




One hundred thirty-one cards. From the office of Dixon Hill to the study of Sherlock Holmes, the missions of Secret Agent Julian Bashir to the adventures of Captain Proton... *"Enter when ready..."*


CLARIFICATIONS AND NEW RULES

Holographic personnel — Regardless of their appearance or lore, the true species of all holographic personnel is "hologram." Thus, Sumek may not use a Vulcan Nerve Pinch, nor may Data if a  icon has been added to him by Hologram: 221B Baker Street. Holograms may still use game text relating to affiliation. For example, when in Hirogen "mode," Iden may use a Hirogen Talon.



Captain Proton cards — Several cards in this set represent people and things from Tom Paris' holoprogram based on the 1930s sci-fi serial, *The Adventures of Captain Proton*. Like the world of Captain Proton itself, these cards are entirely in black-and-white. Any icons appearing on them should be treated as normal, color versions of those icons. Thus, Captain Proton is treated as a normal, Non-Aligned personnel; also, if you are probing for Omega Directive and reveal him as your probe card, his special download icon triggers the "Threat eliminated" outcome.

Tongo — To "declare a move" for this incident, you must have a bet to show. There is no winner or loser if your opponent has no bet (they must show their hand to verify this) or if there is a tie for highest total attributes.

Holo-projectors — This card, originally printed in the Premiere set, is being reprinted in this expansion with new game text. This text supercedes both the original game text and the previously published errata. All Holo-projectors cards should be treated as having this revised text.

White Deprivation and Cybernetics Expertise — To streamline the comprehensive rules and improve gameplay, these two cards are being introduced to replace all previously published rules on "white deprivation" and the skill of Cybernetics. Personnel who have a  icon now only suffer "white deprivation" when the White Deprivation incident is in play, according to the card's text. Personnel with the skill of Cybernetics now only allow androids to report for free when the Cybernetics Expertise incident is in play, according to the card's text.

Voyager-only Formats — Although Holodeck Adventures features material from other *STAR TREK* series, all cards in the set that feature a *STAR TREK: Voyager* logo (and all new Delta Quadrant missions) are fully compatible with the *Voyager Constructed* and *Voyager Warp Speed* play formats.

Nemesis icons   — Though new to the *Voyager*-only formats, the rules for nemesis icons are unchanged. 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. This is not a battle. For example, if your Pralor Unit 3947 is on a planet with your opponent's Cravic Unit 122 at the end of your turn, you must choose one of them to be discarded. If you have left your Pralor Unit 3947 aboard your Cravic Warship at the end of your turn, you must choose one to be discarded. (Of course, if you choose to destroy the ship, all personnel aboard — including Pralor Unit 3947 — will be killed.)

Coming Next — *STAR TREK CCG: The Motion Pictures* — Our next expansion will include material from all nine *STAR TREK* feature films. Defend yourself against Klingons from Kruge to General Chang. Save Earth with the help of two humpback whales. Attempt to take Soran into the Nexus. But beware the wrath of Khan...