship reaches the far end of the spaceline, they are unaffected by an Altonian Brain Teaser at the location where the Cytherians was encountered. However, they are affected by an Altonian Brain Teaser encountered at that far end of the spaceline.
- Music personnel at the location of the Altonian Brain Teaser are not worth points for a Ressikan Flute until they move to another location, regardless of where the Flute was earned.

Amanda Rogers – This interrupt has errata: *Nullifies any one Interrupt card just played (except Kevin Uxbridge or another Amanda Rogers card) OR any other card just played as an Interrupt card.* While a Doorway card plays in a similar manner to an interrupt, it is not "played as an Interrupt card" unless its text specifically says so. For example, Space-Time Portal may be discarded from the table to "play as a second Wormhole interrupt." See **card types**.

Amanda's Parents – This Q-icon event has a clarification. It appeared in two slightly different versions in the original print run. The correct gameplay is indicated by this version: *Plays on table until any Q-Flash. Each time you play an Amanda Rogers card (except to nullify a [Q] icon card) opponent may take that Amanda Rogers (and any two other cards) from your discard pile and place all three out-of-play.*

android – An abbreviation for "Soong-type android." The two terms are interchangeable. "Android" is considered a **species**. Androids are affected normally by all cards except dilemmas affecting aging, DNA, and genetic makeup, which do not affect artificial lifeforms. See **dilemmas – DNA-related**.

ANIMAL – This classification has several important differences from other classifications:

- ANIMALS may not attempt missions or staff ships alone.
- ANIMALS may not use hand weapons or initiate ship battles.
- ANIMAL classification is not required, and cannot be used, to staff a Kurlan Naiskos.
- ANIMAL may not be selected as a skill (e.g., by K'chiQ) or classification (by the Soong-type Android).
- Borg do not assimilate (or target for assimilation) ANIMALs.

Anti-Matter Spread – The phrase "opposing ships' WEAPONS" on this interrupt refers to ships that are "opposing" the ships of the player playing the card. You may not play it on behalf of the Borg Ship dilemma to reduce the WEAPONS of your opponent's ships being attacked by the dilemma.

The reduction of WEAPONS for personnel with CUNNING<8 applies only to Ship cards, including Borg-affiliation ships. The reduction to WEAPONS of 16 applies only to the Borg Ship dilemma.

Anti-Time Anomaly – This event has revised game text (clarification): *Plays on table. Kills literally ALL personnel in play*

(both players' cards) at the end of your third full turn, unless anti-time anomaly destroyed first.

The personnel killed by this event include those on or off the spaceline in all quadrants including the Delta Quadrant, or at timeline locations, in a Penalty Box, being held by aliens, etc. The only personnel who are protected are those who are time-traveling into the future (i.e., in a Temporal Rift or Time Travel Pod) at the time the Anti-Time Anomaly resolves. Holographic personnel deactivate as usual instead of being killed. Rogue Borg are not personnel, and thus are not killed by this event. See **in play**.

Aphasia Device –See **quarantine**.

artifact – A card type representing a rare object with special powers. Artifact cards are hidden under planet missions and are earned when the mission is completed. (Borg may acquire artifacts at planets they assimilate with the Survey Drone.)

Artifacts cannot be used until they have been earned (typically by completing the mission) or acquired (e.g., according to The Charybdis or a Survey Drone). If an artifact is discarded, nullified, destroyed or returned to your hand, it cannot be brought back into play unless it is first re-seeded (e.g., with Q's Planet) and earned or acquired again, or unless a card (e.g., Secret Compartment, Reclamation or HQ: Return Orb to Bajor) allows an artifact to be used without being earned.

The Borg must complete an objective targeting a location before the Survey Drone can acquire any artifacts seeded at that location.

When you acquire multiple artifacts or cards seeded like artifacts, you may generally resolve them (use immediate text, place in hand etc.) in any order you choose. For example, if you acquire your opponent's Magic Carpet Ride OCD and your own Varon-T Disruptor, you may choose to have the Varon-T Disruptor join your Away Team before your opponent may relocate your ship and Away Team.

However, if two copies of a non-duplicatable card (seeded by different players) are earned, the first one encountered (the bottom-most card in the seed stack) is acquired and the second copy is discarded. For example, if both you and your opponent seed a copy of Ressikan Flute under a mission, you acquire only the first copy encountered and discard the second. (This also applies if you acquire another instance of a persona which you already have in play, or a Borg counterpart when you already have a counterpart in your collective.) See **encountered**.

Assign Mission Specialists – This objective has errata (the deletion of "Captain's Order."): *Seeds or plays on table. You may download to one of your outposts up to two different mission specialists that you do not already have in play. Also, while in play, each of your mission specialists scores 5 bonus points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (Unique.)*

This objective has two effects. First, it allows a one-time download of two mission specialists to an outpost (not to any other type of facility). If you choose to use the optional download, you must do so immediately upon seeding or playing the objective. (In order to download during the seed phase, you must already have seeded an outpost. The mission specialists are not seed cards, however, but come from your draw deck or Q's Tent.) Because the card is "Unique," if you wish to play another Assign Mission Specialists later to download two more specialists, you must first discard the one in play at the start of your turn. (See **unique and universal**.) If the download of the mission specialists is prevented by the activation of **Computer Crash**, this objective remains in play on the table for its second

function. The download opportunity is permanently lost; it cannot be "saved" for later use.

Second, while you have any Assign Mission Specialists card in play, any mission specialists you have in play (regardless of whether downloaded or played normally) score 5 points when using their skill to complete a mission. The extra points are not limited to the specialists downloaded with the AMS card currently in play.

You decide which of your personnel present use their skills in meeting mission requirements. A mission specialist's skill may be used even if another personnel present also possesses that skill, and a personnel with a skill at the x2 level or higher is not required to use all of his levels of that skill. However, two mission specialists with the same skill may not both score 5 points when satisfying the same skill requirement (unless the mission requires that skill at x2 level or higher, thus allowing both of them to "use their skill").

For example, the mission Reported Activity requires Navigation + Honor x2. It is solved by the following Away Team:

    B'iJik (Navigation, mission specialist)
    Konmel (Navigation, mission specialist)
    Kahless (Honor x2, mission specialist)
    Batrell (Honor, mission specialist)
    Governor Worf (Honor x2 plus other skills, not a mission specialist)

A maximum of 15 extra points may be scored (5 by Kahless, 5 by Batrell, and 5 by either B'iJik or Konmel, but not both). Kahless is *not* forced to meet the entire Honor x2 by himself, nor is Governor Worf required to use his Honor at all.

Assimilate Counterpart – When choosing a target for this objective, your opponent is required to reveal to you the names and locations of all of his personnel in play. See **showing your cards**.

Assimilate Homeworld – If the target of this objective is destroyed (for example, by a Supernova), the objective would be immediately discarded. Any Stop First Contact or Build Interplexing Beacon objective suspending Assimilate Homeworld would also be discarded.

Assimilate Planet – See **point box**.

Assimilate Starship – When choosing a target for this objective, your opponent is required to reveal to you the names and locations of all of his ships in play. See **showing your cards**.

assimilated counterpart – See **assimilation**, **counterpart**, **He Will Make An Excellent Drone**.

assimilation – You may assimilate planets or your opponent's personnel and ships by using Objective and other cards that allow assimilation. Cards that allow you to assimilate personnel include the Talon Drone, Assimilation Tubules, Assimilate Counterpart and Borg Servo. (Your Borg may not assimilate personnel you have captured unless a card or rule allows you to do so.) Assimilate Planet and Assimilate Homeworld allow you to assimilate planets (along with any facilities that may be located there). Assimilate Starship allows you to assimilate ships.

When personnel, ships or planets are assimilated, they come under your control and undergo specific transformations.

Personnel assimilation – When your Borg assimilate an opposing personnel, it becomes a Borg *drone* under your control and it undergoes the following transformations:

- Its affiliation changes to [Borg].
- Its name is irrelevant to the Borg (e.g., if you assimilated Wesley Crusher, he would not overcome the Zaldan dilemma). However, your opponent must still obey the **persona** rule (e.g., he may not report another copy of Wesley, or another version of his persona).
- Its classification becomes a regular skill (the first-listed skill).

- Its staffing ability changes to a subcommand icon, and, accordingly, its attributes adapt to service the Collective as follows:

Old Staffing	New Icon	INTEGRITY	CUNNING	STRENGTH
[Cmd]	[Com/Blue]	7	5	5
[Stf]	[Nav/Green]	5	7	5
Neither icon	[Def/Red]	5	5	7

- Its gender, species, **lore**, **restriction box** and any miscellaneous icons are immediately rendered irrelevant.

Borg do not assimilate (or target for assimilation) ANIMALs or holographic re-creations. Such personnel are excluded from any selections for abduction or assimilation. *All* other personnel may be assimilated normally, including androids and changelings.

In addition to drone assimilation, you may assimilate a male personnel as a *counterpart* by completing the Assimilate Counterpart objective. When this occurs, the counterpart undergoes the same transformations as a drone, with the following exceptions:

- He retains his gender, species and other lore information for Borg-related cards only. For example, an android counterpart will not trigger a dilemma that says, "If android present...”; a Klingon-species counterpart cannot enable the use of "Klingon use only” equipment; a counterpart is not affected by Male's Love Interest.
- His staffing ability adapts to service the Collective by changing to all three subcommand icons ([Com][Nav][Def]). His INTEGRITY and CUNNING remain the same, and his STRENGTH is +3.
- His previous affiliation remains relevant for your Assimilate Homeworld objective. If he is multi-affiliation, all of his affiliation icons may be used for this purpose.

Your Collective is limited to one counterpart (or personnel targeted as such) at a time. While any personnel is targeted to become a counterpart, that personnel may not be assimilated as a drone and is therefore excluded from all such selections. Dual-personnel cards may not be targeted for assimilation as a counterpart. A counterpart may be converted to a drone with **He Will Make an Excellent Drone**.

Your Borg may assimilate your opponent's Borg personnel. The normal rules for conversion of icons and adjustment of attributes do not apply if the assimilated personnel or ship is already Borg.

- A Borg drone retains its subcommand icon and attributes when assimilated by the opponent's Borg, and simply becomes a member of a different collective.
- If the Borg Queen or a pre-assimilated **counterpart**, such as Locutus of Borg, is assimilated as a drone, it retains all three subcommand icons and the same attributes. Its gender, species, and lore become irrelevant.
- If you assimilate your opponent's pre-assimilated counterpart as a counterpart (with the Assimilate Counterpart objective), he retains all his subcommand icons and the same attributes, and simply becomes a member of your collective. You will score points from the objective for his skill dot icons.

Ship assimilation – When your Borg assimilate an opposing ship, you take control of that ship and it undergoes the following transformations:

- Its affiliation changes to [Borg].
- Its name is irrelevant to the Borg, but your opponent must obey the persona rule.
- Non-Borg staffing requirements adapt to service the Collective:

Old Requirement	New Requirement
[Cmd]	[Com]
[Stf]	[Nav]
Other icon	[Def]
Other requirements	irrelevant

- Its lore and any other icons are irrelevant.
- If your Borg assimilate your opponent's Borg ship, it retains all its staffing icons but is now under your control.
  Any shuttlecraft and other **carried ships** aboard are assimilated (but opposing personnel and equipment aboard are not).

Planet assimilation – When you assimilate a planet, it changes to [Borg] affiliation for purposes of building outposts there.

- Any seeded artifacts are place face up on the planet and may be later acquired by the Survey Drove, Sixteen of Nineteen, or by any non-Borg personnel present.
- Any opposing personnel, equipment and landed ships on that planet are assimilated. Any opposing facilities at that location, all personnel and equipment in or aboard a facility and all ships docked at a facility are also assimilated. Personnel aboard a docked ship are not assimilated. As part of the interim outpost rules, you may not report Borg cards for duty at an assimilated facility.

Other cards in play at that location are unaffected by the planet's assimilation.

Facility assimilation – There is currently no way to assimilate a facility except as a side effect of assimilating a planet (all facilities at the location are assimilated). Once assimilated, a facility's SHIELDS no longer prevent beaming (as with Borg ships).

Asteroid Sanctuary – This interrupt is a valid response to the initiation of a ship battle. It cancels the battle (but all cards involved are still "stopped"). See **actions – step 2: optional responses, battles**.

"at any time" – This phrase indicates that an action may be used during any phase of either player's turn. Such an action is *not* an exception to the normal timing rules; that is, it may not interrupt other unrelated actions. See **actions – step 2: optional responses.**

Atmospheric Ionization – This event allows up to 3 personnel to beam, up or down, every turn (e.g., 2 down and 1 up or any other combination).

attribute enhancements – Attribute enhancements refer only to positive changes in the attributes of a ship or personnel. Shipwreck and Weak Spot do not affect a facilities ability to extend its SHIELDS around ships. See **attribute modifiers**.

attribute modifiers – If more than one card modifies the **attributes** of a ship or personnel, add or subtract first, then multiply. For example, if you have a both a Plasmadyne Relay (RANGE and SHIELDS +2) and a Kurlan Naiskos (all attributes x3) on the U.S.S. Enterprise (9-8-9), which also has Strafing Run on it as a damage marker (all attributes −1), you would have:

RANGE and SHIELDS: (9 + 2 − 1) x 3 = 30
WEAPONS: (8 − 1) x 3 = 21.

However, if a card or rule *changes* an attribute to a specific value, instead of adding or subtracting, that change is handled first and is treated as if it were printed on the card. For example, if Data, with normal attributes of 8-12-12, is affected by Frame of Mind, which sets his attributes to 3-3-3, and his STRENGTH is then enhanced +2 by a disruptor, it will be 5. "Rotation” damage to a ship, which reduces its RANGE to 5, is an example of a rule that "sets" a value rather than modifying it. (See **damage**.)

Personnel or ship attributes may not be reduced to less than 0. If a ship has a normal RANGE of 1 and Baryon Buildup is played on it (reduces RANGE by 2), its RANGE becomes 0. Reducing a ship's

RANGE or personnel's STRENGTH to 0 does not destroy the ship (unless the reducing card says so) or kill the personnel.

Attributes that are **undefined variables** may not be modified.

attributes – Personnel have three attributes – INTEGRITY, CUNNING and STRENGTH. Ships have three attributes – RANGE, WEAPONS and SHIELDS. See **attribute modifiers, undefined variables**.

Automated Security System – Because species is irrelevant to the Borg, a Borg of Cardassian species could be killed by this event.

automatic modifiers – Any modifier which simply states that it occurs – without a word such as "may" to indicate that it is optional – is automatic. For example, "While on your ship, RANGE is +1" (Eighteen of Nineteen) is an automatic modifier, whereas "if on a ship, may reduce RANGE or WEAPONS by 2 until end of turn" (Six of Seventeen) is optional. Automatic modifiers are mandatory.

Away Team and crew – 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 intruders.

By default, all your compatible personnel on a planet (outside a facility or landed ship), or on the same ship or facility (same site if a Nor) are a single Away Team or crew, excluding personnel who are "stopped," disabled, in stasis or under house arrest (they form a separate group).

On your turn, you may declare your personnel on a planet to be split into separate Away Teams. You cannot voluntarily split up your personnel on a ship, facility or site, but a dilemma may temporarily "stop" a portion of a crew, forming a separate crew. All such separate compatible Away Teams or crews automatically become one Away Team or crew at the end of your turn, and thus may be attacked by your opponent as a single group.

If personnel from two separate ships beam down to form one Away Team and they encounter a dilemma that affects the ship, it would affect all ships they beamed from.

Cards referring to an Away Team normally do not include crew. For example, the Genetronic Replicator can prevent deaths only in your Away Team, not in a crew. However, some [S/P] dilemmas, such as Thought Fire, Frame of Mind, and Chinese Finger Puzzle, incorrectly refer either to a ship's crew or to an Away Team. Treat such cards as if they said "crew or Away Team."

An Away Team remains associated with the ship it beamed (or disembarked) from until they board another of your ships or space facilities,or until they are separated by the departure of the ship or the Away Team from that location (including the ship time-traveling into the future via Temporal Rift). For example, if you play Memory Wipe on your ship, beam an Away Team to a planet and move the ship to another location, those personnel revert to their normal affiliations. Also, Magic Carpet Ride OCD will relocate only the Away Team(s) at the ship's location; a personnel sent away by a Love Interest is no longer associated with that ship.

Bajoran Civil War – Both downloaded personnel must be ❖, whether they are OFFICER, SECURITY or Resistance personnel. (There are currently no ❖ Resistance personnel.) See **Computer Crash**.

Bajoran Interceptor – When you move this ship from a location in a region to another location in the same region, without "flying past" any location that is not part of the region (e.g., an inserted [univ] Space), your maximum available RANGE is 9 (less any RANGE already used that turn). At all other times (including when the ship is not moving), your maximum RANGE is 5, less the RANGE used that turn.

Thus, when moving from Kressari Rendezvous (Cardassia Region, span 2) to Establish Station (no region, span 5), your RANGE is 5 and will be exhausted by the move. When moving in the other direction, your RANGE is also 5, and at the end of the move your remaining RANGE is 3. If you then make a separate move from Kressari Rendezvous to the adjacent Orb Negotiations (Cardassia Region, span 4), your RANGE at the start if the move will be 7 (9 - 2 used), and at the end your remaining RANGE will be 3 (for further moving within the region).

If another card allows this ship to land or take off, it does not use up the one landing or takeoff per turn allowed by the ship's own game text. For example, it may dock (land) or undock (take off) at Docking Pads and still land on a planet the same turn. If Establish Landing Protocols is in play, the ship may land or take off once per turn using its own text, and land or take off once more per turn using the event's text (and using 1 RANGE).

Bajoran Wormhole – The Alpha Quadrant Bajoran Wormhole card must be placed or inserted adjacent to a Bajor Region location if any are on the spaceline. If not, the doorway may be inserted anywhere on the spaceline that is not within another region, creating a Bajor Region. If one end of the Bajoran Wormhole is destroyed, the other end is discarded also. See **doorways – closed**.

Moving through this pair of doorways *can* be part of a single movement action to the mouth of the Bajoran Wormhole and through it (continuing along the spaceline upon exit if Wormhole Navigation Schematic is played).

Balancing Act – The point loss for this dilemma is not scored at any specific location (because it may affect both players, not just the one encountering the dilemma), and thus is not affected by Altonion Brain Teaser.

banned cards – The only card banned from tournament play is Raise the Stakes. All other issued cards, in all border colors, are allowed in tournament play.

Barash icon [Bar] – This icon, found on Admiral Picard, Commander Troi, Commander Data and Ambassador Tomalak, will be developed in a future expansion.

Barclay Transporter Phobia – The personnel affected by this interrupt refuses all beaming, including the transport that was in progress when the interrupt was played. Place the interrupt on the affected personnel as a marker of this limitation. "Plays during transport..." means that it plays as a response to transport.

Bareil of Borg – See **counterpart**.

Baryon Buildup – See **attribute modifiers**.

battle – The basic rules for both personnel and ship battle are covered in the Rulebook under Executing Orders.

Affiliation attack restrictions – When attacking a force composed of more than one affiliation, you must obey all relevant affiliation attack restrictions. However, if a card specifically allows you to attack a particular affiliation, then you may attack any forces that include that affiliation, even if other cards are working with them. For example, Admiral Leyton allows you to attack a joint Dominion/Cardassian/Non-Aligned force.

Attacking a ship with your personnel aboard – While you may not attack your own cards, the presence of your personnel aboard an opponent's ship or facility does not prevent you from attacking that ship or facility. For example, if you are required by Saltah'na Clock to attack an opposing ship, you must do so even if you have personnel (intruders) aboard the ship.

Cancelled battle – If a properly initiated battle (or "attack") is cancelled, "prevented" or nullified (e.g., with Hugh or I'm a Doctor, Not a Doorstop), all cards involved have still participated in a battle and are "stopped."

Combat pairings – If both cards in a combat pairing have a stun effect, or if both players wish to make a response to a combat pairing, the player whose turn it is has the first opportunity to do so.

Damage and repair – See **damage**.

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 [down] symbol, use that card as the damage marker for one of those targets (your choice) and treat that symbol as [flip] for damage to each remaining target. All damage markers drawn from your side deck must be placed on the hit targets randomly.

Winning and losing battle – Some cards, such as Discommendation and Data's Medals, refer to the winner or loser of a battle. In a personnel battle, the winner is the player with the higher total remaining STRENGTH at the end of the battle. In a ship battle, the player whose ships and/or facilities sustain the least HULL integrity loss (maximum of 100% loss per ship or facility) during that battle is the winner. (If the STRENGTH totals or HULL integrity losses are equal, there is no winner or loser.)

Battle Bridge side deck – 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 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).

Your Battle Bridge side deck is made up of Tactic cards. 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. 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.

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

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

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

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

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

beaming personnel into space – You may not beam, report or otherwise transfer personnel into space unless a card specifically allows you to do so (e.g., Airlock).

Bendii Syndrome – A Vulcan without Youth in the crew or Away Team is required to trigger this dilemma. If the trigger is not present, the dilemma is discarded immediately.

Beware Of Q – If you wish to use the first two functions of this objective, you must seed two copies (or seed the first and play the second). If you seed only one and have a Q-Continuum side deck, you must declare which function you are seeding the card for.

To use the first function of this objective, you do not need to have a Q-Continuum side deck or a seeded Q-Flash. It allows seeding of Q-icon dilemmas only (not other Q-icon card types).

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

However, once you have completed the objective, you may not target the mission with another objective requiring that it be "not yet scouted," even by seeding a Q-Flash under the mission. Likewise, you could not solve a mission, seed a Q-Flash under it, and then attempt and solve it again for more points.

See **encountered, Q-icon cards**.

Birth Of "Junior" – This dilemma reduces the ship's RANGE at the end of each turn, including the turn the dilemma is encountered.

A ship whose RANGE is **disabled** by **"Pup"** is not considered to have RANGE=0 for Birth of "Junior," and thus is not destroyed.

Black Hole – If this doorway "pulls in" the last location on either end of the spaceline, it stops alternating and continues to pull in locations from the remaining side. Cards that can close a doorway (e.g., Revolving Door and Door-Net) suspend the Black Hole's game text and, as a result, are not pulled in. See **doorways, closed**.

When a ship in a Temporal Rift (or Time Travel Pod) is located at a spaceline location that is pulled into a Black Hole, the ship is not immediately discarded, because the ship is time traveling and thus not really at that location; we just leave the card there to indicate where it

will eventually return. Move the ship to the Black Hole location itself until it reappears "on schedule," at the end of a turn. If you nullify the Temporal Rift with an Alternate Universe Door before the time it would be pulled in, you may move the ship away before the end of the turn and escape destruction.

This doorway may only be played between two of the missions named ❖ Space. It does not refer to other universal space-location [S] missions, such as ❖ Patrol Neutral Zone.

Blended – This dilemma's requirement of "any Scotty" refers to any version of the Montgomery Scott character (known as "Scotty" in the original series).

bonus point area – When you score points from any card with a **point box**, that card (unless it remains on a target) is placed in a "bonus point area" near your discard pile, as a reminder of those points, even if the card says to discard it. This is not part of your discard pile and is unaffected by cards such as Res-Q, Fire Sculptor etc.

If points are scored from a card without a point box (such as Lack of Preparation), that card is discarded when resolved, not placed in the point area. You must keep track of such points by another method.

bonus points – Bonus points are defined as points (whether positive or negative) that come from any source other than Mission cards and [Borg Only] Objective cards. Thus, non-Borg objectives that provide points (such as File Mission Report) provide bonus points. As another example, Mordock's five point "bonus" is derived from his Personnel card, and is therefore considered bonus points. See **bonus point area.**

Boratus – See **Ajur and Boratus**.

Borg – The Borg, introduced in the Star Trek: First Contact expansion in 1997, represented the first fully playable affiliation added to the game since its premiere in 1994. There are a number of important differences between the Borg and other affiliations.

The Collective and Hive – All of your Borg affiliation cards in play make up your Borg *collective*. All of your Borg affiliation cards at one spaceline location (or time location), whether in space, on a planet aboard a ship or facility etc., make up a Borg *hive*. Some cards may affect your entire collective; others may affect all your Borg in one hive. In a Borg vs. Borg game, each player has a collective, and both may have hives at the same location.

Borg Personnel – Most Borg Personnel cards represent *drones*. A drone's lore lists its "Identification" (which identifies it as a particular type of drone), a description of its "Task" and its "Biological Distinctiveness" (species of origin; however, the species of Borg drones is irrelevant to the Borg). Borg drones list no gender; gender is irrelevant to the Borg. The Borg Queen and assimilated **counterparts** such as Locutus of Borg are not drones.

Borg personnel have no classifications, though several of the personnel types appear as skills. Needed **skills**, including personnel types, which do not appear on Borg Personnel cards may be obtained by assimilation of opposing personnel or by using the Borg Queen's selectable skill. Regular skills (including the Borg Queen's selected skill) may be shared throughout a Borg hive using the **Interlink Drone**'s skill. Your Borg may also share CUNNING using the **Unity Drone**'s skill. (Detailed examples of the use of these skills will be found under the entries for those drones.)

Borg special skills provide many functions supplied by Equipment cards for other affiliations (e.g., STRENGTH enhancement for personnel, RANGE and SHIELDS enhancement for ships). They may also use **equipment** cards, subject to certain limitations.

Each Borg drone has an icon identifying which *subcommand* it is assigned to within the Borg collective. Subcommand icons are used primarily to staff Borg ships, but also have other uses indicated by cards.

[Com] (blue) – Communication drones facilitate a hive's ability to share skills and CUNNING, adapt to hazards, etc.

[Nav] (green) – Navigation drones enhance warp capabilities, maintain and expand the Collective's transwarp network, deal with navigational hazards, etc.

[Def] (red) – Defense drones initiate battle and enhance offensive and defensive capabilities.

The Borg Queen and counterparts each have all three subcommand icons; however, they may each meet only one **ship staffing** requirement at a time. See **Seven of Nine**.

Gender is irrelevant to the Borg. Borg personnel are not affected by gender-related game text on non-Borg cards (e.g., Love Interests, Matriarchal Society, Alien Groupie).

Borg Affiliation Ships – Borg SHIELDS do not block transporter beams (except during ship battle). Thus, your opponent may normally use his own transporters to beam his personnel and equipment to and from your Borg ship (or outpost) at the same location. You may use your Borg ship transporters to beam aboard your opponent's non-Borg ship or facility through its SHIELDS if you have a Transport Drone (Two of Eleven) aboard your ship (and if your current objective or another card or rule allows it).

All Borg ships have a bonus point box. These bonus points are earned by your non-Borg opponent whenever he destroys your Borg ship in battle (and only in battle).

Borg-affiliation ships are not affected by Plasma Fire, Warp Core Breach, Isabella, Into The Breach, Hugh or the second function of Anti-Matter Spread. (They are affected normally by the first function of Anti-Matter Spread, like any other ship.)

The Delta Quadrant and Borg Outpost – All Borg affiliation cards (except assimilated counterparts) have a △ icon and are native to the Delta Quadrant. Thus, they follow quadrant rules for seeding **facilities** and reporting cards (see **reporting for duty**). Because no missions exist yet for the Delta Quadrant, the following interim rules apply to using the **Borg Outpost**:

• When playing Borg you may seed one Borg Outpost on your side of the table, away from the spaceline. This seeded outpost represents both an outpost and a location.

• This outpost/location is conceptually in the Delta Quadrant and its location is completely unknown to your opponent. Thus, your opponent (even if also playing Borg) may not move to your outpost or target the outpost, the location itself or any cards at the location in any way. For example, he may not play a Revolving Door to close a Transwarp Network Gateway played at the outpost, a Temporal Rift on a ship located at the outpost, or a Brain Drain on a personnel at the location.

• You may move your own Borg ships to and from this outpost (location) using cards such as **Transwarp Network Gateway**, Transwarp Conduit and Wormhole. You may not move your opponent's ships to this outpost/location (even if he is also playing Borg).

• Just as other affiliations build outposts "at any location" with a matching affiliation icon, Borg build outposts "at any location" they've assimilated (even a homeworld). Although you may build Borg outposts on the Alpha or Gamma quadrant spacelines in this manner, you may not report cards for duty at such outposts (because the outpost is not native to the quadrant). You may report your Borg to the Alpha or Gamma quadrant using the text

of such cards as the Borg Cube, Queen's Borg Cube, Borg Scout Vessel, Retask, Scout Encounter and Undetected Beam-In.

Cooperation – Borg don't mix or cooperate with affiliated, Neutral or Non-Aligned cards. Players using [Borg] affiliation cards may not include any non-Borg personnel, ships or facilities in their game deck or any side decks. Because Site cards have no affiliation, a Borg player may include them in his deck. If a player has Borg and non-Borg cards present together (The Naked Truth, Frame of Mind, etc.), normal **house arrest** rules apply. (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.)

Objectives – Unlike other affiliations, Borg never attempt missions. Instead, a Borg player uses Objective cards to accomplish goals such as destroying a ship, scouting a space location or assimilating a planet. Some Borg objectives score points; others confer different benefits, such as destroying an enemy ship, assimilating it into the collective, or disrupting the timeline (see **timeline disruption**). (You must still seed exactly six missions. Card elements which represent the location, rather than the mission, still apply; these include span numbers, planet and space icons and italicized game text such as Quash Conspiracy's *"No ship-to-ship beaming at this location."*)

When you are playing Borg and you have an uncompleted [BO] (Borg Use Only) Objective card face up in play, this is defined as your current objective. You are limited to one [BO] current objective at a time. You may have any number of non-[BO] objectives in play at a time. (You may also have other [BO] cards such as incidents in play.)

When you play (or activate) a Borg Objective card, you must immediately target an appropriate location, ship or personnel as specified by the objective. Objectives may target solved or unsolved mission locations. The objective then allows your Borg to scout the ship or location, initiate battle, abduct a target etc. See **scouting, scouting locations, scouting ships**.

If an objective involves scouting, your Borg must complete scouting and meet any other listed requirements (such as having Borg present at the location) before you may *probe* to determine your current objective's outcome (and score its points, if any). See **probing**.

Scoring points – A Borg player scores points, both positive and negative, only from [Borg Only] cards and cards which specify that they affect Borg. When you or your Borg are confronted with any other card which is point-related, you still play out the card but ignore the points. (If that card presents a choice, you must choose an option which is not point-related, if possible.)

Away Teams – Your Borg may not form Away Teams (either on a planet or on an opponent's ship or facility) except when counter-attacking or when allowed by your current objective or another card (e.g., Emergency Transporter Armbands, Near-Warp Transport, Iconian Gateway, Devidian Door).

Battle – Your Borg may not initiate battle except when counter-attacking or when allowed by your current objective (e.g., Assimilate Counterpart, Eliminate Starship) or another card (e.g., Conundrum, The Issue Is Patriotism). They may attack other Borg, subject to these restrictions.

Each of your ships, facilities or Away Teams that wishes to initiate an attack must have a [Def] personnel (or a "**leader**") present, except when counter-attacking.

Your Borg may abduct and/or assimilate opposing personnel during personal combat using cards such as Assimilate Counterpart, the Talon Drone (Three of Nineteen) and Assimilation Tubules. See **abduction, assimilation**.

Cards such as Rogue Borg Mercenaries, Crosis, Outpost Raid and the Borg Ship dilemma are considered "rogue" and are not part of your collective. Thus, they affect your Borg cards normally.

Assimilation – You may assimilate planets or your opponent's personnel and ships by using Objective and other cards that allow assimilation. Cards that allow you to assimilate personnel include the Talon Drone, Assimilation Tubules, Assimilate Counterpart and Borg Servo. (Your Borg may not assimilate personnel you have captured unless a card or rule allows you to do so.) Assimilate Planet and Assimilate Homeworld allow you to assimilate planets (along with any facilities that may be located there). Assimilate Starship allows you to assimilate ships.

When personnel, ships or planets are assimilated, they come under your control and undergo specific transformations. See **assimilation**. The Borg do not commandeer.

Borg-affiliation ships – See **Borg**.

Borg Cube and Queen's Borg Cube – These ships are intended to allow reporting of Borg personnel and Borg Use Only [BO] equipment aboard. Other equipment must be reported at a Borg Outpost, played with Devidian Door, etc.

Personnel may report to this ship using its game text even while affected by a moving required action. See **actions – required**.

Borg Outpost – The only way to play a Transwarp Network Gateway at the Delta Quadrant outpost is by using its special download icon, since the Borg Outpost is not a "spaceline" location (which is required for normal play of the Gateway).

See **Borg** for interim rules for use of the Borg outpost.

Borg Queen – The skill that this personnel selects must be a regular skill, and may be shared through the Interlink Drone like any other regular skill in the hive. See **skills**.

The Borg Queen's enigma icon ✦ indicates that she is neither universal nor unique, and thus is not affected by cards that specifically affect either universal or unique personnel. However, each player may have only one Borg Queen in play at any time. (See **unique and universal**.)

Borg Servo – The personnel assimilated by this dilemma remains on the ship or planet where he was assimilated, until the Borg player can beam him to his Borg ship. Like all Borg, the newly assimilated drone must obey normal attack and movement requirements. Thus, he cannot attack unless attacked first or allowed by a current objective or other card. If on a ship, he may be used by the Borg player to scout the ship for Assimilate Starship on his turn, if that is his current objective.

Borg Ship – This dilemma attacks in any of three situations

1. The dilemma is first encountered; or
2. It moves to a target's location; or
3. A target arrives at its location.

Although this dilemma has no conditions and would not normally "stop" your ship and crew when you encounter it, the ensuing battle will. Since it moves to a new location at the end of every turn (just before the player's card draw) and attacks then, the attacked cards will be "unstopped" as usual at the start of the next turn.

"Target" refers to anything that may normally attack or be attacked in a ship/facility battle: an uncloaked ship (in space) or any facility (in space or on a planet). Landed ships, Away Teams, or other objects in space (e.g., Anti-Matter Pods) or on a planet are not valid targets. When encountered and when it moves to a new location, it attacks all targets at that location (not just the ship that encountered it). When a target arrives at its location, it attacks only that target.

Any uncloaked ship moving to (and stopping at) or appearing at the location of this dilemma will trigger it to attack immediately. This includes a ship that decloaks at its location, a ship reappearing from a Temporal Rift at its location or a ship reported at that location. A moving ship may fly past the dilemma and avoid being attacked. A ship decloaking or being reported to that location is not moving and cannot escape attack in this fashion.

If you have unstopped ships at the location of the Borg Ship dilemma during your turn, they may attack the dilemma. It will retaliate against all ships (and facilities) that attacked it (but not other targets that were not involved in the attack).

The battle is conducted exactly like a normal ship battle, with the exception that the Borg Ship dilemma attacks multiple targets and attacks each target with its full WEAPONS of 24. See **battle**. Hits, direct hits and damage to the Borg Ship dilemma are calculated and applied as if it were a ship.

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). (See **damage**.)

• 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.

The Borg Ship dilemma has a bonus point box. These bonus points are earned when a non-Borg player destroys the dilemma in battle (and *only* in battle).

The Borg Ship dilemma is considered "rogue" and not part of a Borg collective. Thus, it affects Borg-affiliation cards normally.

The Borg Ship dilemma is not affected by Plasma Fire, Warp Core Breach, Isabella, Into The Breach or the first function of Anti-Matter Spread. (It is affected only by the second function of Anti-Matter Spread.) See **Hugh**.

The Borg Ship dilemma is not a ship and therefore is not affected by cards that affect ships (such as Calamarain, Q-Net, Wormholes etc.). It is treated like a ship only with respect to battle.

Borg subcommand icons – See **Borg**.

Brain Drain – When choosing a target for this interrupt, your opponent is required to reveal to you the names and locations of all of his personnel in play. See **showing your cards**.

When played to double the effects of Interphasic Plasma Creatures, this interrupt lowers the STRENGTH of all the affected player's personnel by 4, until the dilemma is nullified.

Brainwash – This event removes *all* affiliation-based restrictions on using the Brainwashed personnel "as your own." Examples:

1. Not only will Galen work with the Federation if Brainwashed, he will work with a Brainwashed Federation personnel even if not Brainwashed himself.

2. The Borg may Brainwash a non-Borg captive. The Brainwashed captive is not assimilated and thus may not share skills with the Borg. He may not be used to scout (because he is not Borg), but may be used to attempt missions of his affiliation (though the Borg may not join him because they do not attempt missions). If the Brainwashed personnel solves a mission, the Borg player will not score the mission points. The Borg may use the captive's skills for purposes other than scouting. For example, if he had SCIENCE classification or skill, he could enhance SHIELDS with Metaphasic Shields in play; a Brainwashed android could prevent the ship from being relocated at Paxan "Wormhole."

3. Other affiliations may Brainwash a Borg captive. The Brainwashed Borg will work with that affiliation, but may not join mission attempts (because it is still Borg). However, the Brainwashed Borg may be used in other ways. For example, if it is an ENGINEER, it could facilitate carrying and launching shuttles with Engage Shuttle Operations; if it has Navigation skill, it could help deal with cards such as Tetryon Field and Anti-Matter Pod. A Brainwashed Borg in your crew or Away Team does not add Borg attack restrictions. A Brainwashed Talon Drone could assimilate an opposing personnel stunned in battle; it would immediately be placed under house arrest (or would become a separate Away Team).

See **capturing**

brig – See **capturing**.

Brute Force – To solve this mission, the total STRENGTH of your entire Away Team (which must have at least 3 personnel in it) must be greater than 10 times the number of personnel. For example, if there are 4 personnel in the Away Team, its total STRENGTH must be greater than 40 (including applicable STRENGTH modifiers such as disruptors).

Build Interplexing Beacon – See **timeline disruption**.

Calamarain – This event is not a Ship card, and therefore is not affected by cards that affect ships (Q-Nets, etc). The player who played the Calamarain moves it, as if it were one of his own ships. Discard the event after either use (damaging a ship or killing Mortal Q). Calamarain cannot damage a **cloaked ship**. See **Explore Interstellar Matter**.

This event plays "at location of opponent's choice." That location may be in either the Alpha or Gamma Quadrant or at a time location. Because this card is an event, not a ship, it cannot move through the Bajoran Wormhole or have Wormholes played on it.

This event 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).

cancel – Act of preventing an action (such as a card play or a battle) from having its result. Any costs paid to initiate that action remain paid. When you cancel an action that was limited to once per turn, that action may not be initiated again during that turn. See **nullify**.

Captain's Log – This event has errata: *Plays on table. Each of your ships with its matching commander aboard is SHIELDS +3 and WEAPONS +3. (Not cumulative.)*

See **matching commander**.

captives – See **capturing**.

capturing – 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 – Some cards 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.

"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.

Cardassian Trap – This dilemma has conditions of Empathy. If Empathy is present in your crew or Away Team when you encounter the dilemma, you meet the conditions and discard the dilemma. (A unique non-Cardassian is a "target" and not a condition for overcoming the dilemma.) If you do not meet the conditions, your crew or Away Team is "stopped." If a unique non-Cardassian is present to be captured, the dilemma is placed on the captive as a"trap" card. If there is no one to capture, the dilemma is reseeded under the mission to be encountered again, because it does not say "discard dilemma." See **dilemmas – resolution, capturing**.

Cardassians, Non-Aligned – The Non-Aligned personnel of Cardassian species (Ocett, Evek and Madred) are still Non-Aligned, *not* of Cardassian affiliation.

card draw – A "card draw" refers to any card drawn from the draw deck, either as the player's end-of-turn draw(s) or through the use of a card that specifies that you "draw cards," such as Kivas Fajo – Collector. Each card drawn is a separate action.

An action that is "in place of one card draw" may replace any card draw. Unless the action is restricted to once per turn, you may replace as many card draws as you are entitled to. For example, downloads with the Borg Queen's special skill may replace any or all of the three card draws from Kivas Fajo – Collector. The replacement action must be performed at the time you would normally make that card draw.

You may perform as many actions as you like each turn that have the restriction "draw no cards this turn" (e.g., playing a Q's Tent, playing a Ready Room Door to download a matching commander). You may not then draw any more cards for the remainder of the turn, by any means (normal card draw, Kivas Fajo – Collector, Masaka Transformations etc.), or use an ability (such as the Borg Queen's special skill) that allows you to perform an action in place of a card draw. Cards chosen from your deck using a Betazoid Gift Box are not "drawn."

card play – A "card play" refers to any card played by any means (normal card play for the turn, normal interrupt or doorway play, a card played "for free," downloaded into play, Devidian Door, etc.). See **reporting for duty**.

Your "normal card play" is defined as your one allowed card play on each turn. Although optional, this must take place before you execute any orders. Interrupts and doorways do not use up (or count as) your "normal" card play, nor do any cards brought into play via another mechanism (such as downloading), unless otherwise specified.

An action that is "in place of your normal card play" must be performed when you would make your normal card play, at the start of your turn, before executing orders. Such an action may be a *group action* with several sub-actions; interrupts may not be played between those sub-actions. See **actions**. Because you have only one normal card play each turn, only one such "replacement" action may be performed each turn. For example, Spacedoor allows you to download a universal ship in place of your normal card play. Two Spacedoors will not allow you to download two ships.

card sleeves – Only non-opaque plastic sleeves are allowed during Star Trek CCG tournament play related to the World Championship series (preliminary regional events, open and invitational qualifiers, and regional and world championships). Opaque sleeves may still be used for non-world championship-related tournaments.

card title groups – Cards (other than Personnel and Ship cards) are grouped together in terms of their interactions with other cards by words contained in the card titles, whether followed by a colon, an em dash or neither.

- Kevin Uxbridge and Kevin Uxbridge: Convergence are both nullified by Q2
- Armus – Skin of Evil and Armus – Sticky Situation are both nullified by Interphase Generator
- all cards whose names start with Incoming Message are nullified by Subspace Interference
- Klingon Disruptor and Cardassian Disruptor Rifle both overcome Zaldan.

Personnel and Ship cards are covered by the **persona** rule. A Personnel card is never grouped with a non-Personnel card (for example, The Traveler and The Traveler: Transcendence have no effect on each other).

card types – Some cards, such as Telepathic Alien Kidnappers, refer to a "card type." The current card types are Mission, Time Location, Dilemma, Artifact, Ship, Personnel, Equipment, Facility, Site, Event, Objective, Incident, Doorway, Interrupt and Tactic. Card types are not broken down by affiliation for gameplay purposes.

Outpost, Station and Headquarters are no longer considered separate card types; they are all Facility cards. Q-icon cards are not considered separate card types; a Q-icon dilemma is a Dilemma card etc.

A card that says it is "played as" another type of card does not count as both card types. For example, an artifact that plays as an Event cannot be protected by Rishon Uxbridge. However, Kevin Uxbridge could still destroy such a card because Kevin specifically says he may destroy any card played as an Event card. Kevin Uxbridge:

Convergence, on the other hand, may only destroy Event cards, not artifacts played as Event cards.

Cargo Rendezvous – This mission has a clarification: The requirement for ENGINEERING should read ENGINEER.

carried ships – One ship may not be carried aboard another ship unless a card, such as Engage Shuttle Operations or Borg Sphere, allows it. Missions cannot be attempted or scouted from a carried ship. If the "mother ship" is destroyed, any ship it carries is also destroyed. If a carried ship is destroyed, the "mother ship" is damaged.

When game text in play allows you to launch ships from other ships, it implies that you can also load or recover such ships. For example, because Engage Shuttle Operations allows you to launch shuttlecraft, it also allows you to re-load them aboard your ships with Tractor Beam and ENGINEER. Likewise, Borg spheres can re-load aboard Borg cubes. Launching and loading are forms of normal ship movement, requiring full staffing. See **movement – ship**.

Cha'Joh – You may switch the affiliation of this ship simultaneously with switching the affiliation of the Sisters of Duras aboard. See **multi-affiliation cards**.

Chamber of Ministers – The sentence "A Nor may coexist here" overrides the normal rule that you may not establish more than one facility at a location. The word "Nor" is a reference to the type of station (and thus allows Deep Space 9 or Terok Nor to seed there), not to the card named "Nor." That station may not be established at a Bajor region location.

changeling – A species. All changelings are **shape-shifters**. (But not all shape-shifters are changelings.)

Characterize Neutrino Emissions – You may seed any number of different Orb artifacts under this mission, regardless of whether the artifact may normally be seeded in space. You may not seed duplicate Orb artifacts here. If you seed multiple Orb artifacts, you may not seed any other artifact here.

Chief O'Brien – You may download only one Brainwash each turn, regardless of the number of copies of this personnel you have in play.

Chula: The Chandra – For a personnel to continue past this dilemma, at least one attribute number must match the same attribute on the randomly selected personnel. INTEGRITY must match INTEGRITY, CUNNING must match CUNNING and/or STRENGTH must match STRENGTH. All attribute modifiers must be taken into account, such as phasers, Lower Decks, Targs etc.

If a dual-personnel card is randomly selected for this dilemma, all personnel with at least one attribute number matching *either* of the dual personnel would continue. (Do not add the attribute numbers together.) For example, Jake and Nog have attributes of 6+4, 5+7 and 4+4. Any personnel with INTEGRITY of 6 or 4, or CUNNING of 5 or 7, or STRENGTH of 4, would continue with Jake and Nog. If a single personnel is randomly selected, a dual-personnel card will follow him if either of the dual personnel has an attribute that matches. See **dual-personnel cards**.

Clan People – "Must have Opaka present" refers to the personnel card Kai Opaka.

clarifications – See **revised game text**.

classification – A personnel's classification is found only in their classification box. If a personnel type such as MEDICAL is found in the skills box, it is a skill, not a classification. Thus, if a card refers to "ENGINEER-classification personnel" it refers only to personnel who have ENGINEER in their classification box, not in their skills box. Borg personnel have no classification. See **skills, personnel type**.

cloaked ship – A cloaked ship is invisible to other ships and cannot be attacked, yet it can move normally. (An opponent can verify the RANGE of a cloaked ship.) A cloaked ship may not participate in battle, use a tractor beam, load or unload personnel or equipment (either by beaming or docking at a facility), or attempt or scout a mission.

A cloaked ship can be affected by cards representing cosmic phenomena or spontaneous events that are independent of the visibility of the ship, as well as cards representing actions of personnel aboard the cloaked ship. Examples of cards that can affect cloaked ships are Magnetic North, Temporal Rift and Plasma Fire. A cloaked ship cannot be affected by external actions that would logically require that your opponent or some lifeform could see or sense the ship, such as Establish Tractor Lock or Long-Range Scan.

A cloaked ship, and the crew aboard, may not affect anything external to the ship, unless the effect is logically unrelated to the visibility of the ship and would not result in detection of the ship. Thus, a cloaked ship may move, dock and undock, but may not attempt or scout a mission, initiate battle or "hail" a passing ship (i.e., you may not play Hail on a ship passing your cloaked ship). A ship must be decloaked to prevent nullification of Post Garrison or the opponent's completion of Patrol Neutral Zone.

You may probe for an objective involving a cloaked ship (or its crew) only if the objective's target and results of a successful probe are internal to the ship. For example, Assimilate Planet targets a planet mission and has a successful outcome of assimilating the planet. If your Borg at the location are aboard a ship, the ship may not be cloaked when you probe, because a successful probe affects a planet external to the ship. Assimilate Counterpart targets a personnel and has a successful outcome of assimilating the counterpart. You may probe for this objective if the counterpart is on an Assimilation Table aboard a cloaked ship, because the effects are internal to the ship.

Cards may report to a cloaked ship (when allowed by a card such as Ready Room Door, Borg Cube, Dr. Telek R'Mor or The Emissary).

cloaking device – A type of **special equipment** listed in the game text box of some ships. To cloak a ship, turn the Ship card face down; to decloak, turn it face up. You must have at least one personnel of **matching affiliation** aboard to cloak or decloak a ship. (Non-Aligned ships can be cloaked by a personnel of any affiliation or Non-Aligned.) You may cloak or decloak your ship only during your own turn, unless a card allows otherwise. A ship may not come into play cloaked, or cloak and decloak on the same turn (unless a card allows it). A "stopped" ship may not cloak or decloak. See **cloaked ship**.

Coalescent Organism – This dilemma "stops" the Away Team or crew because it has conditions (Exobiology). It has no cure. It can be passed on to *anyone* who is present at the end of the turn, no matter who owns the personnel. The dilemma is played on the selected personnel; you may "strand" that personnel so the dilemma can not be passed on. Discard the dilemma if the personnel dies alone.

collective – All of one player's [Borg] affiliation cards in play.

colon rule – The "colon rule" has been replaced by the rule on **card title groups**.

Colony – Only one Away Team may score points each turn at this station. Away Teams from different affiliations may not mix to score the points for the Colony without a treaty. See **facilities**.

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.

compatible affiliation – Two cards are of compatible affiliation if their affiliation icons can work together (e.g., they are the same affiliation, or at least one is Non-Aligned or Neutral, or they are allowed to mix and cooperate by another card).

If a card allows cards of different affiliations to "mix" (or "mix and cooperate"), those cards are compatible with each other. Some cards that make different affiliations compatible are Treaty cards, Brainwash, Ferengi Trading Post (only while aboard) and Memory Wipe. Cards of different affiliations may not mix and cooperate unless allowed by such a card.

Compatible personnel, ships, facilities, equipment, etc. can all be shared by the player as if they were one affiliation. However, you must still have a personnel of **matching affiliation** when required by a card or rule.

Example: If you have a Treaty: Romulan/Cardassian in play, your Romulan, Cardassian, Non-Aligned (and Neutral) cards are compatible with your Cardassian Outpost and Nor, but your Klingon cards are not. (Only your Cardassian cards match the Outpost and Nor.)

- Your Romulan and Non-Aligned cards may report to your Cardassian Outpost or Nor (but may not be downloaded using the Ops text).
- Your Romulan and Non-Aligned personnel may staff your Cardassian ship, if at least one [Car] personnel is aboard (see **ship staffing**).
- You may attempt a mission using a mixed Romulan/Cardassian/Non-Aligned crew or Away Team as long as at least one personnel matches one of the mission's affiliation icons.

If a card allowing compatibility is nullified or destroyed, incompatible personnel aboard a ship or facility are placed under **house arrest**. If a mixed crew is aboard a Non-Aligned ship or facility, the affiliation with the fewest personnel present (if a tie, determine randomly) is put under house arrest. If a mixed crew or Away Team is on a planet, in a planet facility or at a site, the non-compatible personnel form a separate crew (under house arrest) or Away Team. (Only the Away Team matching a ship's affiliation may return to the ship. The non-compatible personnel may be picked up only by a compatible ship.)

If a mixed Away Team becomes incompatible and splits *during* a mission attempt, only one Away Team can and must continue the attempt (owner's choice if both are eligible to continue). If a mixed crew becomes incompatible during a mission attempt, the crew that is not placed under house arrest must continue the attempt.

See **"does not work with"**.

Compromised Mission – The affiliation icons on this mission are not a misprint. The player who seeds the mission may attempt it with Romulan or Klingon crew, and the opponent may only attempt with Federation crew. See **mission text**.

Computer Crash – You may activate this hidden agenda event as a response to an attempt to play a Q's Tent or a card requiring downloading (e.g., Activate Subcommands), or an attempt to download a card (e.g., by using the Borg Queen's skill or any special download icon). The Q's Tent or card requiring downloading becomes an illegal card play and returns to the owner's hand; an attempted download is simply aborted (and does not use up any resource). See **actions – step 2: optional responses**.

If you initiate the play of a multi-function card such as Bajoran Civil War, and select a function that requires a download, then that card becomes a "card that requires downloading" and may be responded to by the activation of this event. The card requiring downloading returns to your hand; you may then play it for its other function, but you are not required to do so.

A card may allow but not require downloading, and thus may be played despite Computer Crash. For example, Assign Mission Specialists plays on the table for an ongoing effect, and additionally allows the download of two personnel. If Computer Crash is activated in response to the attempted download, the download cannot be made, but the card remains in play.

You may not activate this event in response to your opponent's personnel download with a seeded Assign Mission Specialists. Seeded hidden agendas may not be activated during the seed phase.

Construct Depot – This mission may not be attempted or scouted by the opponent, because the opponent's end has no affiliation icons or text enabling an attempt, and no point box. See **mission text**.

Because you may not establish more than one facility at a single location, you may not download a Remote Supply Depot if you already have a facility at this mission location.

control – temporary – When you temporarily control a ship and crew with a card such as **Alien Parasites** or Neural Servo Device, treat the ship and personnel as if they were your own with regard to attempting missions, encountering dilemmas and Q-Flashes, scoring points, playing cards that play on "your ship" (such as Auto-Destruct Sequence), etc. The only exception is that you may not bring the personnel aboard one of your ships or facilities and you may not bring your personnel aboard their ship.

You may use only "legal moves" – e.g., the ship and crew must still obey affiliation attack restrictions, may attempt only missions of appropriate affiliation, must obey Borg restrictions etc. Within those constraints, you may move the ship, abandon personnel on planets, engage in battle, attempt missions (if you solve a mission, you score its points), etc.

Only your own treaties, ship enhancement cards etc. apply to the controlled cards (other than cards played on the ship). Thus, your Bynars Weapons Enhancement would increase the ship's WEAPONS, while your opponent's Metaphasic Shields would not increase its SHIELDS. A Kurlan Naiskos on the ship would continue to enhance it if properly staffed.

Conundrum – When you fail to overcome this dilemma, your ship and crew are "stopped" as usual. On your next turn you must target, chase and attack one of your opponent's ships. You may not target a cloaked or landed ship, or a Borg ship at its Delta Quadrant outpost. You may change targets at any time. If the target at any time becomes invalid (it cloaks, lands, moves to the Delta Quadrant or leaves play), you must target a different ship. If at any time there are no valid targets in play, the dilemma is discarded. Moving to a different spaceline or to a time location does not make the target invalid. Once you have attacked a target ship, the dilemma is "cured" and discarded. This dilemma represents a *required action*. See **actions – required**.

countdown icon – [2][3][4] When you play a card bearing a countdown icon, it nullifies itself after the specified number of your turns (not counting your opponent's turns). For example, your card with a countdown of 3 automatically nullifies itself (discarded) at the end of your third turn. The countdown begins immediately, even if activated in the middle of a turn. A dilemma with a countdown icon always counts down during its owner's turn, no matter who encountered it.

Countermanda – This interrupt is nullified by Amanda Rogers. It is not an Amanda Rogers card and may not be nullified by Q2. See **card title groups, Palor Toff – Alien Trader, Res-Q**.

counterpart – A Borg personnel with "assimilated counterpart" in his lore may be used as a "matching counterpart" for the objective Assimilate Homeworld. A counterpart is not a drone and may not be downloaded or affected by cards that specify drones.

Your collective is limited to one counterpart in play at a time, even if that counterpart has an [AU] icon. This restriction is similar to the **persona** and "Unique" card rules, which allow you to have only one copy of a unique personnel (or its persona) in play at a time, one Dead End etc. Thus, if you have one counterpart in play, you may not play or assimilate another, and if you acquire another one (e.g., from a **Cryosatellite**), the second one must be discarded.

Because the assimilated counterparts do not have Delta Quadrant icons, you may not report them to a facility in the Delta Quadrant, or to a Borg Outpost built in any quadrant (see **facilities, native quadrant**). An assimilated counterpart may be reported to a Borg Cube in any quadrant, or by any other legal reporting method that does not require reporting to a facility. See **assimilation, He Will Make An Excellent Drone**.

counting cards – At any time, you may count the cards in your own hand. You may request that your opponent count his own hand and tell you the correct count. You may also check to see how many seed cards are under a mission and the orientation of the cards (to determine the owners).

crew – See **Away Team and crew**.

Crew Reassignment – See **ship staffing** (special staffing icons).

Crisis – Because the ship at the location is not actually attempting the mission, the ship and crew are not "stopped" if this dilemma is not overcome. Only the attempting Away Team is "stopped."

Crosis – See **Rogue Borg Mercenaries**.

Cryosatellite – This artifact has revised game text (clarification): *Those personnel come aboard your ship when Cryosatellite earned or acquired.*

All cards seeded with this artifact count as seed cards.

If you earn your Cryosatellite containing another copy of a unique personnel you already have in play (or another version of the same persona), the one in the Cryosatellite is discarded. See **unique and universal**. If the Cryosatellite contains two versions of the same persona (e.g., Lakanta and The Traveler) or two or more assimilated counterparts (e.g., Tomalak of Borg and Gowron of Borg), the first one encountered will join your crew while any others will be discarded. You may not select one to keep or leave personnel on the Cryosatellite.

If you earn your own Cryosatellite, but the personnel are not compatible with your crew, they are placed under **house arrest**. If you earn your opponent's Cryosatellite, you capture any personnel and earn any artifact found there. The personnel still belong to your opponent; duplicates and additional counterparts and versions of personas are discarded as if he had earned them.

Crystalline Entity – This dilemma "kills all life on ship," including personnel who are "stopped," disabled etc., and not participating in the mission attempt or scouting effort. This is an exception to the normal rule that dilemmas affect only the personnel in the crew or Away Team that encounters the dilemma. See **Lore**.

If this dilemma is encountered after DNA Clues and thus requires 2 more MEDICAL, and Lore is in play (doubling Crystalline Entity), it will require 6 MEDICAL and 2 SCIENCE to pass the dilemma. Lore doubles whatever Crystalline Entity requires, and DNA Clues makes it require 3 MEDICAL and SCIENCE.

If this dilemma is encountered at a dual-icon mission, the Away Team and crew are affected separately by the "planet" and "space" text, and cannot pool skills, as if it were two separate dilemmas. However, to overcome the dilemma and score its bonus points, you must overcome both parts.

cumulative – If a card is marked "Cumulative," multiple copies of the card can increasingly modify or affect the same thing, action, seed phase or turn. Although not so marked, multiple copies of the same damage marker (Tactic cards) *are* cumulative, including reductions to attributes and HULL integrity. All other cards are non-cumulative unless specifically marked "Cumulative."

For example, Romulan Disruptor says, "Each of your personnel STRENGTH +2 where present. (Cumulative.)" Three Romulan Disruptors would therefore add 6 to the STRENGTH of each of your personnel present. Conversely, Science Kit says, "Gives all of your OFFICER-classification personnel the extra skill of SCIENCE where present." Three Science Kits will only give an OFFICER one SCIENCE skill, not SCIENCE x3.

Other examples of non-cumulative cards:

- The Traveler: Transcendence: Two copies will not allow you to draw two extra cards each turn.
- Destroy Radioactive Garbage Scow: While you may play two copies to destroy two Scows at the same location, you may only reduce the mission's points once.
- End Transmission: You may not delay the same actions a second time by playing a second copy of End Transmission on your next turn. (The second copy will delay any new end-of-turn actions only.)
- Open Diplomatic Relations: Two copies will not allow you to seed two Treaties during the doorway phase.
- Space-Time Portal: Two copies will not allow you to play two [AU] cards per turn.

current objective – See **Borg**.

Cyber Drone (Five of Eleven) – This drone's special skill only prevents Borg personnel from entering **stasis**, and cannot release them from stasis once established.

It does not prevent ships from being placed in stasis (e.g., by the Quantum Singularity Lifeforms dilemma), though it can prevent the Borg personnel aboard from entering stasis. Because this dilemma only places ships and crews in stasis at the time it is encountered, if the Cyber Drone is beamed off the ship, the remaining Borg will remain active.

While the drone's presence in a group of Borg relocated to an unsolved Qualor II Rendezvous would prevent them from entering stasis, he cannot release them from stasis if brought there after the relocation.

Cybernetics – For each Cybernetics skill you have present where personnel may normally report for duty, you may report one android "for free" each turn. For example, if you have Dr. Soong at your outpost, you may report two androids there for free each turn. (The presence of Cybernetics skill aboard a ship or on a planet does not allow androids to report there.)

Cytherians – This dilemma represents a *moving required action*. It does not relocate your ship; you must use normal ship movement to travel to the end of the spaceline. See **actions – required, movement – ship**.

Dal'Rok – This dilemma kills one personnel each turn. If there is a tie for the lowest total attributes, the opponent of the player encountering the dilemma chooses. This dilemma is an exception to the rule that dilemmas affect only the personnel in the encountering crew or Away Team. Even at first encounter, all personnel at the location (including the opponent's) must be checked for lowest total attributes. The total attributes >150 required to nullify the dilemma must be in one crew or Away Team.

damage – When you are using a Battle Bridge side deck, any damage to your opponent's ships, whether from a "hit" in battle, dilemmas or other causes, is indicated by damage markers, which are Tactic cards from your side deck. (See ship battle rules in the Rulebook for details on determining a "hit" or "direct hit" in battle.) The damage results appear at the bottom of each Tactic card.

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.

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

If you are *not* using a Battle Bridge side deck, any damage to your opponent's ship is indicated by rotating the target 180 degrees to indicate that it is damaged, with these effects: RANGE is reduced to 5 (if it is already less than 5, it remains the same), Cloaking Device is off line and HULL integrity is reduced by 50%. If you scored a direct hit in battle, HULL integrity is reduced by 100% and the target is thus immediately destroyed. If a ship with "rotation damage" is damaged again before it is repaired, the additional HULL integrity reduction of 50% also destroys the ship.

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" on your opponent's ship.

"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).

If your ship's damage is *not* indicated by your opponent's damage markers but by card rotation instead (because he is not using a Battle Bridge side deck), you may repair it by docking at an outpost that makes repairs or a Docking Pylons site for two of your full turns. (Any outpost can make repairs unless its text says it does not. A Spacedock played on an outpost allows immediate repair of ships that dock there, even if the outpost itself does not allow repairs.)

Data's Body – This personnel counts as a seed card if "reported" at your outpost during the seed phase.

This personnel is **disabled** until you attach the artifact Data's Head. When Data's Head and Data's Body are present together, you may declare them to be attached (or detached) as desired during your turn. When attached, Data's Head is no longer treated as an artifact (and thus is immune to Disruptor Overload, for example); instead, the two cards together are considered a single Personnel card. If the combination is discarded, the two cards are no longer "attached" in any way; like any other artifact, Data's Head may not be re-used if retrieved with Palor Toff.

Data's Head – See **Data's Body**.

Data's Medals – See **battle**.

Dathon – This personnel's special skill nullifies Tamarian-related dilemmas, which are Shaka, When the Walls Fell and El-Adrel Creature. See **Tama**.

D'deridex Advanced – This ship is considered D'deridex-class for any card that requires that class of ship, such as Romulan Ambush, unless otherwise specified. However, Tomalak is not its matching commander, because that status depends on an exact ship name match, not ship class.

If no Tal Shiar skill is aboard, its RANGE is considered reduced for Abandon Ship! See **skills**.

Dead End – This dilemma is discarded only if the player first encountering it overcomes it by having at least 50 points. Otherwise, it is placed atop the mission and remains there indefinitely; you may re-attempt the mission if you have more than 50 points, but this does not nullify or discard the dilemma. Although it will stop a Borg scout on initial encounter, it does not prevent later scouting.

Dead in Bed – This interrupt kills any one personnel in stasis (your choice).

Deanna Troi (First Contact) – This personnel's special skill allows her to "unstop" her Away Team. She must be part of the "stopped" Away Team to do so. For example, if two other personnel in her Away Team are "stopped" by Parallel Romance, they become a separate Away Team. She may not "unstop" them because she is not part of that Away Team. See **once per game**.

Deep Space 9 – Deep Space 9 and Terok Nor are two versions of the same conceptual station, and that station is not duplicatable (see **unique and universal**). Thus, if a Bajoran player seeds Deep Space

9 during the dilemma phase, his Cardassian opponent may not seed Terok Nor during the facility phase; it is instead placed out-of-play.

Benjamin Sisko does not confer any "matching commander" benefits on this station. Although his lore states that he "commands Deep Space 9," matching commanders are defined only for ships.

default damage – See **damage**.

Deliver Supplies – The ship used to solve this mission, whether it is a freighter or transport, must be in orbit with Transporter Skill aboard. See **dual-icon missions**.

Delta Quadrant icon – ∆ [DQ] Personnel, ships and facilities which have this icon are native to the Delta Quadrant. Those without a [GQ] or [DQ] icon are native to the Alpha Quadrant.

destroy – See **nullify**.

Destroy Radioactive Garbage Scow – This interrupt will kill all personnel on a facility or on a planet. If the mission has already been completed, no points are lost. You may not reduce the same mission's points more than once with multiple copies. See **cumulative**.

Devidian Door – This doorway simulates an effect happening before a cause. The effect is that of a card being played (seemingly out of nowhere), and the next turn, the Devidian Door causing the effect is "shown" to justify the effect. If you fail to show the Devidian Door, you have corrupted the space/time continuum and you lose the game.

Although the Devidian Door itself is never "played," it has an [AU] icon and represents the use of an [AU] effect. Thus, you must have an open doorway (e.g., Alternate Universe Door or Space-Time Portal) which allows the play of [AU] cards in order to play a personnel or equipment card with a Devidian Door. If the doorway is closed afterwards, you may still show the Devidian Door on your next turn. "Showing" the Devidian Door cannot be affected by an Energy Vortex.

The Personnel or Equipment card must be played to a location where it could normally exist in play (e.g., your outpost, a planet, an opponent's ship). Draw decks, side decks, discard piles, opponent's hand, a space location (i.e., not aboard a ship) etc. are not valid destinations. If played to an opponent's ship or outpost, the personnel will be an intruder. A card played directly to a planet may join an Away Team there.

You may play the personnel or equipment on either player's turn (because the effect may be used "at any time"), but not during another action. For example, a card may not be played during a battle or mission attempt. See **actions**.

"Showing" the Devidian Door may occur at any time on your next turn, and is a game action. If the game ends on or before your next turn, you must immediately show the doorway from your hand. If you do not show the door when required, you automatically lose the game with a 0 (-100) score. (See **tournament scoring**.)

See **Ophidian Cane**, **Persistence of Memory**, **reporting for duty**.

dilemma – A card type representing a hidden challenge to be dealt with when attempting or scouting missions. Dilemmas are hidden underneath Mission cards and must be resolved before you may solve and score a mission or complete an objective targeting the mission location. There are three kinds of dilemmas: [S], [P] and [S/P].

dilemmas – DNA-related – The following dilemmas are DNA-related or aging-related and do not affect androids, Exocomps or holographic personnel:

Barclay's Protomorphosis Disease, Coalescent Organism, DNA Metamorphosis, Hyper-Aging, Interphasic Plasma Creatures, Microvirus, Rascals, Yuta

dilemmas – encountering – See **encountered**.

dilemmas – rresolution – The following section does *not* apply to Q-icon dilemmas encountered during a Q-Flash. It *does* apply to Q-icon dilemmas seeded as [S/P] dilemmas under a mission (e.g., Hide and Seek, or with Beware of Q).

Each dilemma can have any or all of seven components:

1. a trigger
2. a nullifier
3. conditions
4. choices
5. targets
6. a cure
7. a point value

Trigger: An element that must be present for the dilemma to have any effect whatsoever. This is stated at the beginning of the dilemma and is often preceded by the word "if". If the trigger is not present, the dilemma is immediately discarded and has no effect. Examples:

"If the Traveler: Transcendence is affecting you..."

"If this is a Federation Ship..."

"If android present…"

Nullifier: One or more skills, personnel, equipment, attribute totals, or other characteristics which may nullify and discard the dilemma if present. A dilemma may also be nullified by a card play (such as Q2) or other action. A nullifier may be explicitly listed in the dilemma's game text, or may be designated on another card. (Some form of the word "nullify" is *always* used; conditions or cures are not nullifiers.) If the nullifier is present (or a nullifier card is played) when the dilemma is encountered, the dilemma is immediately discarded and has no effect. A dilemma that enters play or has a lasting effect on a personnel or ship may also be nullified after the initial encounter. (Such a nullifier acts similar to a cure.) Examples:

"Nullify dilemma with Shelby OR 4 SECURITY."

"To nullify, evacuate ship at your outpost until end of turn."

"Nullifies Tamarian-related dilemmas where present." [Dathon]

"…nullifies any Q-related dilemma." [Q2 interrupt]

Conditions: One or more skills, personnel, equipment, attribute totals, or other characteristics that must be present to avoid the ill effects of a dilemma, often used with "unless." So-called "wall" dilemmas also have conditions, often expressed as requirements "to get past" the dilemma. A few dilemmas have conditions that apply to the player rather than the Away Team (see last example). Examples:

"Unless SECURITY and MEDICAL present..."

"To get past requires Empathy, Diplomacy, Morn or any Scotty."

"To get past, most CUNNING MEDICAL present must help aliens (relocated with dilemma...)"

"Unless you have at least 50 points..."

Not all uses of "unless" identify conditions. If a dilemma has a delayed effect "unless" the required skills, etc. are present by a specified time, that is a cure, not conditions. See the last example under *Cure*.

If your Away Team or crew *can* meet the conditions of a dilemma, they automatically overcome and discard it. You cannot choose not to overcome a dilemma with conditions. See **meeting requirements**.

Conditions are the key to determining if a dilemma "stops" you and if it is discarded after being encountered (see below).

Choices: Some dilemmas require the player to make a choice between ways to resolve the dilemma. Once you make your choice, carry out that part of the game text and ignore the other choice. Examples:

"Abandon mission attempt until any player has completed a different mission OR continue but lose points if you fail this turn."

"One Away Team member is killed … OR beam up that personnel at a penalty."

"Ignore her (discard dilemma) OR help her and earn bonus points…"

Tarellian Plague Ship's requirement for a MEDICAL to "volunteer to beam over" is not a choice; it is a condition for overcoming the dilemma. Dilemmas with choices do not generally have conditions.

Targets: A type of card that the dilemma affects. The presence or absence of a target in the crew or Away Team has no effect on the discarding of the dilemma or whether it stops you. Examples:

"One person with Empathy..."

"All personnel with (CUNNING+INTEGRITY) < 12..."

"One male Away Team member..."

Cure: One or more skills, personnel, equipment, or other characteristics that can be present *after* a dilemma has had an effect (usually an ongoing effect) to cancel its effects. Diseases most commonly have cures. Dilemmas that have an effect at a later time, but can be avoided, are also assumed to have cures (see the third example, below). An action, such as playing a card or returning a ship to the outpost, can also be a cure. When the requirements for a cure are met, the dilemma is discarded (unless it has a *point value*—see below). Examples:

"Cure with 2 MEDICAL and Biology."

"Cure with Emergency Transporter Armbands, Timepod Ring, or new ENGINEER arriving."

"[Ship] is destroyed at the end of your second full turn unless 2 SCIENCE OR 2 ENGINEER aboard by that time."

Time is not considered a cure. For example, a dilemma with a countdown icon (such as Hippocratic Oath), or that has an effect for 2 full turns (such as Parallel Romance) is not considered to have a cure.

When a dilemma has an effect that can be cured, that effect happens; then, if the required skills are still present, it may be cured immediately, before proceeding to the next dilemma. Note that this is not the same as a dilemma with a *nullifier*, which is discarded before taking effect.

Point values: A dilemma may have a positive or negative **bonus point** value (or both) associated with it. Point values given on a dilemma are scored:

1. When there are conditions to the dilemma and you overcome them (e.g., Chalnoth, Cosmic String Fragment)
2. When you "cure" a dilemma (e.g., Hyper-Aging, REM Fatigue Hallucinations)
3. When the card otherwise gives instructions for scoring or losing points (e.g., you score points when you reach the end of the spaceline for Cytherians, Borg Ship may be destroyed for bonus, Edo Probe causes you to lose points if you fail to complete the mission this turn, Royale Casino Games have special instructions)

You do not score bonus points for a dilemma that is nullified, or when you fail to overcome the conditions or fail to cure the dilemma. When you score points for a dilemma, place the dilemma in your **bonus point area** rather than discarding it, even if the dilemma would normally be discarded (see below).

"Stopping": A dilemma *only* "stops" the Away Team or ship and crew if it has conditions (as defined above) *and* you fail to overcome those conditions. (See **"stopped"**.) If a dilemma does not "stop" them, the Away Team or crew *must* continue the mission attempt.

Discarding: A dilemma will *not* be replaced under the mission if:

1. Any required trigger is not present OR
2. It is nullified OR
3. The dilemma says "Discard dilemma" OR
4. It has conditions and you overcome them OR
5. The dilemma plays on (or is "placed on") the spaceline, a ship, a personnel or the table OR
6. It has a long-term effect on one or more personnel (place it on the personnel) OR
7. It says "Mission continues" OR
8. It has no conditions.

In cases 1, 2, 3, and 4, the dilemma is discarded. In cases 5 and 6, the dilemma is "played on" the appropriate place, similar to an event, until cured, nullified, expired or otherwise destroyed. In cases 7 or 8, the dilemma is discarded, unless it meets one of the other criteria in 5 or 6. (Again, when you score points for a dilemma, place it in your bonus point area, rather than discarding it.) Examples:

1. Android Nightmares is triggered by an android ("if android present"). If there is no android present, discard it. (Though it has conditions, you never check them.)
2. Duonetic Field Generator may be nullified by 3 ENGINEER or Miracle Worker. If those skills are present in your Away Team, discard the dilemma.
3. Gravitic Mine says "Discard dilemma." You always discard it after encounter, whether it damages your ship or not. (Cosmic String Fragment is similar, except when you overcome it, it goes in your point area.)
4. Ancient Computer has conditions and does not say to discard it. When you overcome the dilemma by meeting its conditions, discard it.
5. Harvester Virus is placed on the planet; Nitrium Metal Parasites is placed on the ship; Lethean Telepathic Attack is placed on a personnel; Interphasic Plasma Creatures plays on the table. In each case, the dilemma cannot be encountered again (although it may have an ongoing effect). These dilemmas would be discarded when cured (Harvester Virus), when the ship is destroyed or when "cured" (Nitrium Metal Parasites), when the countdown expires (Lethean Telepathic Attack) or when nullified (Interphasic Plasma Creatures).
6. Rascals has a long-term effect on personnel. Keep it with the affected personnel and discard it when cured.
7. Garanian Bolites says "Mission continues." Although it has conditions and does not say to discard it, the continuation of the mission attempt implies that the dilemma did not return under the mission. Since it does not enter play, discard it. Hyper-Aging has a long-term effect (it quarantines the Away Team on a planet), so it is placed on the planet and not discarded until it is cured or expired.
8. Maman Picard, Ooby Dooby and Shot in the Back have no conditions. Each is discarded after it has its effect.

Note that while triggers and conditions can have an effect on whether a dilemma is discarded or "stops" the Away Team or crew, the presence or absence of targets has no effect on the dilemma. In other words, if you don't overcome Empathic Echo with SECURITY and MEDICAL present (the conditions), it will remain even if you have no Empathy (the target) in your Away Team.

Specific card text can always override any rule presented here. Some cards have conditions, yet do not stop you, while others have no conditions and state that they stop you.

dilemmas – timing – Attempting (or scouting) a mission is one group action, with sub-actions of encountering seed cards and completing (solving) the mission. See **actions**. A mission or scouting attempt may not be interrupted, with one exception: Interrupt cards and Doorway cards may be played *between* encounters of seed cards and *before* the first seed card is encountered (but not between the last seed card encounter and the end of the mission or scouting attempt). No other actions may be performed between seed card encounters unless a card or rule specifically allows it.

You may make valid responses to the encounter of specific dilemmas during the attempt. For example, Eyes in the Dark is a valid response to any dilemma, Q2 to any Q-related dilemma and Howard Heirloom Candle to Anaphasic Organism, Empathic Echo or Coalescent Organism. A dilemma may also be interrupted by a card or action that "suspends play." See **actions – step 2: responses**.

A Q-Flash, with all Q-icon cards encountered, is one action. You cannot interrupt the resolution of individual Q-icon cards (except with valid responses) or play interrupts or doorways between them.

Diplomatic Conference – This mission allows you to temporarily create an all-way treaty, but only during the mission attempt (it does not extend to other actions, such as building a Colony with Gi'ral and Tokath). You simply form your Away Team with personnel from any affiliations and attempt the mission normally. You are not allowed any special provisions in getting the personnel *to* the mission.

The three V.I.P.s of different affiliations required to solve this mission may be from any three affiliations, not just the affiliations whose icons appear on the mission. The Away Team must contain at least one personnel whose affiliation matches one of the mission icons.

"direct hit" – If your ATTACK total is more than twice your opponent's DEFENSE total, you score a *direct hit* on the target ship. See ship battle rules (in the Rulebook)**, damage**.

disabled – Personnel who are disabled are **"stopped"** and unconscious. They are similar to personnel in **stasis**, but they may be moved or beamed in the same manner as Equipment cards (unless under **quarantine**). They are not affected by cards that specifically affect personnel in stasis. Personnel may be disabled by a card (e.g., Hypospray, Ktarian Game) or by a rule (e.g., captives are disabled unless Brainwashed). They remain disabled until the card or effect is cured or nullified.

Disabled personnel may not use any of their game text, skills or traits (such as being female, a Bajoran, etc.) and may not perform any actions, such as beaming, attempting a mission or defending themselves in battle. For example, a disabled Treachery personnel would not allow you to download personnel there with Recruit Mercenaries; a disabled android aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated. See **present**.

A ship attribute that is "disabled" (by "Pup") is considered to be an **undefined variable**.

discard pile – You may not look through cards in any player's discard pile unless a card allows you to. For example, Palor Toff – Alien Trader allows you to exchange it for a card in your discard pile, so you may look through your discard pile to choose the target card. You must discard face up, and any time you retrieve a card from your discard pile (except for seed cards to be placed under a mission such as Q's Planet, or with Hide and Seek), you must show it to your opponent.

Unless otherwise specified, all discarded cards go to the original owner's discard pile, including artifacts, dilemmas, missions discarded due to a Black Hole, and captured, assimilated or commandeered cards which are killed or destroyed. Cards with point boxes for which you score the points go in your **bonus point area**.

Q-icon cards from your **Q-Continuum side deck** and Tactic cards from your **Battle Bridge side deck** do not go to your discard pile, but instead are "discarded" by placing them face up under the side deck. (When face-up cards are encountered in one of those side decks, shuffle the face-up cards and place them face down under the seeded doorway.)

Discarded **artifacts** may not be reused, even if returned to your hand, unless you re-earn them. When a card is discarded, all effects on that card end and are not reactivated if the card is retrieved and replayed. For example, if a personnel affected by Frame of Mind is killed and discarded, he is no longer affected by Frame of Mind if he is replayed. (But **once per game** text may not be used again.)

discarding – You may not discard cards from your hand or from the table unless a card or rule allows or requires you to do so.

When a mission allows or requires you to discard a card as part of its requirements, that card must come from the crew or Away Team attempting the mission, not from your hand. (The discard must take place at the time the mission is solved; it may not be done later.) All other discards (e.g., for Static Warp Bubble) come from the hand unless otherwise specified. A single discard cannot satisfy two discard requirements. For example, the required discard for Static Warp Bubble cannot also be used to reopen a Spacedoor.

If you discard a card that has other cards played on it, those cards are also discarded.

Cards that have a long-term effect on one or more personnel, such as Barclay's Transporter Phobia or Brain Drain, are "played on" the affected personnel, even if the card text does not say so explicitly. The card functions as a reminder of the effect, and will only be discarded if nullified, cured or expired, or if the personnel is discarded. See **long-term effects**.

Discommendation – See **battle**.

Distortion Field – This event has errata (Beta printing): *Plays crosswise face up on any planet location. On each of your turns, flip card over. While face up, prevents beam down/up here unless pattern enhancers in play.*

You may play two copies of this event on the same mission on different turns so that one will always be face up.

Distortion of Space/Time Continuum – This interrupt plays on a ship, and also affects any Away Team(s) associated with that ship. You may not play it to affect an Away Team that is not associated with a ship (e.g., one that beamed from an outpost). See **Away Team and crew**. You may not play this interrupt on your ship during your opponent's turn. Your opponent's ship which you control with Alien Parasites is a valid target.

When this interrupt is played on a ship, the ship's RANGE for the turn is restored (if it had used any this turn) and if any of the affected cards (ship, crew and Away Teams, if any) were "stopped," they are "unstopped." They may move, battle, attempt a mission, etc.

Dixon Hill's Business Card – In Federation Standard, this interrupt/event would read:

Interrupt: If any personnel (except a Borg) was just killed and there were no other personnel present, select any other personnel controlled by the same player. That personnel is captured.

Event: Plays on table. The opponent's next personnel to report for duty must be universal or a holographic re-creation. Then place this card out-of-play. (Event is not duplicatable.)

Although you could play this card as an interrupt when one of your own personnel was killed with no one else present, it will not allow you to capture your own personnel. "That personnel is captured" by your opponent. See **reporting for duty**, **capturing**.

DNA Clues – Once this dilemma is placed on the mission and the choice is made either to continue or to "stop" (if possible), the altered MEDICAL requirements for further dilemmas encountered at that location affect both players. The DNA Clues dilemma is not **encountered** again, so no future Away Team or crew can alter those requirements. The dilemma remains on the mission even after the mission is solved. The MEDICAL requirements may be reduced to zero.

docked ships – See **docking**.

docking – You must indicate which of your ships are docked (placed under an outpost, or on top of docking site at a Nor) and which are undocked (placed on the spaceline). When a space facility allows a ship to report there, the ship must report docked. Docking or undocking is a form of **movement** and requires the ship to be staffed. Docked ships are protected by 50% of the outpost's SHIELDS, but may not attempt missions or fire WEAPONS, even in retaliation. Docked ships are *not* damaged or destroyed when the facility is destroyed (unless landed on Docking Pads).

The following cards may *not* target a docked ship:

- Asteroid Sanctuary
- Loss of Orbital Stability
- Near-Warp Transport
- Temporal Rift
- Wormhole (on a ship as it undocks)
- Temporal Wake (to force it to follow another time-traveling ship)

All other cards that target a ship may target docked ships (if applicable) unless otherwise specified on the card.

Any card or rule that requires a ship to "return to" a space facility implies that it must dock at that facility. For example, a ship must dock at an outpost or Docking Pylons site to be repaired (even with a Spacedock at the outpost), and must dock at an outpost to cure REM Fatigue Hallucinations.

Docking Pads – This site has errata: This site should be located on the *Habitat Ring*, not the *Docking Ring*.

No other cards (such as Establish Landing Protocols) are needed to enable ships with no staffing requirements to land (dock) and take off (undock) at this site. The site itself allows the ship to land and take off. A ship docked at the Docking Pads site is both docked and landed, and is subject to the rules applying to **landed ships**.

While a docked ship is normally not affected when the facility is destroyed, a ship docked at Docking Pads is actually "aboard" the Nor and thus would be destroyed along with the facility (all cards "aboard" or "in" a destroyed facility are discarded).

"does not use" – See **equipment**.

"does not work with" – A card that "does not work with" a particular group (affiliation, species, specific skills) cannot mix or cooperate with cards of that group in any way, in the same way that cards of incompatible affiliations cannot work together without a treaty. For example:

- Galen has "Does not work with [Fed] affiliation" in his restriction box. He doesn't mix with [Fed] personnel, cannot board a [Fed] ship and cannot report to or board a [Fed] outpost or headquarters.

- Miles O'Brien "does not work with Cardassians." He doesn't mix or cooperate with personnel of Cardassian species or affiliation, even under treaty. If he is aboard your ship, that ship cannot assist another of your ships in battle if it has Cardassians aboard, just as a Non-Aligned ship with a Romulan aboard is a Romulan force and cannot assist your Klingon ship without a treaty.

If a personnel is inadvertently placed in a situation where he is mixing with cards that he "cannot work with," he will form a separate Away Team or (on your ship or facility) be placed under **house arrest**. For example, Solkar "does not work with personnel who have Treachery." If your opponent boarded your ship and played Reflection Therapy on one of your crew to give him Treachery, Solkar would be placed under house arrest.

"Does not work with" restrictions that are affiliation-based are overcome by any card that allows cards to mix "regardless of affiliation," such as Brainwash or the Ferengi Trading Post.

doorway – A card type. Some doorways create a passage to another time or place in the space/time continuum. Others represent physical doors of various types and provide a wide variety of strategic uses. Doorway cards may play at any time during your own turn that an Interrupt card play is legal.

Doorways that remain in play may sometimes be "closed" (made inactive) by other cards, such as Revolving Door. When a doorway is closed, its ongoing game text is not active. For example, no cards may be taken from a closed side deck and a closed Ready Room Door does not protect an event from nullification. Game text relating to how the doorway is played (e.g., creating a spaceline location and its span) or nullified and terms such as "Not duplicatable" or "Unique" are not affected. Thus, while a ship may not pass through the Bajoran Wormhole if either end is closed, it may still stop at the location, and requires 1 RANGE to move to the location.

Doppelganger – A "duplicate" for purposes of this event is another copy of the exact same card. Other instances of the same persona are not duplicates, even if the card title is the same. For example, Jean-Luc Picard (Premiere) is not a duplicate of Jean-Luc Picard (First Contact) or Galen. The "duplicate" which is discarded is the one which was not moving.

downloading – When you "download" a *target card*, you first look through any or all of four places: your hand, draw deck, Zalkonian Storage Capsule and Q's Tent (if open). (If there is more than one possible target card for the download, you do not name a specific target before looking for and choosing one.) When you choose the target card you must reveal it to your opponent (even if it is a **hidden agenda** card), then you may put it directly into play. If it is not possible to immediately play the target card, or if you choose not to, simply place it in your hand (however, you may not download from your hand to your hand).

Other rules for downloading are as follows:

- Downloading does not count as your *normal* card play, and is not considered a card draw. If the card is put into play, it is a **card play** and is subject to all normal responses to a card play, such as nullification. It is "played from" the source it was downloaded from, e.g., "played from your hand" or "played from your draw deck."

- If a card says "download in place of one **card draw**," you may use this ability each time you are allowed to draw a card.

- Although some downloads are optional, others *require* you to download a certain target card (or group of target cards). If you cannot do everything required, the entire download is invalid. To

verify that you could not carry out the download, your opponent is allowed to look through your hand, draw deck, Zalkonian Storage Capsule and Q's Tent (if open).

- Attempting a download usually requires the expenditure of some resource such as playing a card, using a special icon or forfeiting a card draw. That resource remains used even if the download is invalid.
- If you attempt a download using a resource such as your card draw and the download is invalid because no target card is available, you may not attempt to use that download again unless a downloading source is replenished (discard pile regenerated into the draw deck) or reopened (a closed Q's Tent).
- If any player looks through your draw deck during a download, you must reshuffle it afterwards.
- A download does not suspend play, except for *special downloads* and cards that specify that they suspend play.
- If you can download multiple cards to a location, you must download all cards to the same location.
- Downloads allowed by a special download icon ▼ have special requirements. See **downloading – special download**.

When a card allows a download and lists no destination or other restrictions (e.g., "Downloads two [Def] drones"), the downloaded card(s) may be downloaded to your hand or into play. If downloaded into play, you must obey all normal requirements for playing that card, whether stated in the rules or the cards' game text.

Downloading Ships, Personnel and Equipment: When a card allows a download of a Ship, Personnel or Equipment card to a specific destination, you may not download it to hand, but must play it (report it for duty) at the specified destination. "Specific destinations" include "download to here," "to this location," "to one of your ships," "to an outpost" etc. A special download [SD] icon also implies a specific destination for cards played at a spaceline or timeline location.

When the download is allowed by a card *other than* a facility or site, the specific destination overrides normal reporting requirements related to *where* you play the card (e.g., a compatible facility, appropriate site, native quadrant). It does not override any restrictions on the downloaded card, such as an [AU] card requiring an open Alternate Universe Door or Space-Time Portal. When the download is allowed by a facility or site, you must obey all normal requirements. Examples:

- Wall of Ships: "Downloads any Enterprise." All normal requirements apply. The ship must report to a compatible facility (and appropriate docking site at a Nor) in its native quadrant (except Enterprise-C), reports docked at a space facility, An [AU] ship requires an appropriate doorway.
- Admiral Riker: "[SD] Any Enterprise (if aboard your matching facility)." The ship may report anywhere in space at the location of the matching facility Admiral Riker is aboard. It may report undocked, in the Gamma Quadrant etc. An [AU] ship requires an appropriate doorway.
- Recruit Mercenaries: "Downloads ... Treachery personnel ... to where you have Treachery present." A facility is not required, and native quadrant is not required even if downloaded to a facility.
- Sleeper Trap: "may download to one site or planet here up to three different [univ] Cardassians and one hand weapon." The cards may be downloaded to any one site at the location, regardless of the personnel classifications or the normal requirement to report a hand weapon to Security Office.

- Empok Nor: "each player may download to station any number of different compatible Site and Equipment cards." Because a facility allows the download, you must obey the site restrictions for downloading equipment (e.g., MEDICAL-related equipment to Infirmary).

Downloading Facilities: When a card allows you to download a facility to a location, you must meet all normal requirements for building (playing) the facility, unless *specifically* overridden by the card text. These requirements include a non-homeworld, matching affiliation mission for outposts, no other facility controlled by you at the location and any play requirements in the facility's game text (such as an appropriate ENGINEER for building an outpost). Examples:

- You may not download Primary Supply Depot with Establish Dominion Foothold, because that outpost may only be seeded, not built. You may download Remote Supply Depot only to a non-homeworld, [Dom] mission where you have no other facility and where you have a Dominion ENGINEER.
- Subjugate Planet specifically states that you may download Remote Supply Depot to the non-homeworld, non-[Dom] planet mission targeted by the objective. This overrides the matching affiliation requirement, but not the requirement for a Dominion ENGINEER.

Downloading Sites: When a card allows the download of a Site card to a facility, the site must be allowed to exist on that facility. For example, you may not download Garak's Tailor Shop to Empok Nor, because that site plays only on Terok Nor or DS9.

downloading – special download – A card with a special download icon ▼ allows you to suspend any action at any time (even during your opponent's turn) while you download the specified target card and immediately play it. If the card is played at (or to affect something at) one particular spaceline or timeline location, the special download icon must be at that location. (If it is not possible to play the card according to these rules, then the target card may not be downloaded.) For example, 10 and 01 may download Bynars Weapon Enhancement to the table at any time, because that event is not specific to one location. See **suspends play**.

When you use a special download icon to download a **hidden agenda** card, you must play that card to the table, then immediately reveal it and follow its game text (targeting something at the location of the special download icon if applicable).

A card with this icon allows a special download only **once per game**, no matter how many copies of that card you use during the game. On a Personnel card, this icon is defined as a special **skill**.

Dr. Q, Medicine Entity – This Q-interrupt may also affect Event cards on ships, personnel, or any other cards present at a spaceline location.

Dr. Soong – This personnel may "reprogram" only those androids which have variable features chosen when it reported for duty. He may replace the classification and/or gender of the universal Soong-type Android, and may replace one or both of Lal's two selected skills with regular skills present with her at the time of reprogramming. He may reprogram androids belonging to either player, but only once each turn. His skill may be used only during his owner's turn.

Dr. Soong's "nemesis" is Lore. See **nemesis icon**.

"draw no cards this turn" – See **card draw**.

drones – A Borg drone has "Drone" as part of its Identification. All personnel assimilated from the opponent are drones unless assimilated as a counterpart. The Borg Queen and counterparts are not drones and may not be downloaded or affected by cards that specify drones.

D'Tan – This personnel's ability works on himself as well as on others, giving him an INTEGRITY of 8.

dual-icon missions – Dilemmas of all types, and Q-Flashes, may be seeded at a dual-icon mission. To attempt, continue or solve such a mission, you must have both a crew on a ship and an Away Team present. Space dilemmas affect the crew. Planet dilemmas affect the Away Team. Space/planet dilemmas and Q-Continuum cards affect both groups together. Personnel can pool their skills in an attempt to overcome these cards. (But see **Crystalline Entity** for an exception.)

If a dual-icon mission is attempted using alternate requirements provided by an objective, such as **Subjugate Planet**, both a ship and crew and an Away Team are still required to attempt and solve the mission.

See **scouting locations** for details on scouting dual-icon missions.

dual-personnel cards – A dual-personnel card, such as Sisters of Duras or Jake and Nog, always counts as two *personnel*, but only one *card*. Any result which happens to one of the individuals on your dual-personnel card automatically happens to the other, including bonus point adjustments. If the card is dual-affiliation, both personnel must have the same affiliation. If a dilemma affects members of a crew or Away Team individually, examine each individual on the dual-personnel card separately. However, in a personnel battle, both individuals on the card jointly engage a single adversary, combining their STRENGTH values together to determine the outcome of the personal combat. Dual-personnel cards may not be targeted for assimilation as a counterpart.

Occasionally, dual-personnel cards cause group limits to be modified. For example, suppose one or more of your personnel have been selected, either by choice or randomly, and a limit is in effect (e.g., "most CUNNING personnel," "two Away Team members," "three Youth," "maximum of 4 unique crew members"). If one of your dual-personnel cards in the group is causing the group limit to be exceeded, your opponent must choose one of two options: increase the limit to accommodate the excess, or require that the group selection process be repeated. However, if the limit is one, it is always increased to two automatically. If there is no way to avoid selecting a dual-personnel card that causes a group limit to be exceeded, your opponent must allow you to select it.

Examples of group limit modifications:

- Armus – Skin of Evil selects one personnel to die. If a dual-personnel card is selected, the group limit of one is automatically increased to two.
- Rascals selects four unique personnel. If one card selected is a dual-personnel card, the opponent may increase the group limit to 5, or require the selection process be repeated.
- You choose Bochra [Stf] and the Sisters of Duras [Stf + Stf] to staff a Mercenary Ship (requires [Stf][Stf]) for the Abandon Ship! dilemma. Your opponent may allow the group limit of two (personnel required for staffing) to be increased to three, or he may require you to select two individual cards with [Cmd] or [Stf], or to use the Sisters of Duras to satisfy both staffing requirements.
- The previous example, except with the T'Pau (requires [Stf]). You may use the Sisters of Duras to staff the ship, because the limit of one is automatically increased to two.

Dukat of Borg – See **counterpart**.

duplicatable – See **unique and universal**.

Duranja – "In play for uniqueness only" means that another instance of the same persona may not be reported, as if the personnel were still in play. The card is not "in play" for any other purpose. See **in play**.

each turn – See **turns**.

earned – See **artifact**.

Echo Papa 607 Killer Drone – This Equipment card does not engage adversaries in personal combat. It is used only at the end of a personnel battle to increase your total STRENGTH. It cannot contribute STRENGTH for other purposes (overcoming dilemmas or solving missions). It is not a hand weapon or a weapon. The STRENGTH goes up by 10 after each separate personnel battle.

Edo Probe – Although this dilemma has no conditions, if you choose the first option (to abandon the mission attempt), the dilemma is returned under the mission and you cannot continue. It does not stop you.

The second option, "continue but lose points if you fail this turn," means that you lose points if you fail to complete the mission during this turn. Failing to complete the mission on the current attempt, or with the current crew/Away Team does not cause you to lose points, as long as you complete the mission this turn.

Edo Vessel – Only if this ship is attacked by another ship (i.e, the battle is initiated by another ship) do you get to determine if the attack is nullified. Returning fire is not considered an attack. You may determine the 50/50 chance by any agreeable, random method (coin toss, die roll, flipping the ship card, etc.).

Elim Garak – This personnel is removed from the "pool" before any random selection is made. Even if he is the only personnel present, it is still considered a random selection, which he can avoid, if a card specifies a random selection.

The personal combat phase of a personnel battle is not considered a "random selection," so this personnel cannot avoid personal combat and may be stunned or mortally wounded in battle. He may avoid the random selection for death at the end of the battle if he is not stunned, disabled or in stasis. See **stunned and mortally wounded**.

Eliminate Starship – When choosing a target for this objective, your opponent is required to reveal to you the names and locations of all of his ships in play. See **showing your cards**.

E.M.H. Program – Although this personnel may be downloaded to an outpost, he will be deactivated until taken aboard a ship with a holodeck (or any ship with Holo-Projectors in play). See **holographic personnel.** If downloaded to a ship attempting a mission, he joins the crew attempting that mission, even during a dilemma (because this download suspends play).

Emergency Transporter Armbands – This interrupt has revised game text (clarification, Beta printing): *Beam your Personnel up or down at any time, except during a dilemma (unless specifically permitted). May be used during battle before the winner is determined.*

To accommodate new gameplay features such as Away Teams on opposing ships, "beam your personnel up or down" on this interrupt has been extended to include beaming personnel between ships, or between a ship and facility, at the same location, or to beam personnel between a landed ship and the planet on which it is landed.

In order to use this interrupt, your ship or facility must have transporters to "control" the armbands. This interrupt does not overcome any barriers to beaming, including the SHIELDS of opposing ships, cards such as Distortion Field, being "stopped," Katherine Pulaski's beaming restriction or Barclay Transporter Phobia.

With the exception of Firestorm, this card may not be used to "escape" a dilemma that has already been revealed.

This interrupt may be played "during battle before the winner is determined." For a personnel battle, this means at any point from the initiation of the battle up to the point of determining the winner, either before or between combat pairings. You may not interrupt a combat pairing. For a ship battle, you may play this interrupt to beam personnel to or from the ship after the initiation of the battle and before the actual attack, between the attack and the return fire, or after damage is assigned and before the ship is destroyed.

Emissary, The – See **The Emissary**.

Empathic Echo – This dilemma has conditions of SECURITY and MEDICAL. If these skills (or classifications) are present in your crew or Away Team when you encounter the dilemma, you meet the conditions and discard the dilemma. (Empathy is a "target" and not a condition for overcoming the dilemma.) If you do not meet the conditions, your crew or Away Team is "stopped" and the dilemma is reseeded under the mission to be encountered again, regardless of whether an Empath is present to be killed, because it does not say "discard dilemma." See **dilemmas – resolution**.

Empok Nor – This facility allows both players to seed dilemmas that are "related to Empok Nor" (that is, have "Empok Nor" in their lore) underneath the Facility card, which must then be encountered and resolved before the facility can be commandeered. To do so, simply announce that your Away Team in Ops is making a "commandeer attempt," then encounter and resolve the dilemmas as you would for a mission or scouting attempt. Once there are no longer any dilemmas to be encountered, any player's Away Team may commandeer Empok Nor normally. Currently, the dilemmas related to Empok Nor are Friendly Fire, Garak Has Some Issues and Sleeper Trap.

No player may use text on Site cards of Empok Nor until it is commandeered, other than the Ops text allowing commandeering, and docking site text allowing docking and undocking. Because the station is Neutral before it is commandeered, all non-Borg affiliations are **compatible** with the station.

When this station is first commandeered and flipped over, each player may download to the station any number of different compatible Site and Equipment cards. The commandeering player performs all of his downloads first, then the opponent. While the downloaded cards must all be different for each player, both players could download copies of the same card (but not the same unique site). These downloads are all results of the action of commandeering the station. Thus, a Computer Crash will cancel all downloads attempted at that time.

Even though this station seeds uncontrolled, for the purposes of seeding or building other facilities there, you remain its owner. Thus, you may not seed or build another facility at the same location.

empty ship – An "empty ship" has no personnel, ships or equipment aboard (or cards which are used as any of those cards, such as artifacts used as equipment and Rogue Borg, which battle like personnel). See **occupied ship**.

encountered –Seed cards are encountered (or "faced") only when they are just revealed in a mission or scouting attempt. Thus, dilemmas that enter play, such as Cytherians, the Borg Ship dilemma, Coalescent Organism and Friendly Fire, are not considered "encountered" when they affect you later on the spaceline.

Normally, an artifact is moved to the back of the seed stack when encountered. It is not earned until the mission is completed, unless a card allows it (such as HQ: Return Orb to Bajor).

A mis-seeded card is not considered to be "encountered" when revealed. For example, a [P] dilemma mis-seeded at a [S] mission may not be replaced by a Q-Flash with Beware of Q, and does not "use up" the effect of a Senior Staff Meeting if it is the first dilemma revealed. Also, an Orb artifact mis-seeded at a [S] mission could not be earned with HQ: Return Orb to Bajor.

A dilemma is not considered to be "encountered" if it is a unique dilemma which is discarded because another copy is already in play (e.g., Dead End). See **unique and universal**.

A card is not considered revealed or encountered when looked at outside of a mission or scouting attempt, as with a Scan card or Ocular Implants.

end of turn – See **turns**.

End Transmission – Because this interrupt is not cumulative, you may not play a second copy of it to delay again the actions that you delayed on your previous turn.

Energy Vortex – You may play this interrupt to prevent the play (but not the activation) of a hidden agenda card. Thus, you will not know the identity of the card whose play you prevent. It may not be used to stop the showing of a Devidian Door, since the Door is "shown," not "played." Because it only affects a card played from hand, it may not be played when a card has been downloaded from any place except the hand. See **downloading**.

The card played in place of the original may be a copy of the original. The replacement card play may in turn be interrupted by another Energy Vortex; in that case, the original card may now be played.

The replacement card play must be legal. For example, if you have already used your normal card play this turn and play a Doorway card which your opponent interrupts with Energy Vortex, you may not play an Event card instead. You may not play a card that has no legal target (for example, Kevin Uxbridge when there are no events in play).

If you have any card in your hand that you may legally play, you *must* play it. For example, if your only card is Kevin Uxbridge, you must play it if there is any event (even your own) in play that Kevin may nullify. If you have no legal card to play, you must allow your opponent to verify it by looking through your hand. See **verification**.

Engage Cloak – When a **cloaked ship** placed on this objective is about to decloak and is returned to its former location, it decloaks *after* it makes any of the allowed movements. No other actions may be performed between the movements or between the last movement and decloaking.

The movements allowed for each full turn on the objective are separate movements of up to the ship's RANGE, not one movement. For example, a ship with RANGE 8 which stays on Engage Cloak for three full turns may make three separate movements of up to RANGE 8 each, not a single movement of RANGE 24.

A cloaked ship on this objective is not on the spaceline. It may be targeted by any card which may normally target a cloaked ship and which does not require the ship to be present or at the same location with anything else. For example, it may be targeted by Tachyon Detection Grid but not by La Forge Maneuver.

If a ship is cloaked and on this objective when an Anti-Time Anomaly resolves, killing all personnel in play, the ship may not decloak and return to the spaceline unless a personnel can be reported aboard in some way (e.g., Devidian Door).

If the ship's original location at the time of cloaking is destroyed by a Black Hole, upon decloaking the ship must be returned to the Black Hole location.

Engage Shuttle Operations – This event allows shuttles to be carried aboard a ship with Tractor Beam and an ENGINEER aboard. (See **carried ships**.) If the ENGINEER leaves the mother ship, shuttles cannot be launched or recovered. Launching a shuttle from the ship uses no RANGE of the shuttle. Landing a shuttle on a planet or taking off from a planet requires the use of the full normal movement RANGE of the shuttle. Therefore, a shuttle may not normally both land and take off in the same turn. Landing and taking off are forms of normal ship movement requiring full staffing. See **movement – ship**.

"Shuttles" include ships with "shuttle" in the ship name or class. Runabouts are not shuttles.

Engage Shuttle Operations: Dominion – Jem'Hadar attack ships, which may be carried aboard another ship using this event, include Dominion ships with "attack ship" in the ship name or class. Any card which affects **Engage Shuttle Operations** by name (such as Launch Portal) also affects this card. See **card title groups**. This event does not allow shuttles or attack ships to land or take off.

enhancements – See **attribute enhancements**.

enigma icon – ✦ See **Borg Queen**.

Ensign Tuvok – This personnel may cancel only a ship battle at a **nebula** (including a Borg Ship dilemma attack), not a personnel battle.

equipment – A card type, representing portable devices such as phasers, tricorders and plasmadyne relays which enhance the performance of your Away Team, crew or ship.

Equipment cards are not carried by a specific personnel, but "belong to" the entire crew or Away Team. If an entire Away Team is killed, the equipment remains, but may not be taken or used by the opponent unless a card allows it. Equipment can "work" unattended unless its text requires the presence of personnel. For example, you may use the Orb of Prophecy and Change without any personnel present, and a Plasmadyne Relay enhances the SHIELDS of an empty ship, but a Federation PADD does nothing without personnel present to enhance.

Because Equipment cards have no affiliation icons, they may be reported and carried in Away Teams or aboard ships (even by Borg) without regard to affiliation compatibility. Thus, a Bajoran Phaser may be reported to a Federation Outpost and carried by a Federation Away Team. However, to use equipment that is restricted to the use of a specific affiliation/species, the Away Team or crew must contain at least one member of that affiliation or species. If the equipment also allows Non-Aligned use, any Non-Aligned personnel in the Away Team or crew will enable its use. (See **affiliation and species**.) Because the Borg are not compatible with non-Borg personnel, they are normally unable to use such equipment. (The **Procurement Drone** overcomes affiliation restrictions for use of *stolen* equipment only.)

Thus, Cardassian Disruptor ("Cardassian and Non-Aligned use only") enhances the STRENGTH of *all* personnel in an Away Team or crew containing any Cardassian by affiliation or species OR any Non-Aligned personnel.

"Use" of affiliation/species-specific equipment means deriving any benefit from it, including using it for its stated game text purposes (e.g., enhancing STRENGTH), to overcome a dilemma (Zaldan) or to solve a mission (Samaritan Snare) or increase its points (Kressari Rendezvous).

A personnel whose restriction box states that he "does not use" a type of equipment may be in the same Away Team with it but is not affected by it. For example, Odo's STRENGTH is not enhanced by hand weapons in his Away Team.

If an Equipment card grants a skill to personnel of a particular classification, only that classification (not a skill) will allow the equipment to function, and only a skill is granted (not a classification). For example, a Tricorder gives SCIENCE skill to ENGINEER-classification personnel, while the Medical Tricorder gives MEDICAL skill to SCIENCE-classification personnel. Gorta has ENGINEER classification, so the Tricorder gives him SCIENCE skill. Adding a Medical Tricorder will not give him MEDICAL skill, because he does not have SCIENCE classification. (Borg may not gain skills from such equipment, because they have no classifications, but they could use a Tricorder to pass Alien Labyrinth.)

An Equipment card is related to a **personnel type** if it has that personnel type in its game text. Thus, an Engineering Tricorder is both MEDICAL-related and ENGINEER-related, and a Hypospray is MEDICAL-related.

equipment – ship – See **special equipment**.

erase – Any holographic re-creation [Holo] card which is "erased" is discarded (not deactivated). See **holographic personnel and equipment**.

errata – See **revised game text**.

Espionage cards – These events allow you to attempt a mission with personnel of a different affiliation from that printed on the Mission card. (Normally, a personnel of matching affiliation must be in the crew or Away Team.) They do not override cards that prevent you from attempting or solving an opponent's mission, such as Treaty: Federation/Romulan/Klingon. The affiliation reference does not include species (see **affiliation and species**).

Establish Gateway – If there is already a Transwarp Network Gateway at the location where you complete this objective, you may use the Transwarp Network Gateway you download to move your ships through the network (instead of playing it on the spaceline).

Evacuation – This mission has revised game text (clarification, Beta printing): the Strength requirement should be uppercase (STRENGTH).

Evek – See **Cardassians, Non-Aligned**.

event – A card type representing an event that took place in the Star Trek universe. It can play on and affect another card, or may play on the table to have a widespread effect on various aspects of the game. The consequences of these cards are often long lasting.

every turn – See **turns**.

Exocomp – Exocomps are artificial lifeforms similar in some respects to androids. However, they are separate kinds of personnel. Cards that affect androids do not automatically affect Exocomps. Exocomps are affected normally by all cards except dilemmas affecting aging, DNA, and genetic makeup, which do not affect artificial lifeforms. See **dilemmas – DNA-related**.

Explore Interstellar Matter – If you have more than one copy of this mission on the table when you play Calamarain, your opponent may start your Calamarain at any one of those missions. See **"for free"**.

Extradition – You may take only one personnel captive with this dilemma, regardless of the number of SECURITY personnel you beam onto the ship. The captive must have lower STRENGTH than the *total* of the SECURITY personnel. See **Makbar**.

The SECURITY personnel that you may beam aboard your opponent's ship with this dilemma must be aboard your ship or non-Nor facility

with transporters at the same location. The dilemma does not allow a download or "provide" transporters. You may not beam from a Nor or use your opponent's transporters to beam them. Therefore, the Cardassians downloaded to a planet or site with a preceding Sleeper Trap may not be used to take a captive with Extradition.

Eyes In The Dark – The skills and attributes added by this interrupt are added to the crew or Away Team as a whole, not to a single personnel. Only regular **skills** are added. For example, if the personnel selected from the opponent's ship was Kova Tholl, your crew's total INTEGRITY is +8, total CUNNING is +6, and total STRENGTH is +2, plus one Diplomacy skill is added to the crew's pool of skills.

facilities – A card type representing installations throughout the galaxy. There are three kinds of facilities: outposts, headquarters and stations. (These are not considered separate card types.)

- Your *outpost* represents a remote space facility where your personnel, ships and equipment may report for duty, and where ships may be repaired.
- A *headquarters* represents an affiliation's center of government on its homeworld (e.g., the Central Command for the Cardassian Union) where both players' personnel, ships and equipment may report for duty.
- A *station* represents any one of a variety of installations such as mining stations, colonies etc. The Cardassian-origin mining facilities of the same design as Deep Space 9 are referred to collectively as "Nors" and are always used in conjunction with another card type, **sites**.

Card references to the "outpost phase" now mean the facility phase. However, card references to the outposts (or stations) themselves do not automatically include other facilities. When a card specifically plays on or affects an outpost, it does not play on or affect any other type of facility (unless specified). For example, a Spacedock may only be played on an outpost, not on a station or headquarters.

Seeding and building facilities – Most outposts state "seed one" in game text, allowing each player to *seed* only one copy of that Outpost card. A few just say "seed," allowing you to seed multiple copies. Additional copies may be *built* during the play phase if the game text allows it. The game text of each headquarters (and some stations) specifies that it is not duplicatable. A station that is not so labelled may be seeded or built in multiple. (See **unique and universal**.)

Facilities may seed only in their **native quadrant** (but may be built during the play phase in any quadrant, if appropriate). You may seed or build an affiliated outpost only at a mission (either [P] or [S]) with a matching **affiliation icon** You may not seed or build any non-Borg outpost at any **homeworld** mission, regardless of affiliation icon. You may establish other facilities at the locations specified on the cards. You may not seed or build any facility at a location where you already have a facility.

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*.) Only space facilities allow ships to dock and be protected by the facility's SHIELDS.

You may seed an affiliated outpost only if you are playing the affiliation(s) specified in its game text. You are considered to be "playing an affiliation" if you have at least one personnel or ship of that affiliation in your game deck (seed cards plus draw deck, but not side decks). A multi-affiliation personnel can count for any of their affiliations for this purpose, regardless of how you report or use that personnel. Thus, to seed a Klaestron Outpost, you must have at least one Federation and one Cardassian personnel or ship in your deck.

You may build an outpost (as your normal card play) if you have an compatible ENGINEER of the specified affiliation (or species) present at a suitable mission location. You may seed or build stations and headquarters regardless of the affiliation(s) you are playing.

Using facilities – You may not use your opponent's outposts, unless a card allows it. Both players may use headquarters and stations, regardless of ownership, unless otherwise specified.

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

For personnel to make use of a planet facility (such as by scoring points at a Colony), you must declare them to be "in" the facility (indicate this by placing the Away Team stack across the facility card, rather than across the mission card).

All facilities have transporters, unless otherwise specified. However, you may not beam cards to, from or within a Nor unless a card allows it. See **beaming**.

When docked at a space facility, a ship is protected by the extension of 50% of the facility's SHIELDS (the number is added to the docked ship's SHIELDS), but may not attempt missions or fire its WEAPONS, even in retaliation. Ships cannot dock at a planet facility.

Damaged ships may be repaired by docking at an outpost or Docking Pylons site for a period of time. See **damage**. Because ships cannot dock at a planet facility, no repairs are possible at a headquarters.

Control of facilities – When you seed or build a facility, it is under the control of the affiliation whose icon is printed on the card, or under Neutral or Non-Aligned control (Neutral and Husnock Outposts), regardless of the affiliations you are playing or treaties in effect. (Empok Nor seeds uncontrolled.) Thus, Deep Space 9 is under Bajoran control when you seed it, even if you are playing Federation (with or without a treaty).

When you commandeer a Nor, it is under the control of the commandeering affiliation. For example, if you commandeer your opponent's Deep Space 9 with your Romulan Away Team, its affiliation changes to Romulan, as though it were printed on the card. (Though it is flipped to the Terok Nor side, its affiliation is *not* Cardassian.) See **commandeering, Ore Processing Unit**.

Reporting cards for duty – When a facility allows you to report a card for duty, you may do so only if that card and the facility are both in their **native quadrant**. (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. Although a facility built outside of its native quadrant does not allow cards to report for duty, it may still perform other appropriate tasks such as extending SHIELDS, repairing ships etc.

You may report any **compatible** cards to your outpost. Ships report docked.

Headquarters cards allow both players to report any compatible cards and to use the game text on the headquarters card. Reporting is *not* restricted to the cards listed on a Headquarters card, such as Cardassian Guls and Legates, which report for free. (See **ranks and titles**.) Ships report in orbit of the planet.

You may report cards to sites only in accordance with the text of the station and site cards (**matching**, compatible or "regardless of

affiliation," as specified). Each site lists in its game text what kinds of cards may report to that site (personnel classifications, types of equipment, staffing requirements for ships). Ships report docked at an appropriate docking site. Reporting to any site is allowed *only* if that Nor has at least one docking site. Stations without sites (such as Colony) do not allow reporting of cards.

Battle – Facilities participate in battle and are damaged or destroyed in the same manner as ships. See ship battle rules (in the rulebook) and **damage**. When a facility is destroyed, all personnel aboard or "in" the facility are killed. Ships docked at the facility are *not* destroyed (except those landed on Docking Pads).

Fair Play – When this event is in play, **Espionage** cards will *not* allow you to solve an opponent's unique mission. You may not solve your opponent's unique mission without a point box (e.g., Q's Planet), because it does not have a **point box** showing at least 40 points.

Revealing this hidden agenda is a valid response to solving a mission, a sub-action of the mission attempt. After the last seed card has been resolved, check conditions (having a matching affiliation personnel and the mission requirements present) for solving the mission, after which your opponent may respond by revealing Fair Play, which prevents solving the mission. It is not a valid response to the initiation of a mission attempt, because it does not specifically modify a mission attempt. See **actions – step 2: responses**.

far end of spaceline, farthest planet, etc. – See **ties**.

FGC-47 research – Calculate the span of this mission for each ship that passes it by subtracting the total number of Navigation skills aboard from 6. For example, if a Runabout is crossing the mission with Sito Jaxa (Navigation) and Gibson (Navigation x2), the span is 3 (6 – 3 = 3). The minimum span is 1 (any Navigation skills after the fifth don't help).

Firestorm – This dilemma has errata: *Kills all Away Team members with INTEGRITY<5 (but Away Team may escape using Emergency Transporter Armbands). Discard dilemma.*

This replaces the errata from the Beta print run. The old text referring to Thermal Deflectors is redundant because that event specifies that it nullifies Firestorm.

Five of Eleven – See **Cyber Drone**.

"for free" – A card that plays (or reports) "for free" does not count as your normal card play. However, it must be played at the beginning of your turn, at the same time as you normal card play, unless otherwise specified.

Founder – This characteristic is a "political" designation, not a species. A personnel is identified as a Founder in its name (card title). Although Founders are changelings (a species) and shape-shifters, the terms are not interchangeable. For example, Odo is a changeling but not a Founder. A card that refers to a Founder (e.g., "your Founder") means any Founder, not necessarily the card named ❖ Founder.

Frame of Mind – The personnel affected by this dilemma loses all existing skills, including special skills, and may be given any two regular (not special) skills in the game. They are not limited to the skills already found on the affected personnel's card. See **skills**.

This dilemma should be considered to make the personnel "lose its affiliation" (as Memory Wipe does). See **timeline disruption**.

Friendly Fire – Like all dilemmas with conditions, this dilemma is discarded immediately if the conditions (2 Leadership and 2 SECURITY) are met when encountered. It is not placed on the mission to count down. See **dilemmas – resolution**.

Full Planet Scan – This interrupt has revised game text (clarification): *Glance at all seed cards...*

full turn – See **turns**.

game text – Gameplay information in the large text block at or near the bottom of each card (or on each end of a Mission card). See **mission text**.

Gamma Quadrant icon Γ [GQ] – Personnel, ships and facilities which have this icon are native to the Gamma Quadrant. Those without a [GQ] or [DQ] icon are native to the Alpha Quadrant.

Gaps In Normal Space – This event creates a spaceline **location** of unspecified type. Thus, it can be moved to, rearranged by Q, have Tetryon Field played on it, be destroyed by Kevin Uxbridge: Convergence, etc. It specifies that it is played between "two mission cards", so two Gaps cards cannot be played next to each other.

If destroyed by Kevin Uxbridge, the Event card is discarded, and the "gap" in the spaceline is closed up. If there were any other Event cards played directly onto the Gaps, then these events disappear with the Gaps. If there were any ships, Escape Pods, Borg Ship dilemmas, Calamarain, etc., located there, the player who played Kevin Uxbridge would relocate all such cards to one neighboring spaceline location.

Garak – This personnel has errata (black-border reprint): *May replace anyone present randomly selected to die.*

Garak Has Some Issues – The personnel affected by this dilemma is only "stopped" until the beginning of the next turn, as usual.

Garanian Bolites – This dilemma is discarded after it has its effect because it says "mission continues." See **dilemmas – resolution**.

gender – Whenever a personnel's gender is not indicated by the card's image, game text, title or lore, that personnel is considered to be male. Gender may be male, female or neuter (e.g., Exocomp).

Genetronic Replicator – This event affects only Away Teams, not crews. Thus, it can prevent death in combat of your personnel aboard an opponent's ship, but not aboard your own ship. The 2 MEDICAL required to prevent deaths must be present in the Away Team with the personnel selected to die (e.g., in the combat group for a personnel battle, or in the Away Team facing a dilemma), and they must not themselves be stunned, disabled, mortally wounded or otherwise selected to die. For example, Genetronic Replicator cannot save anyone from Barclay's Protomorphosis Disease because all MEDICAL present are targeted to die. See **battle**.

Gift of the Tormentor – You cannot encounter this Q-interrupt from your own Q-Continuum. Only your opponent may face cards from your **Q-Continuum side deck**. You may not play this card as a normal interrupt or seed it under a mission with Beware of Q (that objective allows seeding of Q-dilemmas only, not Q-interrupts or Q-events). See **Q-icon cards**.

Because this Q-interrupt specifies that it is placed in a discard pile, it overrides the rule to replace it face up beneath your Q-Continuum side deck.

Gi'ral – For this personnel and Tokath to work together to build a Colony, they must be present together in the same Away Team. Thus, a treaty or some other card that makes them **compatible** is required.

Going To The Top – In order to download a personnel with this interrupt, the personnel card must be identified by one of the listed **ranks and titles** in its card title or lore. Thus, Kahless may be downloaded ("Installed as a ceremonial Emperor..."), but not Gowron, whose personnel lore does not state that he is a chancellor. Neral ("Proconsul Neral of the Romulan Senate...") is considered a senator for purposes of this card.

Gomtuu – This ship's WEAPONS attribute is an **undefined variable**, and thus is treated as zero for totals and comparisons but cannot be

modified. This reverses the previous ruling allowing enhancement of its WEAPONS.

In a ship battle that includes Gomtuu, determine your ATTACK total normally, with Gomtuu contributing 0. Regardless of whether you score a hit, determine at this time (before damage is applied) whether Gomtuu is able to "hurl" the target; it may do so only if the target's SHIELDS (*not* the DEFENSE total) are less than 9. If so, "hurl" the ship after any damage markers (or rotation damage) for a hit or direct hit are applied. "Hurling" a ship does not in itself damage the target.

Empathy x2 is a staffing requirement, not a special ability of the ship. Gomtuu should be treated as a normal ship in all other ways, such as damage, repair, Plasma Fires, etc.

Gowron of Borg – See **counterpart**.

Guest Quarters – "Not cumulative" on this site means that if you have two Guest Quarters sites in play, you may not use the text of both sites to replace one card draw with a double draw. If you are entitled to two card draws during a turn, you could replace each of them with the double draw from one Guest Quarters.

Guramba – A Nausicaan skill from a word meaning "courage." Wherever your crew or Away Team has Guramba, your opponent must have two **leaders** present (or two [Def] personnel) in order to initiate a personnel battle (unless counter-attacking). Guramba has no effect on ship battle.

hand weapon – A hand weapon is any Equipment card (or card "used as equipment") which is identified in its title or lore as a phaser, disruptor or weapon. The **Echo Papa 607 Killer Drone** is not a hand weapon.

Hate Crime – A personnel of mixed **species** is considered to be a member of both species for this dilemma. For example, if Lwaxana Troi, Deanna Troi and Ian Andrew Troi are the only personnel present, none of them is the only member of their species present.

headquarters – A kind of facility. See **facilities**.

here – In the context of a specific site, the word "here" (or "there") means at that site. In the context of a spaceline location or timeline location, it means anywhere at that **location** (e.g., on the planet, aboard a ship in orbit, on a facility there).

He Will Make An Excellent Drone – This interrupt may play either on a Borg assimilated **counterpart**, such as Locutus of Borg, or on one of your opponent's personnel that you assimilated as a counterpart. A Borg assimilated counterpart retains all three subcommand icons and its normal attributes. A personnel that you assimilated as a counterpart is transformed in the same way that it would have been if originally assimilated as a drone, i.e., it retains one subcommand icon and attributes based on its original staffing icons. In either case, its gender, species and lore become irrelevant. See **assimilation**.

hidden agenda – Cards with a hidden agenda [HA] icon represent secret objectives or other clandestine strategies. When you seed or play such a card, you announce it as a hidden agenda card and place it face down on the table without showing it to your opponent (this counts as your turn during that seed phase, or as your normal card play, as appropriate). While face down, its identity is concealed and thus it is immune to general-use cards (e.g., Kevin Uxbridge).

When you use a special download icon to download a hidden agenda card, you must play that card to the table, then immediately reveal it and follow its game text (targeting something at the location of the special download icon if applicable).

You may activate a hidden agenda card by turning it face up at any time (see **actions**), between other actions or as a valid response to

another action (see **actions – step 2: responses**). Activating a hidden agenda does not suspend play. (A seeded hidden agenda may not be activated until after the play phase begins.) This immediately activates the card's game text. If there are any conditions specified by the card, you must meet them at this time (if you cannot, you must immediately turn the card face down again). Once activated, the card remains face up until removed from play.

You may not seed or play a card as a hidden agenda if it does not bear a hidden agenda icon. If you violate this rule, you forfeit the game. (See **tournament scoring**.)

If a card such as The Line Must Be Drawn Here or Mirror Image is activated in response to the play of one of the cards affected by it, it takes effect immediately in reference to that card play. For example, if you activate The Line Must Be Drawn Here in response to your opponent playing Kevin Uxbridge, he loses 5 points for playing that card.

A hidden agenda card may not be seeded unless its text allows seeding. See **"seeds or plays."**

Hide and Seek – This Q-icon dilemma/event can be used in three different ways:

1. Seed it directly under a mission like a normal dilemma.
2. Seed it face down on the table as a "hidden agenda" event.
3. Stock one or more copies in your Q-Continuum side deck; whenever your opponent faces one, you decide whether it is a dilemma or an event.

The first two uses do not require you to have a Q-Continuum side deck or a seeded Q-Flash doorway.

A player may encounter one copy of this card seeded under a mission as a dilemma, and another copy from a Q-Continuum side deck during a Q-Flash encountered under the same mission. Both cards have their effect (regardless of whether the copy from the Q-Continuum was chosen to be a dilemma or an event). A second copy would be discarded only if both were seeded under the mission, or if both were encountered during a single Q-Flash. See **Q-icon cards**.

The universal personnel which triggers discarding of the dilemma is stopped.

When this event is activated upon a player overcoming their own Q dilemma and discarding the remaining dilemmas, the discarded dilemmas may be among those seeded by the opponent.

Hippocratic Oath – This dilemma may not relocate across quadrants except when the Aid Fugitives mission is in play (in which case, it must relocate there). See **movement between quadrants**. If there is no other planet on the spaceline where this dilemma is encountered (and Aid Fugitives is not in play), discard the dilemma for lack of a target planet.

To pass this dilemma, the most CUNNING MEDICAL personnel must be able to relocate to another planet and still have MEDICAL skill after relocating. If he is unable to meet these conditions, the Away Team or crew is "stopped." For example, if the most CUNNING MEDICAL is:

- a **holographic personnel**: he deactivates upon attempted separation from the controlling ship.
- a Borg which has MEDICAL skill through skill-sharing: it cannot relocate because it will lose the MEDICAL skill when it leaves the hive.
- an OFFICER enhanced by a Medical Kit: the Medical Kit must relocate with him.

His Honor, The High Sheriff Of Nottingham – If you encounter this Q dilemma and any of your personnel are being held captive by your opponent, you must make a choice:

- you may do nothing and lose 5 points; or
- you may select one of your personnel opponent has captive to be returned to the location of your crew or Away Team which encountered the dilemma. If you choose this option, and your opponent immediately shows SECURITY from his hand, he captures two of your personnel randomly selected from that crew or Away Team.

The dilemma has no effect on any of your opponent's personnel whom you are holding captive. See **capturing**.

"hit" – If your ATTACK total is more than your opponent's DEFENSE total, you score a *hit* on the target ship. See ship battle rules (in the Rulebook)**, damage**.

hive – All of one player's [Borg] affiliation cards at one location, whether in space, on a planet, aboard a ship or facility, etc.

holographic personnel and equipment – Holograms are realistic re-creations of living beings and things using holographic, transporter and replicator technology. As such, holographic personnel and equipment exist in computer memory, but have physical form and strength when projected. Holographic cards look like other Personnel and Equipment cards, with a yellow, "reconstructed molecule" [Holo] icon identifying them as holographic.

Holographic cards enter play exactly like other personnel and equipment, typically by reporting to a compatible facility, and can be loaded aboard any ship. When they board, they are symbolically loaded into the ship's computer memory. However, because they need technology (like a holodeck or holoprojector) to interact with the real world, they are *deactivated* when reported and remain so until aboard a ship with a holodeck. (No facilities have holodecks at this time.) While a hologram is deactivated, it is treated as if disabled.

Once aboard a ship with a holodeck, holographic personnel can act as a member of the ship's crew or help accomplish space missions, but they cannot leave the ship in an Away Team without a holoprojector. (If you take them to your ship or facility without a holodeck, they deactivate.)

Holo-Projectors is an Event card that allows holographic personnel to be used aboard all your ships, as well as projected to an Away Team on a planet surface or aboard an opponent's ship or facility. Conceptually, the Holo-Projectors event represents the installation of holodeck and holoemitter technology aboard all of your ships. Holograms in Away Teams are considered to be controlled by the ship from which they are projected, and must remain at the same location as the controlling ship. Holograms may not be projected to or from a cloaked ship.

If the Holo-Projectors card is destroyed, the ship cloaks or the holographic personnel are separated from the location of the ship, the holograms are immediately deactivated and returned to the ship. When projected to an Away Team aboard an opponent's ship, the holograms will deactivate if either ship's cloak is engaged. If the controlling ship is destroyed, any holographic cards associated with the ship are also destroyed (unless they are saved by a card such as Escape Pod, where they will be deactivated).

You may not deliberately deactivate your holograms except by taking them onto your ship or facility without a holodeck, or by moving the ship away from their location. When holographic cards are deactivated and returned to their controlling ship, they automatically reactivate at the start of your next turn.

Holographic equipment follows the same rules as holographic personnel. They require a holodeck or Holo-Projectors to use, and if a holographic card is destroyed or abandoned (by the projecting ship

moving away), it returns to the ship and is deactivated until the start of your next turn.

While there are a few important differences between holographic and other personnel noted below, in all other respects, holographic personnel should be treated exactly like normal personnel. They have skills and attributes, can participate in crew or Away Team activities, may fly ships if they meet the appropriate staffing requirements, "beam" to Away Teams normally (and thus may be affected by Barclay Transporter Phobia), and may be "stopped" like other personnel. They do not require any "supervision" from non-holographic personnel.

Death: When a personnel would normally be killed, whether by battle or by a dilemma or other card, a holographic personnel is instead deactivated and returned to its ship.

Destroyed: When an equipment card would normally be destroyed (for example, by Disruptor Overload), a holographic equipment card is instead deactivated.

Erased: Any holographic card which is erased is discarded (not deactivated).

Discarded: If a card requires a Personnel or Equipment card to be discarded, holographic cards are discarded (not deactivated) (e.g., Tarellian Plague Ship, Anaphasic Organism, Investigate Legend, Rebel Encounter).

Dilemmas: Holographic personnel are affected normally by all dilemmas except those affecting aging, DNA, and genetic makeup, to which they are immune. (See **dilemmas – DNA-related**.) If a dilemma separates the hologram from the controlling ship (by relocating it to another location, such as Love Interest or Hippocratic Oath, or off the spaceline, such as Penalty Box; or by relocating the ship, such as Go Back Whence Thou Camest), then the hologram deactivates as usual. A dilemma that removes the hologram from the Away Team, but keeps it at the same location, affects holograms normally (e.g., Make Us Go).

Assimilation: Borg do not assimilate (or target for assimilation) holographic personnel. Such personnel are excluded from any selections for abduction or assimilation.

Battle: "Holographic safety protocols" normally prevent holograms from killing other personnel. Holographic personnel may only stun non-holographic adversaries (a "killed" holographic adversary will deactivate). If total STRENGTH at the end of a battle is entirely derived from holograms, they may win the battle but may not kill an opposing personnel or Rogue Borg.

Intruders: When intruders are aboard an empty ship, or a ship whose crew is all holographic, they may erase (discard) all holographic re-creations associated with that ship.

Vulcan Mindmeld: Holograms may not be Mindmelded with, because they do not have a physical mind.

homeworld – Most affiliations have their own homeworld, as indicated in the lore of the relevant Mission cards:

Alter Records	– "Bajor … Bajoran homeworld"
Orb Negotiations	– "Cardassia Prime … Cardassian homeworld"
Espionage Mission	– "Earth … Federation homeworld"
Expose Covert Supply	– "Qo'noS … Klingon homeworld"
Cloaked Mission	– "Romulus … Romulan homeworld"
Intelligence Operation	– "Founders' homeworld … Dominion homeworld"
Deliver Message	– "Ferenginar … Ferengi homeworld"

A homeworld's affiliation is always different from the affiliations that may attempt the mission. For example, Orb Negotiations takes place

on the Cardassian homeworld, but it is a mission that is attemptable only by the Bajoran affiliation.

In gameplay terms, only affiliations have homeworlds. Because "Trill" is not an affiliation, the mission Symbiont Diagnosis is not considered a homeworld.

No outposts may be seeded or built on any homeworld.

Horga'hn – The double turns from this artifact begin immediately. In other words, if you earn it on your turn, you may take another turn immediately following the current turn. A "double turn" consists of two separate "full turns." (That is, you play a card, execute orders, and draw a card to end your turn, then repeat.)You are not required to take double turns with this card.

house arrest – Personnel caught aboard a ship or facility of another affiliation when a treaty (or other card making them **compatible**) is destroyed are placed under house arrest until they are transferred to a compatible ship or facility, or beamed to a planet. While under house arrest they may not used to meet a ship's crew requirements, attempt missions, participate in battle etc. (See **present**.) You may not voluntarily place your personnel in a house arrest situation. For example, you may not beam your Klingons aboard your Romulan ship without a treaty, or switch Major Rakal's affiliation to Federation while she is aboard a Romulan ship. See **treaties**. Only your own crew may be placed under house arrest. Intruders, captives etc. are not under house arrest.

Howard Heirloom Candle – If this interrupt is played when Anaphasic Organism or Empathic Echo is encountered, the dilemma affects two personnel.

HQ: Defensive Measures – When you have this objective in play, your opponent may attempt one of your missions if he attempted (successfully or unsuccessfully) to seed a copy of that mission. For example, if both you and your opponent seeded ❖ Patrol Neutral Zone, he may attempt your copy.

HQ: Return Orb to Bajor – The Mysterious Orb may be earned upon encounter by the [Orb] personnel affected by this objective, but it may not be "returned to Bajor" for the card draw or points, because it cannot be "present" with that personnel on Bajor. See **encountered**, **present, stealing**.

HQ: Secure Homeworld – Attempting a mission with the alternate requirements of this objective is exactly like any other mission attempt. You do not need to have the requirements in the Away Team (i.e., you can redshirt), and you score the point value of the underlying mission when you complete it. The mission cannot then be completed with its normal requirements.

HTSBEG – Holographic Tal Shiar Barbering and Engineering Guild. Covert intelligence agency jointly operated by Romulans, Bolians and disguised quantum singularity lifeforms. Rumored to have infiltrated Sector 001 Headquarters.

Hugh – This interrupt nullifies the attack of the Borg Ship dilemma (for the rest of the turn), not the Borg Ship dilemma itself. See **battle**. Hugh does not nullify Outpost Raid or any other Borg-related dilemmas.

HULL integrity – If a ship or facility (or the Borg Ship dilemma) has its HULL integrity reduced to 0, it is destroyed. See **damage**.

human – See **species**, **timeline disruption**.

Hunter Gangs – When determining if a personnel is killed by this dilemma, apply any relevant CUNNING modifiers, such as Yellow Alert, PADDs, etc. See **zero**.

Husnock Outpost – You may seed more than one of these outposts at separate missions, but you may not build any additional ones

during the game. The mission at which you seed it must have a Non-Aligned icon (e.g., Qualor II Rendezvous). It may not be seeded at an "Any crew" or "Any Away Team" mission.

Hyper-Aging – The Away Team must continue the mission while they are quarantined by this dilemma (it says "Mission continues, but..."), but can't leave the planet due to the **quarantine**.

Hypospray – You may use this Equipment card to disable one of your opponent's mortally wounded personnel.

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

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

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

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

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

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

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

If a card in play is discarded, placed in the bonus point area, placed out-of-play, or returned to a player's hand or deck, it is no longer "in play."

Thus, a Personnel card is "in play" whether played as a normal card play, played through a Devidian Door, or recovered from an earned Cryosatellite. The personnel aboard a Cryosatellite are not "in play" until the Cryosatellite is earned or acquired and the personnel come aboard the ship. Personnel who are captured, in a Penalty Box, "held" by a dilemma or "lost" to Thine Own Self are still in play.

Cards in a Temporal Rift are still in play (e.g., you may not report another instance of the same persona while a personnel is in the Rift), but they are not affected by cards such as Anti-Time Anomaly because they are time-traveling and thus not "there" for the card to affect.

Cards may exist in the following states:
- in your hand, draw deck, side deck or Zalkonian Storage Capsule
- seeded or played face down (under a mission like a dilemma or artifact, or as a hidden agenda)
- in play
- in your **discard pile**
- in your **bonus point area**
- **out-of-play**
- **outside the game**

When a Personnel or Ship card benefits from another card "in play" or when another term not specifying "present," "with" or "location" is used, it may benefit from either player's card (unless "your" or "opponent's" is specified, as with Ressikan Flute). Examples:
- Your opponent's Kareen Brianon may enhance your Ira Graves' skills.

• Your K'nera scores points if either player's Korris or Konmel is killed in battle.

infiltration icons – <Fed><Klg><Rom<Baj> A personnel who has one of these icons may infiltrate your opponent's cards by reporting to your opponent's side of the table, wherever your opponent is allowed to report cards of that affiliation, but only if your opponent has seeded or played any cards of that affiliation (or attempted to do so). (Cards seeded face down by your opponent must be earned or acquired before they will allow you to report an infiltrator of that affiliation. Multi-affiliation cards count only for the affiliation mode(s) your opponent has actually used.)

For example, you may report Lovok Founder to your opponent's facility if he seeded a Romulan Outpost; attempted to seed Office of the Proconsul (but you seeded one first); played any Romulan-affiliation ships or personnel (even if they are no longer in play); or earned Major Rakal from a Cryosatellite and selected (or later switched her to) Romulan affiliation.

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

While your personnel is infiltrating, the following rules apply:

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

Your infiltrator stops infiltrating if he or she is "exposed," which can happen during either player's turn in one of three ways: (1) voluntarily; (2) by a card play such as Caught Red-Handed; or (3) by being present with any version of the persona he or she is impersonating. When "exposed," that personnel

• reverts to its previous affiliation;
• may be treated as an intruder by your opponent, if aboard the opponent's ship, outpost etc.; and
• cannot infiltrate again until after being away from (not present with) all of the opponent's personnel.

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

incident – A card type similar to an **event**. It can play on and affect another card, or may play on the table to have a widespread effect on

various aspects of the game. The consequences of these cards are often long lasting.

infiltrators – See **infiltration icons**.

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

Interlink Drone (Nine of Eleven) – This personnel "Allows all Borg in this hive present with a [Com] Borg to share skills. Each such Borg has every shared skill at its highest level." As an example of how this works, suppose you have an Away Team on a planet consisting of two Borg:

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

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

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

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

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

Borg may share regular skills that do not actually appear in skills boxes in the hive, such as the selected skill of the Borg Queen and the classifications of assimilated personnel which have been converted into skills.

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

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

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

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

Interrogation – Here is an example of scoring points with this event:

Turn 1: Opponent answers, "Four"; you score 1 point.
Turn 2: Opponent answers, "Four"; you score 1 more point.
Turn 3: Opponent answers, "Five"; you score 10 more points and return the captive to opponent's outpost.

You have scored a total of 12 points. You do not lose any points already scored if the Interrogated personnel is rescued. See **Madred**.

interrupt – A card type which may play during your own turn or your opponent's turn. The consequences of interrupts are often short-lived. An interrrupt does not use up your normal card play.

Intruder Alert! –When this incident extends **Intruder Force Field** such that all **intruders** on your ships "must be 3 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.

Intruder Force Field – When this event "reverses Telepathic Alien Kidnappers affecting you," you should interpret your opponent's Telepathic Alien Kidnappers as though you had played it. That is, *you* now guess a card type at the end of each of *your* turns and point to a card in your *opponent's* hand.

The previous definition of "effectiveness" has been changed to that provided by the clarification for **Intruder Alert!**

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

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

invalid card plays – See **actions**.

Invasive Beam-In – To use this event to beam cards through SHIELDS, the Transporter Skill personnel must remain on the ship which has Invasive Transporters.

Investigate Incursion – This mission is worth extra points if an appropriate Borg-related card happens to be at that spaceline location when the mission is solved. Thus, if a Borg Ship dilemma was seeded there but has already moved away, that dilemma does not increase the points for solving the mission.

Investigate Legend – When Aldea, the planet represented on this mission, is cloaked, personnel may not beam or shuttle to or from the planet. However, Iconian Gateways, Dimensional Shifting, Love Interests and other such forms of travel function normally. Turn the mission card face down when it cloaks (as with a cloaked ship). The mission may be attempted and solved while cloaked by an Away Team already on the planet. It may be scouted while cloaked by a Borg scout already on the planet; you may probe to assimilate the planet while it is cloaked if you have Borg on the planet surface (but not if all your Borg at the location are in orbit).

The 2 Youth discarded to solve this mission can be part of the 3 Youth used to fulfill the first part of the mission requirements. "2 Youth" is equivalent to "Youth x2."

If you solve this mission with five Youth mission specialists (three providing the Youth x3 requirement, discarding the other two), you only earn 15 points from Assign Mission Specialists. By using their skill to solve the mission, they are discarded, and thus are no longer in play to score points.

Investigate Time Continuum – After all dilemmas have been resolved, you may simply show the Time Travel Pod from your hand to complete this mission. The Pod is not played.

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

The opponent must attempt the mission targeted by this objective "if possible." That means the mission must be attemptable by the opponent's affiliation. For example, it must have a matching affiliation icon or text allowing the attempt (e.g., "Any crew may attempt mission") and must not have been made unattemptable with I Tried To Warn You.

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

Jake and Nog – This **dual-personnel card** cannot allow you to probe for Visit Cochrane Memorial because it contains only one human with ENGINEER x1/2 (not a full ENGINEER skill). The other "half ENGINEER" is Ferengi species. However, they could build a Ferengi Trading Post if in Ferengi mode, because both personnel on the card are then Ferengi by affiliation, yielding one Ferengi-affiliation ENGINEER skill.

Ja'rod – Leadership x1/2 is one half of a Leadership skill. Any card or rule that requires "Leadership" requires one full Leadership. Therefore, this personnel cannot solve a mission that requires Leadership, and does not count as a leader in battle. If another personnel with Leadership x1/2 (e.g., Toral) were present, then you would have a leader.

Jem'Hadar "alphas" – Some Jem'Hadar are identified in their lore as "alphas." These Jem'Hadar were specifically bred in the Alpha Quadrant by the Dominion. Because alphas do not have a Gamma Quadrant [GQ] 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. You can also use other ways of reporting them for duty in any quadrant, such as Jem'Hadar Birthing Chamber (for [univ] personnel) and Devidian Door.

Jem'Hadar suicide – Jem'Hadar are genetically engineered to protect the Founders at all costs. Whenever any Founder (or any Odo) dies for any reason, all Jem'Hadar responsible for failing to protect that changeling immediately kill themselves. This includes all Jem'Hadar – of both players – that were either present with the changeling or attacking the changeling's Away Team, ship, facility etc.

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

Juliana Tainer – This personnel is unaware that she is an android. She becomes aware if she is in a situation which either requires an android (and no other androids are present) or treats androids differently from regular personnel. Once she becomes aware, she can use her full CUNNING and STRENGTH but is "stopped" for the rest of that turn.

"just" – See **actions – "just"**.

K'chiQ – This personnel cannot select a skill when recovered from a Cryosatellite, because she is not reporting for duty. She will have no selected skill until your next turn, at the start of which you may change her "no skill" to any regular skill. See **reporting for duty, skills.**

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

Kathleen Tonell – This personnel, although a mission specialist, may not be downloaded with Assign Mission Specialists if Montana Missile Complex is in play, because she may be reported only to the **time**

location under those circumstances, while Assign Mission Specialists requires downloading to an outpost.

Keldon Advanced – If no Obsidian Order skill is aboard, this ship's RANGE is considered reduced for Abandon Ship! See **skills**.

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

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

Resetting: Primary Supply Depot and Remote Supply Depot both "reset" countdowns of Ketracel-White aboard. You must carry or beam unexpired cards from your ship to the outpost to reset the countdowns. If removed from the outpost, they start counting down again at the end of that turn.

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

Kevin Uxbridge – This interrupt has errata: *Nullifies any one Event card in play (except for Treaty cards) OR any other card played as an Event card.*

This interrupt can nullify an Event card in play or as it is being played (i.e., as a response to the card play).

Kevin Uxbridge: Convergence – This interrupt destroys all events at the location where it is played, including Rishon Uxbridge, but not the event that Rishon was protecting. It may be nullified by Q2. See **card title groups**.

Events "on the spaceline" are physically placed on the spaceline (or on a ship or personnel on the spaceline). Nutational Shields, for example, is played "on the table" in your play area and thus cannot be nullified by this interrupt. Atmospheric Distortion, however, is played on a planet location, and is therefore on the spaceline.

This interrupt cannot nullify an artifact or any other card played as an event. See **card types**.

Khitomer Research – This mission has errata (Beta printing): The reprinted card has both [Klg] and [Rom] icons, and all printings should be treated as such.

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

An "unduplicated artifact present" is one that is not duplicated anywhere in play. (An artifact just earned is not "present" unless it joins the crew or Away Team.) Making "parallel use of opponent's Palor Toff" means that each time your opponent plays Palor Toff –

Alien Trader, you must also use that card's game text, if possible (i.e., you must retrieve a non-personnel card from your own discard pile). If you play Countermanda to suspend your opponent's Palor Toff, it does not affect your discard pile. See **present**.

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

You must have at least one Federation and one Cardassian personnel or ship in your deck to seed this outpost. See **facilities**.

Klingon Death Yell – Either player may play this interrupt when any Klingon with Honor dies, subject to normal timing rules. "Yell to warn the dead" is flavor text; you do not need to actually yell to score the points. You only score 5 points, even if the Klingon has Honor x2.

Klingon Painstik – If this interrupt is played to prevent a unique personnel from being reported for duty again, it prevents reporting of any instance of that **persona**. Because persona *replacement* and morphing of one Founder into another with Shape Shift are not reporting for duty, this interrupt will not prevent such exchanges from taking place.

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

Kressari Rendezvous – The hand weapon discard must take place at the time you solve this mission. You may not discard them later for extra points. See **discarding**.

Kurlan Naiskos – A **personnel type** can be a classification or a skill (including the built-in MEDICAL skill on the U.S.S. Pasteur). This artifact requires only the original seven personnel types (OFFICER, ENGINEER, SCIENCE, MEDICAL, SECURITY, CIVILIAN and V.I.P.); it neither requires nor benefits from ANIMALs.

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

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

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

Lal – See **skills**.

landed ships – Ships may not land unless the Ship card says it may land (e.g., Vulcan Lander), or another card allows it to land (e.g., Engage Shuttle Operations, Establish Landing Protocols). Landing and taking off use RANGE only if specified by the ship itself or by a card allowing it to land. For example, the Vulcan Lander uses 1 RANGE to land or take off; ships landing with Engage Shuttle Operations use their full RANGE for landing or taking off.

A landed ship may not attack or be attacked by a ship in orbit, and also may not attack or be attacked by an Away Team. A landed ship may not be targeted by any card that targets a ship, unless the card specifically allows it to **target** a landed ship. Thus, landed ships are

immune to cards such as Temporal Rift, Loss of Orbital Stability, Wormholes, Warp Core Breach, Magic Carpet Ride OCD, Rogue Borg Mercenaries etc.

launching ships – See **carried ships**

Launch Portal – This doorway allows you to download a scout, shuttle or sphere to a ship with Tractor Beam and launch any carried ships, one time only, even if you do not have Engage Shuttle Operations in play. It may download Engage Shuttle Operations: Dominion. (See **card title groups**.) Scout ships are ships with "scout" in the ship name or class.

leader – A "leader" for battle is any personnel with Leadership skill or with OFFICER skill or classification. Also, a card may designate other personnel who may serve as a leader (e.g., Prepare Assault Teams). Cards that refer to a "leader" mean a leader as defined for battle. Being a "leader" does not confer Leadership skill on a personnel.

Borg may use a leader instead of a [Def] personnel to initiate battle. A [Def] personnel is not a leader.

Line Must Be Drawn Here, The – See **The Line Must Be Drawn Here**.

location – There are two kinds of locations: spaceline locations (e.g., missions and Bajoran Wormhole) and timeline locations (e.g., Montana Missile Complex). (In addition, under the interim rules, a Borg Outpost in the Delta Quadrant is considered a location, but not a spaceline or timeline location.) Site cards are not considered "locations" for gameplay purposes. A card that refers specifically to spaceline locations (e.g., The Traveler) does not include time locations, and vice versa.

Locations may be planet [P], space [S] or "unspecified type." Cards such as Bajoran Wormhole, Black Hole and Gaps in Normal Space create locations of unspecified type. The mission destroyed by **Supernova** becomes a location of unspecified type.

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

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

Locutus of Borg – See **counterpart**.

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

Long-Range Scan Shielding – A type of **special equipment**, found on the Mercenary Ship, which renders the ship immune to Long-Range Scan.

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

Lore – When either player has this personnel is in play, the STRENGTH of every Rogue Borg in play is doubled, and all **Crystalline Entity** dilemmas seeded or encountered by either player function as if they read:

Space mission: kills all life on ship unless SHIELDS>12 OR 2 Music aboard.

Planet mission: kills entire Away Team unless 2 SCIENCE and 2 MEDICAL present.

Discard dilemma. [10 points]

Because cards by default are not cumulative, if you and your opponent both have Lore in play, they do *not* quadruple Rogue Borg and Crystalline Entities. However, if Crosis is in play, Lore doubles Rogue Borg *after* Crosis has his own doubling effect. See **Rogue Borg Mercenaries**.

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

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

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

Lore's Fingernail – This event allows affiliated androids to report for duty as Non-Aligned. For example, with Lore's Fingernail in play you may report Data to an outpost after Earth has been assimilated. See **timeline disruption**.

Juliana Tainer becomes Non-Aligned with this event in play, even if she is unaware that she is an android. Because the card treats androids differently from other personnel, she becomes aware and is "stopped."

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

losing battle – See **battle**.

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

Madred – This personnel does *not* have Obsidian Order skill. A skill must be in the **skills** box (not the lore) to qualify as a skill. See also **Cardassians, Non-Aligned**.

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

Magic Carpet Ride OCD – This artifact may relocate a docked ship at its location. If the ship is docked at its opponent's Nor, its crew on the Nor would be an Away Team and subject to relocation with the ship. Any Away Teams associated with the ship are relocated to the planet surface at the new location. An Away Team may not be relocated if its ship is not at the artifact's location. If an Away Team beamed to the planet from an outpost, then they may not be relocated with a ship at that location. See **Away Team and crew**.

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

Major Rakal – This personnel has errata: *Physically altered,* **Deanna Troi** *was coerced...”*

“Deanna Troi” (in the lore) should be boldfaced, making Major Rakal an instance of the Deanna Troi **persona**. She still retains her [AU] icon.

Makbar – When this personnel “doubles Extradition here,” you may beam up to 8 SECURITY personnel onto the ship and take two captives.

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

Manheim’s Dimensional Door – When this doorway is in play and a card play is suspended, another card may now be played. If that card itself is suspended, the player who suspended it may now play a card. It is suggested that you take the suspended cards and put them in a stack since they are not in your hand or in play. Then, when the cards are finally allowed to resolve, you may resolve them in order from the top of the stack to the bottom.

If a card is played that would affect one of the earlier card plays, it launches its own set of effects that are resolved in last-to-first order (as canceling cards usually are). See **actions**.

Example:

> I play K’chiQ. You show a K’chiQ from your hand, so mine is suspended.
>
> You play Palor Toff. I show a Palor Toff from my hand and yours is suspended.
>
> I play Q’s Tent. You show a Q’s Tent from your hand, and mine is suspended.
>
> You play Q’s Tent (the same you showed earlier). I show no Q’s Tent (since my original one has been set aside), so the actions start to resolve.
>
> Your Q’s Tent resolves, and you retrieve Wrong Door from your Tent.
>
> Now, I attempt to resolve my Q’s Tent, but you play Wrong Door. I play Amanda Rogers to nullify your Wrong Door. My Q’s Tent resolves and I get a Countermanda.
>
> You attempt to resolve Palor Toff. I play Countermanda, suspend your Palor Toff, and take three cards out of your discard pile. Your Palor Toff resolves and you get a card out of your discard pile.
>
> My K’chiQ finally resolves.

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

Martok – This personnel has revised game text (clarification): *[SD] D’k Tagh* should read *[SD] D’k Tahg*.

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

Mask of Korgano, The – See **The Mask of Korgano**.

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

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

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

When specified in the ship’s lore, only the named personnel is the matching commander; another version of the persona with a different name, or an instance of a different persona, cannot serve as the matching commander. For example, The Emissary is not the matching commander for the *U.S.S. Defiant*; Jean-Luc Picard (Premiere) is not the matching commander for the *U.S.S. Enterprise-E*.

A statement that a ship “transported” or was “used by” a personnel does not qualify that personnel as the ship’s matching commander. For example, *Zibalian Transport* says it is a class of vessel “used by traders such as Kivas Fajo.” *I.K.C. Buruk* says it was “used to transport Gowron.” Neither of these personnel is the matching commander of that ship.

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

Matching commanders are defined only for ships; facilities get no benefits for a commander mentioned in the personnel or facility lore. For example, while Benjamin Sisko’s lore states that he “commands Deep Space 9,” his presence on that station does not confer any benefits from cards such as Captain’s Log.

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

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

meeting requirements – When meeting requirements for missions and dilemmas, you can choose which personnel are used to satisfy those requirements, and in which order. Any “excess” personnel are not required to apply their skills etc. toward meeting the requirements. Thus, for example, an Away Team which has a personnel with Picard’s Artificial Heart may avoid having that personnel die when facing a Malfunctioning Door dilemma, by satisfying the STRENGTH>27 requirement with other personnel.

Memory Wipe – This event implements a special play environment when playing Starter Deck II vs. Starter Deck II. You and your opponent must each seed the card and may not nullify it. This allows each player's cards of different affiliations to mix without having to use one or more Treaty cards. (Memory Wipe may also be used in the normal play environment for its second function, but your opponent is free to nullify it.) See **Away Team and crew**, **timeline disruption**.

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

Menthar Booby Trap – This dilemma has errata: *Unless MEDICAL present, one crew member killed (random selection). Place on ship. Ship can't move until 2 ENGINEER present.*

This dilemma has both a condition and an effect that can be cured. If the MEDICAL (the condition) is not present, the ship is stopped. Even if the condition is overcome, the dilemma is placed on the ship, and the crew must continue the mission attempt, even if the ship cannot move.

Mercenary Ship – See **Long-Range Scan Shielding**.

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

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

Mirasta Yale – This personnel may not be reported normally; she may only be brought into play by seeding like a dilemma under Malcor III (the mission First Contact). If you seeded her, she immediately joins your Away Team (if compatible) when they **encounter** her, even though the mission is not solved. If she is not compatible with your Away Team, she forms a separate Away Team on the planet. If you encounter your opponent's seeded Mirasta Yale, you capture her.

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

Revealing this hidden agenda event is not a valid response to your opponent encountering Thought Fire. Its text does not specifically modify or cancel Thought Fire.

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

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

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

You may deliberately mis-seed non-seed cards (such as Equipment cards) under a mission as a bluff. When discovered, such mis-seeds

are placed out-of-play as usual. However, if you reveal your own mis-seeded card under any mission, you may not solve that mission (or complete any objective targeting it) for the rest of the game. Revealing your opponent's mis-seeds, or your opponent revealing your mis-seeds, does not affect your ability to solve a mission.

Mis-seeds include non-seed cards (such as Equipment cards) placed under a mission as a bluff, multiple copies of the same card seeded under one mission by a single player and multiple artifacts seeded under one mission by a single player. Other examples of mis-seeds include space dilemmas under planet missions (and vice versa) and personnel with no game text allowing them to seed (such as Mirasta Yale under a mission other than First Contact).

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

mission – A card type representing a location in space, in the present time of the Star Trek universe, where missions can be accomplished. There are three kinds of mission: [S], [P] and [S][P] (**dual-icon mission**). Missions are laid out in one or more spacelines representing different quadrants of the galaxy.

mission attempt – A mission attempt lasts from the time you announce you are attempting the mission until one of the following occurs:

- The entire crew or Away Team is "stopped" (e.g., by dilemmas or Rogue Borg battle).
- No one remains in the crew or Away Team, either through elimination by dilemmas, or through use of a card that removes them from the mission (e.g., Emergency Transporter Armbands).
- A dilemma prevents the mission attempt from continuing (e.g., Radioactive Garbage Scow).
- A card forces your turn to end (e.g., End Transmission).
- All dilemmas are resolved but the Away Team or crew does not meet the requirements to solve the mission. (They are not "stopped" unless **Mission Debriefing** is in play.)
- The mission is solved.

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

Mission attempts may be made at scouted or unscouted locations, but may not be made at assimilated planets.

See **meeting requirements**.

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

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

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

selected personnel is not "stopped" until the dilemma is revealed and **encountered**, but you must have at least one personnel left to face the actual dilemma text.

Personnel are "stopped" normally by subsequent dilemmas, not for all turns the countdown is in effect.

mission-solving – timing – When you meet the requirements for solving a mission, you first score any mission points, then earn and resolve any artifacts or cards seeded like artifacts. If scoring the mission points brings your score to victory conditions, the game ends immediately and you do not resolve any **artifacts**.

mission specialist – A mission specialist is a personnel who has exactly one **skill** (and that skill is not a special skill). For example, Tarus has only Stellar Cartography and Kahless has only Honor x2; thus, both are mission specialists. On the other hand, John Doe and Madam Guinan are *not* mission specialists. While John Doe has only one skill, it is a special skill; and Madam Guinan has two skills (one regular skill and one special skill).

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

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

Unless otherwise specified by a card, each player is affected by the following only on the end of the mission facing him: mission requirements, special instructions (italic game text), affiliation icons (or other indication of who may attempt a mission), point box and span. Thus, Construct Depot may not be attempted or scouted by the opponent, because the opponent's end has no affiliation icons or text enabling an attempt, and no point box.

Any information not normally included in the opponent's mission summary, including quadrant icons, [S] and [P] icons, and the mission name and lore (including regions) apply to both players.

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

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

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

Mordock – If you battle at any time during the game (before or after you score points with Mordock), you lose any bonus points already scored with this personnel's skill, and you may not score any further points from his skill. "If you ever battle" refers to participating in any battle with (i.e., attacking or being attacked by) your opponent or another force (such as Rogue Borg or the Borg Ship dilemma), whether you retaliate or not. If Mordock is killed, captured, loses his skill, etc., you keep the bonus points scored as long as you do not battle (but the points are still lost if you battle after he is killed). See **retaliation**.

Although Mordock adds points to missions you solve, the points are derived from his personnel card, where they are explicitly designated as **bonus points**.

Mortal Q – This personnel's CUNNING of "Q" is an **undefined variable.** See **once in play**.

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

If this personnel is assimilated, his original owner can still play Immortal Again to nullify him. Even though his name is now irrelevant to the Borg, the Continuum can still reclaim him.

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

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

movement – ship – There are two kinds of ship movement:

• *Normal movement* – often indicated by the word "move." Normal movement includes using RANGE, landing, taking off, launching, loading, docking and undocking and this is the default type of movement when a card does not specify otherwise. Normal movement requires the ship to be fully staffed. See **ship staffing**.

• *Relocation* – identified by the word "relocate," or by a euphemism such as "hurl" (Gomtuu), "transport" (Maman Picard) or "must follow" (Temporal Wake). Relocation does *not* require the ship to be staffed.

Unless game text uses the term "relocate" (or a euphemism), staffing is required for movement. For example, the first function of Temporal Vortex ("any ships may time travel") is normal movement and thus requires staffing, whereas the last function ("Relocates one of your ships") is relocation and does not require staffing.

movement between quadrants – Any game text which allows or requires a card to move directly from one location to another may potentially relocate or allow that card to move to a different quadrant. Examples of cards that can work across quadrants include Bajoran Wormhole, Mysterious Orb, Iconian Gateway, Transwarp Network Gateway, Go Back Whence Thou Camest, Where's Guinan? and the Wormhole interrupt. However, if game text uses the word **spaceline** or a reference to distance (e.g., nearest or farthest location, or a span) in this context, the movement is restricted to the current spaceline. In other words, "to any other spaceline location" is understood to mean "to any other location on this spaceline," "farthest planet" means "farthest planet on this spaceline" etc. Examples of cards that are limited in this way include The Traveler, Where No One Has Gone Before, Magic Carpet Ride OCD, Dr. Q, Medicine Entity, Gomtuu and Love Interest dilemmas. See **Hippocratic Oath**.

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

multi-affiliation cards – Multi-affiliation cards have two or more affiliation (or Non-Aligned) icons. Their skills or other characteristics

may differ according to their current affiliation "mode." A multi-affiliation card may be used with any one of the affiliations, but only one at a time. When you seed or play a multi-affiliation card, declare its affiliation at that time (personnel or ship affiliation must be compatible with the facility where it reports; an outpost's affiliation must match an affiliation icon on the mission). You may switch its affiliation any number of times during the course of the game, between other actions. For example, if Major Rakal is currently in Federation mode and encounters Zaldan, she cannot switch to Romulan mode before the dilemma resolves; this action may not interrupt a mission attempt. Dual-personnel cards may have only one affiliation at a time (e.g., for the Sisters of Duras, Lursa cannot be Klingon while B'Etor is Romulan). See **Cha'Joh**.

If a multi-affiliation personnel, whose skills or attributes are dependent on their affiliation mode, is assimilated, they may still switch "modes" as a game action.

multiple targets – See **battle.**

Multiplexor Drone (Nine of Seventeen) – This personnel's skill allows its ship to fire WEAPONS against multiple targets during a battle, if a current objective or other card allows targeting of multiple ships (no objective currently allows this), if returning fire or if counter-attacking. For example, if your opponent attacked any of your forces on the previous turn, and he has two ships and an outpost at the location of that attack, your Borg Cube with a Multiplexor Drone and two other [Def] Borg aboard (total of 3 [Def]) may attack both ships and the outpost with 24 WEAPONS against each of the three targets. See **battle**.

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

Mysterious Orb – This artifact may relocate a personnel to anywhere they may normally exist in play (e.g., aboard a ship or facility, or on a planet). You may not relocate a personnel to or from a Penalty Box or other location off the spaceline or timeline.

You may not relocate a non-Borg personnel to a Delta Quadrant Borg Outpost. You may not relocate a personnel to your Assimilation Table and probe for Assimilate Counterpart without first battling and abducting the target.

See **HQ: Return Orb to Bajor**.

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

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

Navigate Plasma Storms – A **cloaked ship** in the Badlands triggers probing for, and may be damaged or destroyed by, this objective, because it is a natural phenomenon that does not depend on visibility of the ship.

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

nearest planet, etc. – See **ties**.

nebula – A mission location is a nebula (for purposes of Isabella and Ensign Tuvok's and Hawk's special skills) if it has the word "nebula" in its card title or lore.

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

This mission says, "Face next dilemma here when opponent scores points." Although this does not constitute a mission attempt, only a

crew aboard an undocked ship, which could normally attempt a space mission, will face a dilemma when the opponent scores points. An empty ship, personnel aboard a docked ship or a facility, disabled personnel or a Borg tossed out an airlock will not face a dilemma. While you may seed dilemmas under this mission to be encountered as specified, you may not attempt it, as it has no mission requirements and no affiliation icons or text allowing anyone to attempt it. Artifacts seeded under this mission cannot be earned or acquired in any way.

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

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

If two or more personnel (or ships) with opposing nemesis icons are present with each other at the end of a player's turn, that player must choose one of them to be immediately killed (personnel) or destroyed (ships), regardless of ownership. (If one of the nemesis ships is cloaked, neither is destroyed.)

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

Neutral and Non-Aligned – While neither Neutral nor Non-Aligned designates an affiliation, cards with these icons may mix and work with cards of any affiliation (except Borg) or with each other. Thus, Spot may work with Non-Aligned cards. The icons are referred to as "affiliation icons" (even though they are not affiliations).

Personnel and ships of all affiliations may report for duty at Neutral or Non-Aligned outposts, as long as incompatible personnel or ships don't "mix" aboard the outpost, or dock there, at the same time.

Neutral Outpost – This outpost may be established only at a [S] *mission* **location**. Thus, it may not be established at the Bajoran Wormhole.

You can play a Spacedock on a Neutral Outpost to repair any of your ships that dock there. The text "No repairs here" pre-dates the current definition of "here," and should be taken to mean that the outpost itself "Does not repair ships" (as Primary Supply Depot reads).

Nine of Eleven – See **Interlink Drone**.

Nine of Seventeen – See **Multiplexor Drone**.

Non-Aligned – See **Neutral and Non-Aligned**.

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

Nor, control of – See **facilities**.

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

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

nullify – To nullify a card is to **cancel** and discard it. If a card is nullified before it resolves, the nullified card has no effect. "Destroy" on a card means the same as "nullify."

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

"May be nullified only by..." – A card containing this phrase cannot be nullified by any cards other than the one listed. For example, interrupts may normally be nullified by Amanda Rogers. However, the Q Interrupt, Gift of the Tormentor, "may be nullified only by Countermanda," so it is immune to Amanda Rogers.

"May be nullified by..." – A card containing this phrase may be nullified by the card listed, as well as any other applicable nullifying cards. For example, Frigid is a Q Event which "may be nullified by

Fire Sculptor." It may also be nullified by Kevin Uxbridge, as it is an event.

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

objective – A card type representing an assignment or task to perform. An objective may earn points for a player or give other benefits.

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

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

Obsidian Order – See **skills**.

occupied ship – Your ship is "occupied" (e.g., for Rogue Borg Mercenaries) if you have any crew aboard.

Ocett – See **Cardassians, Non-Aligned**.

Ocular Implants – This event may be used to look at the bottom seed card under a planet mission only, not a space mission. The personnel "wearing" the Ocular Implants must be on the planet. See **present**.

The "bottom seed card of mission," which this event lets you look at, is the dilemma, artifact or other card on the bottom of the "mission stack." It is the last card seeded under that mission (of those cards remaining at any time) and the first card you would encounter if attempting the mission.

Odo – See **equipment**.

"off line" – See **damage**.

on table – A card that "seeds on table" or "plays on table" is played to a special area on the table away from the spaceline.

once in play – This phrase means that the card's effect continues for the rest of the game, even after the card is no longer in play. The effect may be specifically affected by other cards. For example, Mortal Q's restriction box says, "Once in play, your Q-Continuum is inactive." Even if Mortal Q is killed, your Q-Continuum remains inactive for the rest of the game. However, if you play the event Immortal Again to nullify (discard) your Mortal Q, your Q-Continuum is reactivated, because that is a specific effect of the event.

once per game – When a card has an ability that may be used "once per game" (including special downloads), you may use that card's ability only once in that game, no matter how many copies of that card you have in play during that game. For example, you may download Reflection Therapy only once with Suna's skill, even if you play multiple copies of Suna. If the same "once per game" skill is included on different cards, you may use the skill once for each card; for example, you may use the ability to destroy seed cards once per game for Ajur and once per game for Boratus.

If you control your opponent's ship and crew (e.g., with Alien Parasites), and use a "once per game" skill of one of the crew, you have used only your own "once per game" allotment (because you treat the personnel as your own). Your opponent can still use that personnel's skill.

One of Eleven – See **Procurement Drone**.

Open Diplomatic Relations – Even if you seed two copies of this objective, you still may seed only one treaty during the doorway phase. The card is not **cumulative**.

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

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

opponent's choice – When game text states that a card is selected by opponent's choice, this is an informed choice, not a random one, and your opponent may examine your cards fully before making the selection. An "informed choice" means your opponent may be fully informed about the cards involved. "Examine" means that your opponent may look at the entire card, not just the card name. See **showing your cards**.

If there is a tie for determining "superlatives" such as strongest, most CUNNING etc., and the card does not say otherwise, the opponent chooses. See **ties**.

opposing – An "opposing" personnel or ship is one controlled by your opponent. See **unopposed**, **Patrol Neutral Zone**.

Ops – You do not need any personnel in Ops in order to download a card to an **unopposed** site using this site's text. A "card which may play there" (at the unopposed site) includes a card such as Process Ore, which "plays on an Ore Processing Unit." See **The Emissary**.

To download a personnel or ship to any site using this site's text, it "must be of matching affiliation." The card must have the same affiliation icon as the Nor. A treaty makes two or more affiliations **compatible** but does not make the cards **matching affiliation**.

Orb Negotiations – You may seed any number of different Orb artifacts under this mission. You may not seed duplicates. If you seed any Orb artifacts, you may not seed any other artifact here.

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

orbiting – See **"in orbit"**.

Ore Processing Unit – This site states, "This unit does not process ore when station is under Federation or Bajoran control." The controlling affiliation is the one printed on the card, or the one that the station changed to when you commandeered it. The affiliations you are playing or treaties you may have do not affect the affiliation controlling the station. See **commandeering**, **facilities**.

For example, if you commandeer your opponent's DS9 with Klingons in your Away Team and choose Klingon as its affiliation, it becomes Terok Nor and is under Klingon control (not Bajoran or Cardassian). You may process ore with a Klingon-affiliation ENGINEER or SECURITY in the Ore Processing Unit, even if you have Bajoran personnel aboard and have a Klingon/Bajoran treaty in play.

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

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

outpost – A kind of facility. See **facilities**.

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

owner – The owner of a card is the player who originally stocked that card in their game deck.

Palor Toff – Alien Trader – This interrupt requires you to choose a target ("Exchange this card for any non-Personnel card in your discard pile") as part of initiating the card play. You announce the play of Palor Toff, look through your discard pile (without rearranging it) and choose a target card, and show it to your opponent. (You do not name an intended target before you look in your discard pile.) Your opponent may then respond by nullifying the Palor Toff or suspending it with Countermanda. See **actions**.

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

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

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

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

2. You now meet the conditions for the second function. *If you want to use that function*, say, "We just argued," and play the PA. Carry out the results of the second function: play an Event card from your hand, and place the PA in your bonus point area with X=0. *If you do not want to use this function*, you don't have to.

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

1. I play a PA (for coolness). X=5, but...

2. You respond by playing a PA to nullify my PA. Mine is discarded; for yours, X=10, but...

3. I respond by playing another PA to nullify yours. Yours is now discarded; for mine, X=15.

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

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

Particle Fountain – This interrupt may only be played on a mission that you completed, not one that your opponent completed.

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

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

Penalty Box – This Q-event is *not* a capturing-related card; it does not take a captive.

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

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

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

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

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

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

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

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

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

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

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

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

You may not have more than one instance of the same persona in play at the same time, including personnel who have been captured, assimilated or are otherwise controlled by your opponent.

Example: Jean-Luc Picard (Premiere), Jean-Luc Picard (First Contact), Locutus of Borg and Galen are all instances of the same persona (the

"Jean-Luc Picard" persona), while Admiral Picard and Lt. (j.g.) Picard are not. The latter two are instances of different personas (one from Barash's illusion, and one from an alternate timeline).

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

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

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

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

To exchange one version of a persona for another, the first version must have been originally played under, and still be under, your control (not your opponent's). Thus, you may not replace a persona version who is captured, abducted, or assimilated; and you may not exchange Locutus of Borg for an assimilated Jean-Luc Picard. Although they are both versions of the same persona, you did not put Jean-Luc Picard in play; your opponent has him in play (and cannot bring another instance of that persona into play), and you only control him. You can still play your Locutus of Borg without violating the persona rule, because you did not play Jean-Luc Picard.

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

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

personnel – seeded – See **mis-seeds**.

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

Phased Matter – Split the Away Team affected by this dilemma into two groups of your choice. If you split them into two groups of equal size, verbally designate one to be the "larger" group. If there is only one personnel in the Away Team, your two "groups" contain one and

zero personnel. The larger "phased" Away Team cannot continue the mission attempt, or leave the planet, until you have the needed ENGINEER and SCIENCE personnel there, which "cures" them. The smaller Away Team group must continue the mission attempt and will be able to leave the planet after the attempt is finished (if not stopped).

If you have an ENGINEER in the "phased" Away Team and a SCIENCE personnel in an unphased Away Team (or vice versa), they can cure the dilemma. This is the only way in which "phased" personnel can interact with non-phased personnel. See **present**.

Phaser Burns – This interrupt has errata: *If you have phasers or disruptors present during a personnel battle, before a winner is determined randomly select two opposing stunned cards to die.* This interrupt may be played more than once per battle.

Phoenix – If this ship is reported to a space facility at a planet location, it must undock (requiring full staffing) to be considered **"in orbit"** and worth bonus points. It is considered conceptually to have already taken off and so cannot take off again if landed.

The attribute "NO WEAPONS" on this ship is an **undefined variable**.

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

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

planet facility – See **facilities**.

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

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

"played as" – See **card types**.

"playing an affiliation" – See **facilities**, **Tekeny Ghemor**.

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

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

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

If certain bonus points "do not count toward winning" (e.g., because of Intermix Ratio or Altonian Brain Teaser), those points are not

counted when determining your final score in the game (whether you win or lose). The points are not lost, however, and still count for determining your current score in other situations, for example, to pass Dead End or to resolve Lemon-Aid. See **tournament scoring**.

Post Garrison – The staffed ships required to maintain the garrison at a space location with this objective must be decloaked. See **cloaked ship**.

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

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

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

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

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

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

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

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

  • Only the crew attempting or scouting the mission (or the Away Team attempting to commandeer a Nor) are considered to be "aboard" for encountering dilemmas or Q-icon cards, or for contributing skills for other cards that are an integral part of a mission, commandeering or scouting attempt (e.g., Senior Staff Meeting).
  • "Stopped" personnel are considered to be "aboard" for all other purposes except staffing ships.
  • Personnel who are intruders, disabled, in stasis or under house arrest are considered to be "aboard" for all other purposes, except they may not contribute traits or skills for staffing ships, for curing or nullifying dilemmas that have long-term effects or

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

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

  • A personnel wearing Ocular Implants may look at a seed card only under a planet mission, and must be on the planet to do so.
  • Madam Guinan may nullify Frame of Mind when it is encountered only if she is in the Away Team or crew attempting the mission. She may nullify it after the mission attempt if she is present with the personnel on whom the dilemma was played.
  • The human ENGINEER who enables probing for Visit Cochrane Memorial must be on the planet surface, not in a landed ship or facility.

Two ships or facilities are present with each other if they are at the same location, except that a landed ship or planet facility is not present with an orbiting or docked ship or a space facility. A ship is present at a site if it is docked at that site. See **location**.

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

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

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

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

Primary Supply Depot – This outpost may be seeded at any non-homeworld Gamma Quadrant mission, regardless of affiliation icons. It may not be built later. Like all outposts, it allows reporting of compatible personnel and ships native to the quadrant, and any equipment. While the outpost itself does not repair ships, they may be repaired by a Spacedock played here.

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

  • If you see a match between an icon in the objective's probe list and an icon anywhere on your probe card, first replace the probe card on your draw deck and then execute the appropriate outcome. (Thus, if the outcome allows you to download a card from your draw deck, the probe card will be shuffled into the deck before you take your end-of-turn card draw.) You must examine the icons in the probe list from top to bottom, and execute only the first appropriate outcome.
  • If there are no matching icons, but the word "Otherwise" appears at the end of the probe list, replace the probe card and execute that outcome.

• If there are no icon matches and no "Otherwise" in the probe list, simply replace the probe card. This is defined as *probing with no outcome.*

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

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

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

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

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

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

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

"Pup" – When an attribute is "disabled" by this dilemma, treat it is an **undefined variable** (like the Phoenix's "NO WEAPONS"). Thus, the disabled attribute is treated as zero for totaling attributes (as in battle) or for comparisons ("If SHIELDS < 6"), but may not be modified (e.g., Bynars Weapons Enhancement does not add 2 to disabled WEAPONS). See **Birth of "Junior."**

Q – This dilemma has conditions of "2 Leadership + INTEGRITY > 60." If you fail to overcome these conditions, the Away Team or ship and crew are stopped.

When spaceline locations are rearranged, all cards at each location (including ships and facilities) are moved along with that location card as a single unit. Any Q-Net may be relocated between any two adjacent spaceline locations. **Regions of space** may be rearranged, breaking up the region. Only the **spaceline** where the dilemma was encountered may be rearranged.

Overcoming the Q dilemma does not allow you to discard Q-Flashes, because they are not dilemmas; nor does it allow you to discard [Q]-icon dilemmas encountered during that Q-Flash, because those dilemmas are not seeded at the mission.

Q-Continuum side deck – The Q-Continuum side deck is composed entirely of Q-Continuum cards identified by the special [Q] icon. Although the **Q-icon cards** in your side deck are interrupts, events etc., it is helpful to think of them as dilemmas which your opponent will face. Your side deck may contain any number of Q-icon cards, including duplicates, without restriction. Each player may have only one Q-Continuum side deck in play.

To activate your Q-Continuum, seed one **Q-Flash** doorway on top of it during the doorway seed phase (this counts as one of your 30 allowed seed cards). Seed more Q-Flash doorways like dilemmas under any mission location (no more than one per mission) to cause your opponent to face the cards in your Q-Continuum. (Additional Q-Flash doorways may be stocked in your draw deck or Q's Tent for

nullifying Q-icon cards or for seeding during the game using the objective Beware of Q.)

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

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

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

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

Q-Flash – A seeded Q-Flash is a doorway, not a dilemma. Therefore, cards that nullify or discard dilemmas (such as the Q dilemma, Q2, and Senior Staff Meeting) do not affect this card. See **Q-Continuum side deck**.

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

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

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

Q-related dilemma – This phrase (on the Q2 card) and "Q-related card" (on Adapt: Negate Obstruction) refer to Q-icon Dilemma cards and regular Dilemma cards with Q's name in the title, such as the Q dilemma and Q's Vicious Animal Things.

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

The Q-related dilemmas that Q2 may nullify include any [Q]-icon dilemma card and any regular dilemma with the name "Q" in the title, such as the Q dilemma and Q's Vicious Animal Things.

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

SUCCESS!

When threatened, fight. When in doubt, surprise them. Brute strength is not the most important asset in a fight. Real power is in the heart. A Klingon does not run away from his battles.

If an opponent attacks you, during that battle your Klingons with Honor add INTEGRITY to STRENGTH. (Not cumulative.)

Q's Planet – This **Q-icon** mission is not seeded at the beginning of the game, but comes into play later. When your opponent encounters this card from your Q-Continuum, you immediately insert it anywhere on the current **spaceline**. Your opponent now places a seed card underneath the mission, then you place the next seed card, and so on, up to 3 seed cards each. You may not "pass" during the seeding until you have no cards left to seed. No special card play is needed to obtain seed cards from your discard pile or open Q's Tent.

Q's Planet may also be placed in your Q's Tent. Once you have retrieved Q's Planet into your hand by playing a Q's Tent from hand, you may insert it into any spaceline (even if there are no missions yet on that spaceline, because it has no point box) as your normal card play. Players then place seed cards as described above.

The seed cards that you may place at this Q-icon mission must be dilemmas, artifacts or cards that seed like dilemmas or artifacts, that is, cards that seed face down under the mission. Facilities, objectives etc. may not be placed here, even if seedable.

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

Q's Tent – After you play this doorway from your hand, you may not draw any more cards for the remainder of the turn, by any means. See **card draw**.

Q's Tent requires you to choose a target ("play to take a card from your Tent into your hand") as part of initiating the card play. You announce the play of Q's Tent, look through your **Q's Tent side deck** and choose a card, and show it to your opponent. (You do not name an intended target before you look in your Tent.) Your opponent may then respond by nullifying the Q's Tent or revealing a Computer Crash. See **actions**.

Q's Tent side deck – The Q's Tent side deck allows you to stock up to 13 different cards which you can access during play. You may put any card in your Q's Tent side deck except a Q-Continuum card (unless allowed by the card) or a Tactic card. Cards that must be seeded (e.g., missions, dilemmas and artifacts) can be placed in your Q's Tent, but you will not be able to use them unless you have a way to seed them (such as Q's Planet) or a card that lets you use them without seeding. You may not stock duplicate cards within Q's Tent. The cards in Q's Tent are not seed cards and do not count toward your allowed 30 seed cards. Each player may have only one Q's Tent side deck in play.

To activate your Q's Tent, seed one Q's Tent doorway on top of it during the doorway seed phase (this counts as one of your 30 allowed seed cards). There are two ways to retrieve cards from Q's Tent:

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

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

If the seeded Q's Tent doorway is closed, you may not retrieve cards from it by any means. (See **doorway**.)

Quantum Drone (Six of Eleven) – This personnel has revised game text (clarification): *When on your ship, may download an Alternate Universe Door in place of one card draw.*

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

quarantine – When a ship, facility, or planet is under quarantine, personnel may not be removed from that ship, facility or planet by any means. Other personnel may board the ship or facility, or beam to the planet, but none may leave.

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

Quark Son of Keldar – This personnel has revised game text (clarification, black border printing): *Attributes all +3 if with Grilka.*

Quash Conspiracy – The less-than sign on this mission is not a misprint. "No ship-to-ship beaming" means that you are not allowed to beam personnel from one ship to another at this particular location. Beaming to and from an outpost or a dilemma (Tarellian Plague Ship) is not restricted.

Radioactive Garbage Scow – If this dilemma is present at (towed to) a planet mission, that mission may not be attempted. This dilemma does not impede Borg scouting and thus they must continue with the scouting attempt. The Borg may "tow away" the dilemma later if desired.

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

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

ranks and titles – When a card such as Going to the Top or a Headquarters card refers to personnel of specific ranks or titles, such as admiral, ambassador, Kai, senator etc., a personnel must be identified in its card title or lore as holding that rank or title. Information on other cards (such as a Ship card) may not be used. Thus Alidar Jarok ("Conscientious admiral...") may report for free to the Office of the Proconsul, but not Mendak, who is not identified in his card title or lore as an admiral (although the *Devoras* identifies him as Admiral Mendak).

rationing – See **Ketracel-White**.

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

Ready Room Door – When this doorway is used to download, play and protect a Captain's Order event, the placing of the doorway to protect the event happens only *after* the opponent declines or fails to nullify that event. A hidden agenda Captain's Order event may not be protected with this doorway until it is activated.

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

Receptacle Stones – When you encounter a dilemma with this card in play, apply the dilemma first to your own ship, then to the other ship, as if it had just encountered it at that ship's own spaceline location. The effect the dilemma has on you will be totally independent of what it does to the other ship.

Both [S] and [S/P] dilemmas affect the opponent's ship, if encountered at a space mission.

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

Red Alert! – This event has revised game text (clarification): *Plays on table. In place of your normal card play, you may report for duty any number of Ship, Personnel and Equipment cards.*

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

referee icon [Ref] – This icon, found on Fair Play and other cards, will be developed in a future expansion set.

Reflection Therapy – This objective can change a regular skill on any personnel – yours or your opponent's. See **present**.

A **mission specialist** whose skill is changed with this objective remains a mission specialist. As with any card that selects **skills**, the new skill may only be selected at the x1 level. If the replaced skill is at the x2 level, the entire skill is replaced. For example, you may change Honor x2 to Treachery.

You may use this objective to change a regular skill that does not actually appear in a skills box, but was added by an equipment card (e.g., Engineering Kit), Mot's Advice, K'chiQ's selectable skill etc. If the personnel is separated from the equipment card, or Mot's Advice is nullified, the Reflection Therapy objective will be discarded, because its target (the skill that it affected) no longer exists.

Refuse Immigration – The WEAPONS>10 required to solve this mission must be on the one ship whose crew is attempting the mission.

Regenerate – All discarded cards go to their owner's **discard pile**, and thus will be shuffled into the draw deck when this event is played to replenish the deck. If seed cards such as dilemmas or artifacts are shuffled into your deck, you may not use them unless a card specifically allows it (such as for seeding under Q's Planet). Unusable seed cards drawn into your hand may not be voluntarily discarded unless a card allows it. See **discarding**.

The Regenerate card itself is not shuffled into the deck, but instead is discarded after the deck regeneration.

regions of space – Certain mission locations known to be in the same region of space (as defined in the mission lore) must be seeded adjacent to one another. Also, other cards may form locations that belong to a region (e.g., the Alpha Quadrant end of the Bajoran Wormhole creates a location in the Bajor Region).

Whenever a regional mission (or other regional card) is being added to the spaceline, it must be placed (or inserted) next to another location in the same region, if possible.

Some cards, such as ❖ Space, Gaps in Normal Space, Blade of Tkon and the Q dilemma, allow non-regional locations to be inserted between regional locations. Such inserted cards are not considered to be part of the region (unless specified on the card). Thus, for

example, a ship is "in the Neutral Zone" only when it is actually at one of the Neutral Zone mission locations listed below.

The following regions of space are defined for pre-Deep Space Nine cards:

The Neutral Zone, consisting of

Covert Installation	"Devora ... in the Neutral Zone"
Iconia Investigation	"Iconia ... in the Neutral Zone"
Investigate "Shattered Space"	"Near Neutral Zone"
Patrol Neutral Zone	"Nebula at Neutral Zone"

The Solar System, consisting of

Espionage Mission	"Earth"
Reunion	"Mars"

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

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

REM Fatigue Hallucinations – This dilemma affects *only* the crew or Away Team that attempted the mission and encountered the dilemma. It will not affect other personnel who later join the Away Team, or other crew members if the Away Team beams back to a ship. (Because this is a [S/P] dilemma, the reference to "entire crew" is taken to mean "entire crew or Away Team." See **Away Team and crew**.)

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

Remodulation – This interrupt has errata: *Nullifies Adapt: Modulate Shields.* (Not Adapt: Neutralize Weapon.)

Remote Supply Depot – This outpost may be built at any mission with a Dominion affiliation icon in either quadrant. It may not be seeded. Like all outposts, when built in its native (Alpha) quadrant, it allows reporting of compatible personnel and ships native to the quadrant. While the outpost itself does not repair ships, they may be repaired by a Spacedock played here.

repair – See **damage**.

Reported Activity – This mission has revised game text (clarification): The requirement for ENGINEERING x2 should read ENGINEER x2.

reporting for duty – Any personnel "played" by any means (normal card play at an outpost or aboard Borg Cube, Devidian Door, downloading into play) is considered to be "reporting for duty." Any action that may or must take place upon reporting takes place at the time of play.

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

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

When a facility allows you to report a card for duty, you may do so only if that card and the facility are both in their **native quadrant**. (Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant.) Also, when a

site allows you report cards, you may do so only if that Nor also has at least one docking site.

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

See **showing your cards**.

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

Res-Q – This event requires you to choose a target ("Exchange this event for any one card in your discard pile") as part of initiating the card play. You announce the play of Res-Q, look through your discard pile (without rearranging it) and choose a target card, and show it to your opponent. (You do not name an intended target before you look in your discard pile.) Your opponent may then respond by nullifying the Res-Q or suspending it with Countermanda. See **actions**.

rescue – See **capturing**.

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

Ressikan Flute – This artifact is worth a variable number of points, depending on how many personnel with Music you have in play. If you have four personnel with Music in play, it is worth 20 points. These points do not accumulate (i.e., you don't score 20 points each turn) and they can change. If you had four Music personnel when you earned the Flute, and later reported another Music personnel for duty, the Flute would now be worth 25 points. If two of those personnel are killed, the Flute will be worth only 15 points.

Each personnel with Music is worth 5 points, regardless of the number of Music skills he has.

"rest of game" – When a card has an effect that lasts for "rest of game," the effect remains even if the card is discarded or or otherwise leaves play (unless another card specifically cancels the effect). For example, Tomalak of Borg says, "For rest of game, all your ships have Cloaking Device." Your ships continue to have Cloaking Devices even if he is killed and discarded.

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

retaliation – You may *retaliate* against an opponent's attack in two ways: by *returning fire* during the attack and by *counter-attacking* on your next turn. Retaliating is always optional. See **Kova Tholl**.

Returning fire – During a ship battle, you return fire by using your WEAPONS. During a personnel battle, you return fire by attempting to kill opposing personnel (for example, by playing Phaser Burns or choosing to mortally wound an adversary).

Counter-attacking – 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 etc. which are still at the location of the opponent's attack.

return to a facility – If a card requires you to "return to" a facility for some effect (such as curing REM Fatigue Hallucinations), you must dock at the facility to achieve that effect.

return to hand – Cards that are "returned to hand" always go back to their owner's hand.

Reunion – If you solve this mission with the alternate requirements of Subjugate Planet, its point value (and therefore the STRENGTH

requirement of the objective) still depends on whether you have Miracle Worker, Cantankerousness and/or Spock present in the Away Team.

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

See **point box**.

reverse – When you "reverse" a card in the Star Trek Customizable Card Game, that card has its game text conceptually changed to work in an opposite way. Sometimes there are multiple interpretations of what this can mean. Although different interpretations may have equal validity from a storyline or logic perspective, to ensure consistent gameplay Decipher establishes an official definition in each case. See **Intruder Force Field, Persistence of Memory**.

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

Amanda Rogers	Martok
Amanda's Parents	Menthar Booby Trap
Anti-Time Anomaly	Phaser Burns
Assign Mission Specialists	Quantum Drone (Six of Eleven)
Captain's Log	Quark Son of Keldar
Cargo Rendezvous	Red Alert!
Cryosatellite	Remodulation
Distortion Field	Reported Activity
Docking Pads	Scan
Emergency Transporter Armbands	Scanner Interference
Evacuation	Tasha Yar – Alternate
Firestorm	Thine Own Self
Full Planet Scan	T'Pan
Garak	Tsiolkovsky Infection
Kevin Uxbridge	U.S.S. Danube
Khitomer Research	Vulcan Nerve Pinch
Major Rakal	Zon

Revolving Door – See **doorway**.

Rishon Uxbridge – "Not cumulative" on this event means that Rishon may not be played on another Rishon.

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

Rogue Borg Mercenaries – This interrupt may be played in multiples. The STRENGTH of each individual Rogue Borg depends on the number that are present together. Two Rogue Borg have a STRENGTH of 2 each; five have a STRENGTH of 5 each. If Crosis is in the group, he counts as a Rogue Borg and doubles the STRENGTH of each one in the group. In this group of five (four Rogue Borg Mercenaries plus Crosis), each Rogue Borg's STRENGTH would be 10. If either player has the Personnel card Lore in play, each Rogue Borg's STRENGTH is also doubled. (In this example, each would have a STRENGTH of 20.)

When a card refers to "Rogue Borg," it includes both Rogue Borg Mercenaries and Crosis. When it refers to "Rogue Borg Mercenaries," it includes only copies of the Rogue Borg Mercenaries Interrupt card itself.

Rogue Borg can play as a response to another Rogue Borg play, or as a response to the initiation of an automatic Rogue Borg battle at start of turn. Each of these Rogue Borg may be responded to individually (e.g., by Amanda Rogers). Once the player has "passed" (finished

playing Rogue Borg), the entire group of Rogue Borg may be responded to (e.g., by Hugh). If not canceled, the result will then begin with the attack of the Rogue Borg in a normal personnel battle.

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

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

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

Romulan Ambush – The captive that you take with this interrupt is selected and placed in the captive area before the ship is destroyed. If the crew is saved with a card that plays during the destruction (such as Three-Dimensional Thinking or Escape Pod), the captive is not saved.

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

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

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

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

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

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

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

Examples:
- Drawing a card: Your end-of-turn card draw is mandatory. You may use SCP to draw it now. You may not then draw a card at the end of your next turn.
- Playing a card: Your normal card play is optional, so you cannot use SCP to move up your card play.
- Showing a Devidian Door: You must show the Door during your next turn, so you can use SCP to show it immediately (your

opponent will have no chance to make you discard it from your hand before your next turn).
- Countdown icons: Your card with a countdown icon must count down at the end of your turn, so you can use SCP to make it count down once now. It will then not count down at the end of your next turn.
- Time effects without a countdown icon (e.g., Temporal Rift, diseases): If the effect is scheduled to resolve on your next turn, you can use SCP to force it to resolve now. You may not "remove" a turn unless the effect is scheduled to resolve on your next turn, because (unlike a countdown icon) nothing is scheduled to happen on your next turn.
- Cytherians: If your ship is affected by a moving required action such as Cytherians, you are required to move it next turn. You may use SCP to move it now. This replaces the actual action of moving it next turn, so you may not move it again next turn.
- Borg Ship dilemma and The Sheliak: These cards must move down the spaceline at the end of your next turn, so you may give them an extra move this turn with SCP. They will not move at the end of your next turn, as they will have already used that movement. (However, they *will* still move on your opponent's intervening turn.)

Scan – This interrupt has revised game text (clarification): *Glance at all seed cards...*

Scanner Interference – This incident has errata: ...*At any time, you may discard incident to download into play Atmospheric Ionization, Distortion Field and/or Particle Scattering Field.*

Scorched Hand – See **counting cards**.

scoring points – See **points**.

scoring tournaments – See **tournament scoring**.

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

scouting – If your current objective requires scouting, your Borg must complete scouting before you may probe to determine the objective's outcome. See **probing**. Also, you may not probe
- on the same turn in which your Borg completed scouting; or
- if your Borg participated in any battles at that location during your current turn or during your opponent's previous turn. (That is, your opponent may delay completion of your current objective by battling your Borg.)

Scouting normally begins with an Away Team consisting of a single scout. However, if you have multiple unstopped Borg on a planet by any legal means, they may be used together to scout the planet if it is targeted by a current objective, even if you have not previously begun scouting with a single Borg. The same rule applies to scouting a ship, if you have one or more Borg aboard a ship from Undetected Beam-In, left over from a counter-attack, etc. See **scouting locations, scouting ships**.

scouting locations – An Objective card may direct your Borg to scout a planet or a space location. Scouting conceptually represents overcoming resistance (encountering dilemmas and Q-Flashes) and gathering data.

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

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

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

Scouting Planets – Begin scouting a planet by beaming down a *single* scout (any Borg personnel) to encounter dilemmas and Q-Flashes. (If an artifact is encountered, move it to the back of the stack as usual.) If that scout is unable to continue, you may beam down another scout to pick up where the last one left off, and so on. On your next turn, you may beam down another scout, and so on. As a result of being "stopped," scouts may accumulate on the planet (on your next turn, they may resume scouting separately or together, assist a newly arriving scout, etc.). Like other personnel, Borg already on a planet may form or split up Away Teams and may beam separately or together.

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

Scouting Space Locations – Begin scouting a space location by selecting one of your Borg crews to encounter dilemmas and Q-Flashes there. If that crew is unable to continue, you may select another crew to pick up where they left off.

Scouting Dual-Icon Locations – A **dual-icon mission** may be targeted by an objective either as a space location or as a planet, or even as both by successive objectives (space first, then planet). The Borg do not need both a crew and an Away Team to scout a dual-icon mission. Scouting proceeds as usual for the type of location that is targeted, using a crew on a ship to scout the space location (encountering only space and space/planet dilemmas, and Q-Flashes), or beaming down single scouts to scout the planet (encountering only planet and space/planet dilemmas, and Q-Flashes). Move inapplicable dilemmas to the back of the seed stack.

Like mission attempts, a scouting attempt is one action that may not be interrupted (except by playing Doorway or Interrupt cards

between dilemmas), and may not be aborted unless the entire Away Team or crew is "stopped" or removed from the location.

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

When Borg are scouting a location, any artifacts encountered there are "moved to the back" normally. The Borg must complete an objective targeting that location before the Survey Drone can acquire the artifact(s). (Picard's Artificial Heart is acquired by its owner upon completion of *scouting*.) (At a dual-icon mission, space-permissible artifacts may be acquired upon completion of a space objective. Any planet artifacts may be acquired only after completion of Assimilate Planet.) If you have no Survey Drone present when you complete the objective, the artifacts are placed face up on the mission and may be acquired later by your Survey Drone or by any non-Borg personnel present.

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

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

scouting ships – An Objective card may direct your Borg to scout a ship. As with scouting a location, scouting a ship conceptually represents overcoming resistance and gathering data.

Begin scouting an enemy ship by beaming over a single scout. If that scout is somehow "stopped," killed, disabled, lost, etc. before the end of your turn, you may beam over a replacement. On your next turn you may beam over another scout, and so on. Note that you will need the Transport Drone, Two of Eleven, to beam through your opponent's SHIELDS (unless your opponent is also playing Borg).

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

Scouting an enemy ship is complete at the end of your turn if you have Borg aboard that ship. As when scouting a location, your Borg must complete scouting before you may probe, no earlier than your next turn, to determine your current objective's outcome. See **probing**. You may not probe if your Borg participated in any battles at the location of the targeted ship during your current turn or during your opponent's previous turn.

Search For Weapons – This mission's special text ("May seed hand weapons here") does not allow you to seed the Varon-T Disruptor in

addition to another artifact. While the Varon-T Disruptor is a **hand weapon**, the mission text does not override the "one artifact per mission" rule.

Security Office – This site's text will allow you to join any battle on the station, including one initiated by Dial Martok for Murder.

seed cards – You may have a maximum of 30 seed cards, not counting those that seed for free (your six missions and up to six site cards). All cards that you seed (or "place during the seed phase") are counted as seed cards unless a card or rule specifically states that they seed for free. Thus, the personnel seeded with a Cryosatellite, the doorways that activate your side decks (but not the contens of the side decks), Data's Body etc. all count toward your maximum of 30.

seeded cards – See **counting cards**.

"seeds or plays" – Cards with this phrase may be seeded during any part of the seed phase (unless they belong to a specific phase, such as doorways) or may be stocked in your draw deck to play normally. Alternate seeding cards normally, even if you are seeding a "seeds or plays" card during the dilemma phase. Seeded hidden agenda cards must be seeded face down and cannot be activated until after the seed phase.

Not all cards with this phrase are seeded face down as hidden agendas. Cards which say "Seeds or plays" may seed face down *only* if they have a Hidden Agenda [HA] icon.

Seismic Quake – See **zero**.

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

Senior Staff Meeting – This interrupt may be played as a response to the initiation of the first attempt of a space mission. "Just before the initial attempt" means that it must be the *last* response before the first seed card is encountered, after both players have played any other interrupts or doorways that may be played at that time.

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

Mis-seeds are not **encountered**.

Seven of Nine – This personnel is a drone (Identification: Proficiency Drone) and may be downloaded or affected by any card that specifies that it affects drones. Its special skill, "May apply [Com], [Nav] and [Def] to staffing," means that unlike other personnel, it may contribute more than one staffing icon to staffing a ship.

You may download this personnel with Activate Subcommands as any one of the three subcommands. You must also download two other drones of the other two subcommands.

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

Sheliak, The – See **The Sheliak**.

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

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

ship movement – See **movement – ship**.

ship special equipment – See **special equipment**.

ship staffing – Staffing requirements for each ship are listed on the card, usually as icons. (Non-icon staffing requirements include

specific skills, such as Empathy x2, or a species of personnel, such as a Vulcan.) If a ship lists no specific staffing requirements, any one personnel of **matching affiliation** can fly it.

Normal staffing icons include command ability [Cmd] and staff ability [Stf] icons and Borg subcommand [Com], [Nav], [Def] icons. A personnel with a [Cmd] icon can substitute for a [Stf] icon. Other staffing icons may not substitute for [Cmd] or [Stf] icons.

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

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

Ships must be fully staffed:

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

Other ship functions do not require full staffing. An affiliated ship must have at least one personnel of **matching affiliation** aboard to move, attempt a mission, initiate battle, fire WEAPONS, cloak etc. (Non-Aligned ships do not require Non-Aligned personnel aboard.)

Shipwreck – See **attribute enhancements**.

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

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

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

side decks – You may not look through the cards in any side deck – yours or your opponent's – unless a card allows you to. For example, the Q's Tent doorway allows you to choose a card from your Q's Tent, so you may look through your Q's Tent to choose the target card.

Sisko 197 Subroutine – You must control the Nor to place this event on "your Nor's Ops." Thus, you may not place it on the Ops of an Empok Nor that you seeded but have not yet commandeered.

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

site – A card type representing rooms and other areas inside a Nor where personnel can report for duty, walk around, perform various

tasks and even engage in hand-to-hand combat with enemy personnel. Each Site card states what kind of cards may report there, such as personnel of a specific classification, equipment that is "related" to a specific personnel type or ships with a certain number of staffing icons.

Six of Eleven – See **Quantum Drone**.

Six of Seventeen – See **Sabotage Drone**.

Sixteen of Nineteen – See **Survey Drone**.

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

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

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

"All skills" refers to everything in a personnel's skill box. When a card such as a Science Kit adds to a personnel's skills, the skills are conceptually added to the end of the skill box for purposes of cards such as Fightin' Words. When a personnel is assimilated, their classification becomes their first-listed skill.

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

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

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

In general, your personnel's skills may be used only during your own turn. See **actions – taking turns**.

Sharing, Adding and Selecting Skills – When a card allows you to share (e.g., Interlink Drone), add (e.g.,Vulcan Mindmeld) or select (e.g., K'chiQ, Lal, Reflection Therapy, Frame of Mind) skills for personnel, you may share, add or select only regular skills.

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

When *adding* skills (or replacing one personnel's skills with another's, as with Impersonate Captive), skill multipliers are retained. For example, if Sarek mindmelds with Riva, Sarek would have the following skills: Diplomacy x3, Mindmeld, Diplomacy x2. (See **Vulcan Mindmeld**.)

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

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

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

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

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

Removing Skills – When a card, such as Frame of Mind or Impersonate Captive, removes a personnel's skills, both regular and special skills are removed (though they may be replaced only by regular skills).

solve – Solving a mission means completing that mission, by meeting the mission requirements.

Soong-type Android – This personnel may not be given the classification of ANIMAL. It may be assigned the gender of "neuter," like the Exocomp.

❖ **Space** – This mission counts as half a card. In other words, two ❖ Space missions plus five other missions count as six missions. If you use this mission to replace a duplicated mission during the seed phase, you must use two of them (shuffle both into your mission pile before selecting a new mission to seed). Other universal missions count as a full card.

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

Because it has no point box, this mission may be placed in either the Alpha or Gamma Quadrant, even if there are no other missions in the quadrant. Thus, you might have a Gamma Quadrant composed entirely of ❖ Space missions. You may not place it in the Delta Quadrant.

You may not attempt this mission, as it has no mission requirements, affiliation icons or text allowing anyone to attempt it. Dilemmas and artifacts may not be seeded here.

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

space facility – See **facilities**.

Space-Time Portal – You must discard a copy of this doorway from the table to get any one of the listed effects. You may report an [AU]-icon ship with [AU] crew by such a discard even if you have already played the one [AU] card allowed by the Portal for the turn. If an Alternate Universe Door is downloaded into play, it may be used only for one of the "play" functions of that doorway; it may not be downloaded "onto the table."

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

A Space-Time Portal doorway may be discarded from the table to "play as a second Wormhole interrupt." Because it is being played as an Interrupt card, the Space-Time Portal may be nullified by **Amanda Rogers**. However, it is still a Doorway card, not an Interrupt card. See **card types**.

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

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

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

Spacedock – This event repairs of any of your ships that docks at the outpost where the Spacedock is played, even a Neutral Outpost or Primary or Remote Supply Depot. See **damage**. It may not be played on a non-outpost facility.

Spacedoor – This doorway seeds on an outpost. It cannot seed on any other type of facility. When you return an **empty ship** to hand, all cards on it (such as events) are discarded. If this doorway is closed by another card, such as Revolving Door, do not flip over the Spacedoor. You may seed more than one Spacedoor, but you cannot overhaul or download more than one ship per turn. You may download only one ship in place of your normal card play, even if you have **Red Alert!** in play. See **card play.**

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

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

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

special equipment – When a card refers to a ship's "special equipment," this means ship systems expressed as a phrase of just a few words. Special equipment currently includes Cloaking Device, Holodeck, Tractor Beam, Long-Range Scan Shielding, Particle Scattering Device, Invasive Transporters and MEDICAL (on U.S.S. Pasteur). Other game text on the ship card, usually expressed as a complete sentence, is not considered special equipment. For example, the U.S.S. Stargazer's text, "Once each game, may be taken from discard pile to hand.", is not special equipment.

Regular transporters (which all ships have unless a card says it does not) are not "special equipment."

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

species – For most personnel, their images (and affiliation) indicate their species. For example, a Federation or Non-Aligned personnel who appears to be human is assumed to be of human species; a Klingon-affiliation personnel who appears to be Klingon is assumed to be Klingon species, etc. However, a personnel may appear to be one species, while their lore indicates they are of another species (e.g., Roga Danar's lore identifies him as Angosian; Lal's lore identifies her as an android; Riker Wil's lore identifies him as human). (Vekor is not human.)

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

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

If a card uses a term, such as Klingon, that may refer to either an affiliation or a species, it applies to either. See **affiliation and species**.

Spot – This personnel's STRENGTH is an **undefined variable** and thus treated as zero for totals and comparisons, and may not be modified.

Whenever Spot is killed, if she has any lives remaining she immediately pops back to life at the same place, but is "stopped." Any cards played on Spot (e.g., Mask of Korgano, Brainwash) are not nullified by her first eight deaths. If Spot dies aboard a facility or ship being destroyed (and she has any lives remaining), she comes back to life in the vacuum of space, only to suffocate and come back to life again over and over until her remaining lives are gone.

This personnel is a female. Thus she is affected by cards that affect females, such as Female's Love Interest and Parallel Romance. Her "affiliation" icon is Neutral.

staffing – See **ship staffing**.

start of turn – See **turns**.

stasis – A personnel or ship in stasis is both "stopped" and unconscious for the duration of time specified by the card. Cards in stasis may not use any of their game text, skills or traits (such as being female, a Bajoran, etc.) and may not perform any actions, such as beaming, attempting a mission or defending itself in battle. For example, a Treachery personnel in stasis would not allow you to download personnel there with Recruit Mercenaries; an android in stasis aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated; and Borg personnel may not be reported to a Borg Cube in stasis using the ship's game text. (Although, for example, the Borg Queen could report to Queen's Borg Cube using Ready Room Door,

because this does not require the ship's game text.) If personnel who are not in stasis are aboard a ship in stasis (e.g., because a Cyber Drone was aboard when the ship entered stasis), they cannot move the ship, or beam off using that ship's transporters.

When any card is in stasis, any other cards on that card are also in stasis (e.g., a card with a countdown icon or other countdown effect, such as REM Fatigue Hallucinations, does not count down). A ship in stasis may be affected by other cards played on it, such as Baryon Buildup and Receptacle Stones, and may be attacked by the opponent (all game text is inactive including both WEAPONS and SHIELDS).

Static Warp Bubble – Only cards in your hand may be discarded for this event. If you have no cards in your hand, you do not discard anything. See **The Traveler: Transcendence, discarding**.

station – A type of facility. See **facilities**.

stealing – You may not "steal" your opponent's Equipment or Artifact cards, even if unattended, unless a card allows it, such as HQ: Return Orb to Bajor. A stolen card is used as your own (similar to a commandeered ship). See **Procurement Drone**.

Stop First Contact – See **timeline disruption**.

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

- Encountering a dilemma with conditions that the crew or Away Team can't overcome "stops" that entire Away Team or ship and crew. (See **dilemmas – resolution**.)
- Participating in a battle "stops" cards involved in the battle.
- Some cards may explicitly "stop" one or more personnel or ships.

Cards that are "stopped" may not be beamed, move, walk, cloak, initiate a battle, staff a ship or participate in a mission, commandeering or scouting attempt. Cards may target "stopped" cards, as long as they do not require them to take any of these actions. For example, you may relocate a "stopped" ship with Magic Carpet Ride OCD (see **movement – ship**), but you may not play Emergency Transporter Armbands on your "stopped" personnel, because they may not beam.

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

"Stopped" cards become "unstopped" automatically at the start of the next turn, unless a longer period is specified.

Some additional notes:

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

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

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

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

Subjugate Planet – Because you may not establish more than one facility at a single location, you may not download a Remote Supply Depot if you already have a facility at this objective's target location.

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

Because this objective does not specify that the mission must be attempted with a [Dom] Away Team, any Away Team may be used to attempt the mission (though they may not be able to solve it with the objective's requirements).

If this objective targets a dual-icon [S/P] mission, normal rules for attempting a **dual-icon mission** apply (both a ship and crew, and an Away Team on the planet, are required).

See **mission text, Reunion**.

Subspace Schism – This interrupt may be played to affect any card draw a player makes. See **card draw.** If you play this interrupt to force the discard of a drawn card, you may not play another Subspace Schism on the new card drawn.

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

Suna – See **"once per game"**.

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

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

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

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

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

Symbiont Diagnosis – See **homeworld**.

tactic – A card type which comes into play only through a special **Battle Bridge side deck**. Tactic cards increase your offensive and/or defensive capabilities during ship battles and also indicate specific damage affecting your opponent's ships and facilities.

Tal Shiar – See **skills**.

Tama – The lore on this ship is written in Tamarian. The phrase "Dathon, speaking first" means that Dathon is its captain (for purposes of matching commander status).

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

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

Tarellian Plague Ship – This dilemma has conditions of "Unless MEDICAL volunteers to permanently beam over (discarded)." If these conditions are met, the dilemma is overcome and the points are scored. Because these are *conditions*, this is not considered "choosing a point-related option" for the Borg; thus, the Borg are allowed to beam over a MEDICAL to overcome this dilemma (though they do not score the points). That MEDICAL skill may be a shared skill (through the Interlink Drone) if a [Com] Borg is beamed over.

An OFFICER with a Medical Kit overcomes this dilemma if both cards "beam over."

You may overcome this dilemma by "beaming over" a holographic MEDICAL if you have Holo-Projectors in play. The hologram is discarded (not deactivated), like any other MEDICAL. See **holographic personnel and equipment**.

The "beaming" may be prevented by Barclay Transporter Phobia. See **Quash Conspiracy**.

Targ – This personnel is a male, and Klingon by affiliation. Thus he is affected by cards that affect males, such as Male's Love Interest and Parallel Romance, or that affect Klingons, such as I Am Not A Merry Man.

target – Act of selecting and identifying a particular thing such as a card, discard pile, draw deck, player etc. for a purpose specified by a card or rule. Also, the thing that is targeted. A card does not have to explicitly use the word "target" to target something. Targets are selected during the initiation step of an action. See **showing your cards, actions.**

Tasha Yar – Alternate – This personnel has errata: *[SD] Starfleet Type II Phaser.* She should be considered to have only two red [skill dot] • icons.

Tekeny Ghemor – For purposes of this personnel's special skill, a "Cardassian player" is one who has Cardassian-affiliation personnel or ships in play, or who seeded a Cardassian or Klaestron Outpost (because you must be "playing Cardassian" in order to seed either outpost). Use of Non-Aligned Cardassians, or of Tora Ziyal in Bajoran mode, does not in itself mean you are "playing Cardassian."

Telepathic Alien Kidnappers – Using this event, you guess a **card type** at the end of each of your **turns**, just before your card draw. This reverses the ruling in the previous edition of the rulebook. See **Alien Probe, Intruder Force Field**.

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

Temporal Rift – This interrupt may not be used to "escape" a battle or dilemma, because it is not a valid **response** to those actions.

Cards may not be played on a ship in a Temporal Rift. A card in a Temporal Rift is still in play, but is not "in the present," so cards like Anti-Time Anomaly cannot affect it. "Countdown" effects and icons,

such as a Plasma Fire or Ketracel-White, also do not count down while a ship is in a Temporal Rift. The same rules also apply to a ship affected by a Time Travel Pod.

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

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

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

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

When you redefine a mission's requirements with this station, the new requirements must be defined immediately after the game ends. In tournament play, the redefinition should be given to the tournament director in writing, before the cards are removed from the spaceline.

A redefinition of mission requirements made outside of a specific tournament *cannot* affect a match within that tournament. However, a redefinition made at a tournament match *will* affect a later match in that same tournament, if you play the same opponent.

The Emissary – "All other Bajorans" includes your opponent's Bajorans (including his Emissary, if in Bajoran mode), and Federation personnel of Bajoran species (Ro Laren, Sito Jaxa). See **affiliation and species**.

You may not use the text of the Ops site to download "any Bajoran" to The Emissary at a Nor site. The Ops text allows you to download a card that could play to the site, but it is The Emissary's text that would allow the play of the Bajoran, not the site itself.

See **reporting for duty**.

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

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

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

"Mission then = zero points" applies only to an uncompleted mission. If you have have already scored the mission points, you do not lose them when The Sheliak arrives at the mission. A mission worth zero

points may still be attempted and completed so that you can earn artifacts, build a Colony, etc.

This dilemma destroys outposts, stations and Away Teams. It does not destroy headquarters or ships (landed or in orbit). It has no effect on what the point box of the mission shows. The mission is *worth* 0 points. See **point box**.

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

The Traveler: Transcendence – All Static Warp Bubbles, yours and your opponent's, are nullified by this event. Any further Static Warp Bubbles played are immediately nullified, as long as the Traveler is still in play.

The Walls Have Ears – Because Rogue Borg are defined as intruders, you *may* score points from one with this interrupt.

there – See **here**.

Theta-Radiation Poisoning – Only one Medical Kit is required aboard the ship or outpost affected by this dilemma to prevent any personnel from dying. A death occurs only if personnel are aboard at the end of the turn without a Medical Kit.

Thine Own Self – This interrupt has revised game text (clarification): *Plays on opponent's one- or two-person Away Team on a planet (unless in a facility). Away Team is "lost" (place under mission). Capture (opponent rescues) by solving mission.*

This interrupt may be played on Borg scouts, which are an Away Team like any other. Since the Borg do not complete missions, the scout is not retrieved when the Borg complete their objective.

The interrupt remains on the "lost" Away Team and is not discarded until they are rescued or captured. See **discarding**.

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

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

ties (scoring) – See **tournament scoring**.

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

The personnel and ships listed on a time location as "native to this timeline" may be reported only to the time location if it is in play (by either player), even when using an unusual reporting mechanism such as Devidian Door. When reported to the time location, no outpost or Alternate Universe Door or Space-Time Portal is required. If the time location is not in play, they may be reported to any compatible facility as normal [AU] personnel (with an open Alternate Universe Door or Space-Time Portal). See **reporting for duty**.

Time To Reconsider – You may play this interrupt to "stop" your ship and crew on your turn, but it will have no effect on an opponent's ability to counter-attack on his turn (because it only prevents a counter-attack "this turn"). If you attacked your opponent this turn, you may play the interrupt on your ship during his turn to prevent him from counter-attacking.

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

that specifically states that it allows such movement. (Temporal Rift and Time Travel Pod represent a different form of time travel.)

Time Travel Pod – As with all cards that don't specify otherwise, this artifact refers to the full turns of the player whose ship the card is played upon. See **Investigate Time Continuum, Temporal Rift, turns**.

timeline disruption – The existence of time locations makes it possible to conceptually go back in time and alter history in such a way that you change conditions in the present. This will typically have a dramatic effect on the game. However, things from other universes and in other times are not affected by timeline disruption; thus, the following cards are *protected*:

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

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

- humans (including Borg whose biological distinctiveness indicates that they were originally "human species") and
- [Fed] icon cards (including multi-affiliation cards), such as personnel, ships and facilities. (Cards with a [Fed] icon in their game text only, such as Treaty: Federation/Romulan/Klingon, or Lore, are not placed out-of-play.)

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

Non-aligned androids are not placed out-of-play because they are neither human nor [Fed] icon cards.

If a non-human personnel's Federation affiliation is "lost" to Memory Wipe, Lore's Fingernail or Frame of Mind and the personnel "becomes Non-Aligned," they are protected from timeline disruption, as the [Fed] icon is conceptually lost. See **"loses affiliation."**

timing – See **turns, actions**.

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

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

Toral – See **Ja'rod**.

Torture – "Madred bonuses" on this event will increase the point loss to as much as –10. Madred is "adding" to the point loss, one point for each turn of the countdown he is present.

tournament scoring – A player's score is a combination of victory points and differential points. Players generally score 2 victory points for a win, 0 for a loss. (Do not confuse victory points with the game points that are accumulated during a game). In the case where a player wins by having more points when both players decks are exhausted, only 1 victory point is awarded for the win. Differential points are determined by the difference between the winner's game point score and the loser's game point score. For the purposes of computing differential, if the game point score is less than zero treat it as zero; if it is greater than 100 treat it as a 100. The differential is always recorded in parentheses after the victory point score.

For example, if a player won a game 120 to 65, he would receive a score of 2 (+35) and his opponent would receive a score of 0 (-35). If a player won a game 80 to 20 (via deck exhaustion), he would receive a score of 1 (+60) and his opponent would receive a score of

0 (-60). If a player won a game 95 to -8, he would receive a score of 1 (+95) and his opponent would receive a score of 0 (-95).

After each game, the player's cumulative score is updated by adding the victory points and the differential for this game to his previous cumulative score. For example, a player has played two games. In the first he scored 2 (+35) and in the second he scored 0 (-60). His cumulative score at this point is 2 (-25).

Special scoring situations

> **Bye** – If a player has received a bye he scores 2 victory points with 0 differential, or 2 (+0).

> **Quitting** – If a player quits after pairings have been made or during a game, he should receive a full loss for that game. The winner is awarded 2 victory points plus a differential equal to an amount the tournament director feels is reasonable, based upon the individual situation. Directors should take into account the circumstances causing the quit, such as medical and family issues, or poor sportsmanlike conduct. The quitter receives the equivalent negative differential. Players who quit a game should not be allowed to play in the rest of the tournament. Quitting is *not* a strategic option.

> **Timed out games** – When time is called and play is not completed, the director must impose the "hands down" rule in which play stops immediately. That game is now considered completed. The person with the most points is declared the winner. Then the differential is calculated. The winner receives only 1 victory point plus the differential. The loser receives 0 victory points and the negative value of the winner's differential.

> **True Ties** – A true tie occurs if both players end the game with the same score. This can happen when a game ends via deck exhaustion or when the "hands down" rule is enforced. In this case, both players receive 1 victory point and 0 differential. (Equal scores do *not* indicate a true tie if the players have different victory conditions.)

> **Both scores 100 or more** – A score greater than 100 points is treated as 100 for computing differential only, even if the victory conditions are more than 100. If both players' scores equal or exceed 100, the winner receives a +1 differential and the loser receives a -1 differential.

> **Both scores 0 or less** – A score less than 0 points is treated as 0 for computing differential only. If both players' scores are 0 or negative, the winner receives a +1 differential and the loser receives a -1 differential.

> **Special cards** – There are several cards that can alter the game's victory conditions, affect whether bonus points count toward winning or cause a game to be forfeited.

> **Altered victory conditions** – Some cards, such as Q's Planet and The Big Picture, may alter the victory conditions of the game for one or both players. The first player to achieve or exceed his victory conditions is the winner. If both players achieve their victory conditions simultaneously, the player with the most points is the winner.

> **Forfeited games** – If you play a card via Devidian Door and cannot show the Door on your next turn, or if you seed or play a card as a hidden agenda when it does not have that icon, you forfeit the game. You receive a score of 0 (-100). Your opponent receives a score of 2 (+100).

> **Bonus points** – If a card, such as Intermix Ratio or Altonian Brain Teaser, says that some bonus points "do not count toward winning," those points are not counted in your final score for the game, either for determining a winner and loser or for calculating differential. Examples:

> > *Intermix Ratio:* Since the excess bonus points do not apply toward winning, your final score for the game, for purposes of computing differential, would be your non-bonus points pus your bonus points, up to a maximum of double your non-bonus points. Thus, if you had 35 non-bonus points and 50 bonus points, your score would be 70.

> > *Altonian Brain Teaser:* Any bonus points (positive or negative) that do not count toward winning because of this dilemma are not counted in your final score for the game.

towing – A ship may tow another ship (using Activate Tractor Beam) or a Radioactive Garbage Scow through the Bajoran Wormhole. If a ship towing another ship or Scow is moved or relocated with Wormholes, The Traveler etc., the towed ship is also moved or relocated. See **tractor beam**.

Tox Uthat – If you use this artifact to allow the play of a **Supernova**, it is discarded even if the Supernova is nullified with Kevin Uxbridge. Use of the artifact is a cost paid to play the Supernova, and the cost is not recovered when the Supernova is nullified.

T'Pan – This personnel has errata (Beta printing): The skill of Mindmeld was added. All T'Pan cards are to be interpreted as having this skill. This means that alpha version T'Pans may not be used as mission specialists, and that T'Pan should be considered to have two red [skill dot] • icons.

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

Transporter Skill – Transporter Skill has no built-in functions. It is used by other cards. See **Miracle Worker**.

transporters – All ships and facilities have transporters unless otherwise specified. Transporters are not "special equipment." See **beaming**.

Transwarp Drone (Two of Nineteen) – This personnel's special skill allows him to download one doorway or interrupt whose title includes "Transwarp," i.e., currently, Transwarp Network Gateway (doorway) or Transwarp Conduit (interrupt). It does not allow the download of any other interrupt.

Transwarp Network Gateway – To move ships through Transwarp Network Gateways, there must already be in play two copies of this doorway at different locations. You must play another Transwarp Network Gateway doorway or a Transwarp Conduit interrupt each time you wish to move a ship (or group of ships) through the gateway network. A seeded Transwarp Network Gateway is placed at the end mission location, not off the end of the spaceline. You may not download a Transwarp Network Gateway with the Borg Outpost's Special Download icon until you have a [Nav] Borg present at the outpost.

Like the Wormhole interrupt, using this doorway does not use any of the moving ship's RANGE. However, it is still ship movement, requiring that the ship be fully staffed, and can be done only on your own turn (moving a ship is executing orders). See **movement – ship**.

Traveler, The – See **The Traveler**.

Traveler: Transcendence, The – See **The Traveler: Transcendence**.

treaties – Treaty cards make one player's cards of two or more different affiliations compatible and allow them to mix and cooperate. See **compatible affiliation**.

If a treaty is destroyed by another card, incompatible personnel aboard a ship or facility are placed under **house arrest**.

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

Treaty: Federation/Romulan/Klingon – Only your Federation, Romulan and Klingon affiliations are restricted by this event from attempting your opponent's missions; your Non-Aligned personnel and ships may attempt any of your opponent's missions with a [NA] icon or "any Away Team or crew" designation.

Playing an Espionage card will not permit you to attempt an opponent's mission while this treaty is in play.

If you are playing Federation and stop at your opponent's Samaritan Snare while you have this treaty in play, you must still attempt Samaritan Snare, even though the treaty says you "may not attempt opponent's missions." Samaritan Snare compels you to attempt it, overriding the treaty's restriction.

You may not use this treaty's provisions if you have any side deck in play, including a Battle Bridge side deck. Even if your side deck is closed or empty, you still "have a side deck."

Tsiolkovsky Infection – This dilemma has revised game text (clarification, Beta printing): *(Not cumulative.)* Since "Not cumulative" is now the default, this no longer affects gameplay.

Classifications in the classification box are not lost to this dilemma. A personnel type that is the first-listed skill in the skills box (such as Vekor's MEDICAL skill) will be lost. If the first-listed skill is a multiple skill, such as Diplomacy x3, the entire skill is lost. It is not "downgraded" to Diplomacy x2. If multiple skills are listed following a single red dot icon, such as on Major Rakal or Juliana Tainer, they are treated as individual skills; only the first one is lost. See **skills**.

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

1. Play a card from your hand to the table. This "normal card play" is optional. (All cards except interrupts and doorways may be played only at this time, even those that play "for free," unless a card specifically allows a card play at another time.)

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 and signals the end of your turn.

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

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

Any mandatory start-of-turn actions must take place before optional start-of-turn actions. Other than that, the player whose turn it is chooses the order of start-of-turn actions. For example, at the start of your turn, a Rogue Borg battle and scoring of Colony points are scheduled to take place (mandatory), and you may process ore (optional). You may choose whether to score the Colony points or conduct the Rogue Borg battle first; after both actions are complete,

you may process ore. No other actions may take place between start-of-turn actions, other than valid responses. Your normal card play is not a start-of-turn action.

End-of-turn actions are timed the same way as start-of-turn actions. For example, a Borg Ship dilemma is scheduled to move and a Computer Crash is scheduled to be discarded (both mandatory) and you wish to probe for Visit Cochrane Memorial (optional). You may choose whether to move the Borg Ship or discard the Computer Crash first; you cannot probe until both actions have been completed. No other actions may take place after end-of-turn actions begin, other than valid responses. The card draw (or an action "in place of a card draw," such as a download) signals the end of the turn and is the last action of the turn.

Most uses of the word "turn" are self-explanatory. However, a few uses of this term are clarified below:

- A "full turn" is one complete turn, from beginning to end; it does not include the current turn already underway.
- "Owner's turn" refers to the owner of the card being *affected*, rather than the card *played*.
- "Start of turn" occurs just after the previous turn has ended (by drawing a card).
- "End of turn" occurs just before the player's card draw that ends the turn.
- "Every turn" means every turn of both players.
- "Each turn" means each turn of the subject of the game text (skipping the other player). The subject player is usually indicated by a word such as "you," "opponent" or "owner." ("You" or "your" refers to the person playing the card or encountering the dilemma.) It may also be implied by game text instructing the person who played the card to take specific actions. If no player is specified or implied, then the subject of the game text is the player whom it affects. If it affects both players equally, the subject is the person who played or encountered the card.

Examples:

- Temporal Rift: "Ship disappears and must reappear here after two of your full turns." The subject is the person who played the interrupt.
- Hyper-Aging: "Away Team... dies at the end of your third full turn." The subject is the player encountering the dilemma.
- Warp Core Breach: "Ship explodes at end of owner's next turn." The subject is the owner of the ship.
- Telepathic Alien Kidnappers: "At end of each turn, guess a card type..." The subject is the person who played the card, who is instructed to guess a card type.
- Plasma Fire: "Fire damages ship at end of next turn." The subject is the person the card affects (the owner of the ship it is played on).

The end of each turn is signified by the player drawing a card. Anything that happens at the end of a turn happens just before the card draw. If you are prevented from drawing a card (e.g., Klim Dokachin, Q's Tent), then you may simply announce when you are done with your turn, after resolving anything that must happen at the end of your turn.

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

Two-Dimensional Creatures – Curing this dilemma by bringing SCIENCE and ENGINEER aboard the ship discards the dilemma, which also cures the **disabled** empaths. Removing the empaths from the ship also cures them (as long as they do not return to the ship).

Two of Nineteen – See **Transwarp Drone**.

Two of Seventeen – See **Unity Drone**.

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

Undetected Beam-In – The drones downloaded by this dilemma remain on the ship, outpost or planet to which they were downloaded, until the Borg player can beam them to his Borg ship. Like all Borg, these drones must obey normal attack and movement requirements. Thus, they cannot normally attack unless attacked first or allowed by a current objective. If on a ship, they may be used by the Borg player to scout the ship for Assimilate Starship on his turn, if that is his current objective.

> **Rogue Borg Mercenaries** downloaded through this dilemma battle for the first time at the start of the next turn, even if more Rogue Borg are played normally on the current turn. Because Rogue Borg play only on occupied ships, they may not be downloaded to a planet, outpost or unoccupied ship.

unique and universal – *Universal* personnel, ships, sites, missions and time locations are those with the four-diamond ❖ universal symbol at the beginning of the card name. Those *without* the ❖ universal symbol are *unique*. All other card types are universal by default (but an individual card may be marked "Unique" or "Not duplicatable").

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

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

When any card labelled "Not duplicatable" in its game text (or any unique mission or time location) is in play, another copy may not be seeded or played by *any* player, and if another copy is encountered, earned or activated by any player, that copy is discarded. (Non-duplicatable missions must be replaced by a universal mission; see Mission Phase in the rulebook.) See **Deep Space 9**.

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

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

This Away Team alone has a total CUNNING of 15.

You have a Borg ship at a neighboring spaceline location containing the following personnel:

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

This crew alone has a total CUNNING of 17.

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

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

universal – See **unique and universal**.

unopposed – Your personnel are unopposed if your opponent has no personnel present with them on a planet, ship, facility or site. Your ship is unopposed if your opponent has no ships at the same spaceline or timeline location. A site is unopposed if your opponent has no docked ships or personnel at that site. See **opposing, Patrol Neutral Zone**.

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

U.S.S. Danube – This ship has errata: *Reports for free to Docking Pads.*

U.S.S. Enterprise-C – This ship can report to any location, in either quadrant, or to a time location.

U.S.S. Pasteur – This ship has special equipment (not a personnel) providing the equivalent of one MEDICAL skill. This MEDICAL may be used as one of the seven personnel types required by the Kurlan Naiskos. The U.S.S. Pasteur's nemesis is the I.K.C. Chang. See **nemesis icon**.

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

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

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

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

Vorgon Raiders – The artifact "stolen" by this interrupt returns to the opponent after the game is over. See **in play, stealing**.

Vulcan Mindmeld – This interrupt cannot be used to "respond" to a dilemma, because it does not specifically modify or nullify a dilemma. See **actions**.

Each Mindmeld personnel may add the regular **skills** (not special skills) of one other personnel present. They do not add a classification, although they do add **personnel types** that appear in the skills box. If more than one Mindmeld personnel is present, they may meld with the same or different personnel. The personnel need not remain together after the meld to use their added skills.

Example: Sarek and Spock are present with Riva and Garak. Sarek could meld with Riva and add Diplomacy x2; with Garak and add SECURITY, Computer Skill and Honor; or with Spock and add Diplomacy x2, Computer Skill, Leadership, SCIENCE and Mindmeld. Spock could meld with Riva, Garak or Sarek. Both Sarek and Spock could meld with Riva or with Garak.

Mindmeld may not be "chained." If Sarek melds with Riva, and Spock melds with Sarek, Spock only gains Sarek's Diplomacy x3 and Mindmeld; he does not also gain Riva's Diplomacy x2. (A second Mindmeld skill is useless.)

Your Mindmeld personnel may meld with androids and Exocomps (who have mechanical "minds"), but not holograms, who do not have physical minds.

Vulcan Nerve Pinch – This interrupt has errata: *Each of your Vulcans or Soong-Type Androids present may place one of the opponent's personnel...*

walking – Personnel are allowed to walk along more than one site each turn; however, as soon as they stop at any site, for any reason, they may not walk again that turn. When the rules state that you move them "one site at a time," that means they must actually "pass by" each site in turn; they do not "relocate" from one site to another three sites away.

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

Entering and exiting from a docked ship is not "walking."

Walls Have Ears, The – See **The Walls Have Ears**.

Warped Space – The span numbers on this mission are not a misprint. The person who seeds the mission must use the 5 span number, and the opponent must use the 1. Calamarain, The Sheliak, and any future cards that move like a ship with RANGE use the span that would be used by the person who owns the movable card.

Wartime Conditions – This event allows the Federation to declare war if it is attacked first. Thereafter it can freely attack the affiliation that initiated the conflict (even if attacked by the opponent's Federation forces, such as with Incoming Message: Attack Authorization). If you are attacked by a Non-Aligned ship, this event has no effect because Non-Aligned is not an affiliation.

The event applies to both players while in play. When played, it destroys a corresponding treaty if one exists. You cannot attack yourself in order to use this card. You may play this card any time after the initial attack. It doesn't have to be played immediately after the attack.

Weak Spot – See **attribute enhancements.**

WEAPONS – using – You cannot use your ship's or facility's WEAPONS for any purpose unless it is uncloaked and undocked, 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." (A card targeted by an attack is automatically "unstopped" and thus is eligible to return fire.) Unless returning fire or counter-attacking, the ship or facility must also have a **leader** (or a [Def] Borg) in its crew, and must not have any affiliation attack restrictions that prevent it from firing at the target. (If the firing card is a Nor, the personnel required above must be in Ops.)

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

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

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

Your white-deprived personnel must stun and mortally wound their adversaries whenever possible. You may not prevent them from fighting by using cards such as Emergency Transporter Armbands, Prepare Assault Teams, I'm a Doctor Not a Doorstop, Smoke Bomb etc.

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

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

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

Because ketracel-white addiction is indicated by an icon [KW], the addiction is rendered irrelevant if a [KW] personnel is assimilated. Thus, an assimilated [KW] personnel does not undergo white deprivation. See **assimilation**.

A captured [KW] personnel is an Away Team and will undergo white deprivation and die. See **capturing**.

winning battle – See **battle**.

Wormhole – This interrupt plays "just as [a ship] begins to move." Thus, a ship wormholed onto a Borg Ship never actually stops at the Borg Ship's location and can continue to move, away from the Borg Ship (RANGE and Q-Nets permitting, of course).

The phrase "just as it begins to move" refers to the ship controller's intention to move the ship. Since that intended movement will be

provided by the wormhole cards themselves, it is not necessary to have any RANGE left to use wormholes (conceptually, the ship can be "just beginning to move" using its thrusters). Also, it is not necessary for there to be an adjacent location to theoretically move to. This is why wormholes work at a time location.

A ship always emerges from a Wormhole in space, not landed or in any other place such as a shuttlebay.

If your second Wormhole is nullified by Amanda Rogers, the first is also nullified unless you immediately play another Wormhole. Thus it takes two successfully-played Wormholes to successfully execute the game text.

The same player must play both Wormholes. If you play the first Wormhole, your opponent may not "complete" the pair with his own Wormhole and redirect your ship.

See **Space-Time Portal, Operate Wormhole Relays**.

Worshiper – This dilemma has two sets of conditions. If the first set (Greed>Honor) is met, score the points (place in your bonus point area). If not, check the second set of conditions. If they are not met, the Away Team is stopped. If they are met, the dilemma is overcome and the Away Team continues.

You Dirty Rat – The shape-shifter morphed by this interrupt may not be targeted by anything (not just in battle).

Yuta – The personnel discarded by this dilemma dies. The death is a "random selection" because, although it is dependent on the number named by the opponent, personnel are examined in random order for a match. If no personnel matches the number chosen, the dilemma is discarded because it has no conditions.

Zaldan – A phaser cannot be used to overcome this dilemma. Only one disruptor (any hand weapon with "disruptor" in its title) is required (even though it says "disruptors").

Zalkonian Storage Capsule – Returning a card from the Capsule to your hand is a game action which may not interrupt other actions. For example, if your opponent plays Amanda Rogers, you may not get a Q2 from your Storage Capsule to nullify Amanda. See **actions.**

zero – Zero is an even number.

Zon – This personnel has revised game text (clarification). *May nullify Nausicaans dilemma where present.*