



Star Trek™ Customizable Card Game™

Deep Space Nine™ Rule Booklet

INTRODUCTION

Welcome to a universe with endless possibilities. This starter deck provides a randomized selection of 60 cards for one player to begin the adventure. A game requires two players, each with a deck customized from the cards in his or her collection. Cards represent missions, personnel, ships and more from the *Star Trek*® universe.

The *Star Trek: Deep Space Nine*™ expansion set contains 276 cards which stand alone, yet are fully compatible with existing cards in the *Star Trek*™ Customizable Card Game™ universe. Keep these few things in mind as you begin:

- Allow a few hours to read the rules and play your first few games. What seems complicated in the beginning becomes quite natural in subsequent games. It takes a little practice and patience to master the infinite possibilities of this game.
- A term or phrase appearing in **bold type** indicates that there is more information on the topic in the glossary. The glossary explains topics in detail and addresses special terms which may not be self-explanatory (e.g., **downloading**).
- Some cards mentioned in these rules are from previous expansion sets.

THE AFFILIATIONS

There are five affiliations in the *Star Trek: Deep Space Nine*™ expansion set: Federation, Bajoran, Cardassian, Romulan and Klingon. Other cards are Non-Aligned, meaning that they can work with any affiliation. Each affiliation (as well as Non-Aligned) has a distinct border color and a unique icon in the upper left corner of each card.

A few special cards, such as Tora Ziyal and the *Cha'Joh*, are **multi-affiliation**; they have two different affiliations for you to choose from.

When customizing a deck, you may choose to play with one affiliation or to form alliances of two or more. Normally, cards from different affiliations cannot work together. For example, Federation personnel cannot board a Bajoran ship. However, **treaty** cards allow two affiliations to work together.

THE CARDS

Each Deep Space Nine starter deck and expansion pack contains common, uncommon and rare cards. The twelve types of cards in this set are as follows:

 **Mission** cards are laid out in a line on the table, and represent locations in space where missions can be accomplished. There are two kinds of missions: Space and Planet. (This set contains one mission which is both Space *and* Planet, or “Dual-icon”).

 **Dilemma** cards are hidden beneath Mission cards, and create hidden challenges to be dealt with when attempting missions. Some work only at missions with a planet icon, some only at missions with a space icon, and some at any type of mission. Thus, there are three kinds of dilemmas: Space, Planet and Space/Planet.

 **Artifact** cards are hidden beneath planet missions and represent rare objects to be found there which give you special powers.

 **Ship** cards carry personnel and equipment to mission locations. 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.

 **Personnel** cards in this set have seven different personnel types: OFFICER, ENGINEER, MEDICAL, SCIENCE, SECURITY, V.I.P. and CIVILIAN. Personnel have three attributes – INTEGRITY, CUNNING and STRENGTH. These 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, Orb experience or membership in the Maquis.

 **Equipment** cards represent portable devices such as phasers, tricorders and PADDs which enhance the performance of your Away Team, crew or ship.

 **Facility** cards represent installations throughout the galaxy. There are three kinds of facilities: outposts, headquarters and stations.

- 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 and so on. The stations in this expansion are all Cardassian-origin mining facilities of the same design as Deep Space 9. They are referred to collectively as “Nors” and are always used in conjunction with another card type, sites.

Site cards, unlike other card types, do not have a distinguishing icon. They represent 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.



Event cards play at the start of your turn. They 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 events are often long lasting.



Objective cards also play at the start of your turn. They generally represent assignments or tasks to perform, and may earn points for a player or give other benefits.



Doorway cards play at various times during your turn, not just at the start. 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. Doorways that remain in play may sometimes be “closed” (made inactive) by cards from other expansion sets.



Interrupt cards, unlike all other card types, play during your own turn *or your opponent's turn*. The consequences of interrupts are often short-lived.

CUSTOMIZING A DECK

You customize a game deck from all the cards in your collection. There are two parts to every customized game deck: the *seed cards* and the *draw deck*.

SEED CARDS

Seed cards include Mission, Dilemma, Artifact and Site cards, plus any other cards which are allowed or required by game text to be seeded, such as certain Facility, Doorway, Objective and Event cards. Your game deck is limited to 30 seed cards (not counting those that seed “for free”).

You *must* seed exactly six missions, and you *may* seed up to six sites. These Mission and Site cards seed “for free” – that is, they do not count toward your limit of 30 seed cards. Each of your six missions must be different, except for those that are *universal* (their card title begins with the universal ♠ symbol).

DRAW DECK

Your draw deck may be of any size, as long as it contains *at least* 30 cards. You may put any card in your draw deck (except a **Q**-icon card), although you should avoid cards that must be *seeded* rather than *played* – such as dilemmas – because normally there is no way to use them in your draw deck. You may include as many copies of each card as you like; in fact, most decks include extra copies of important cards to increase the likelihood that they will come into play early in the game.

HOW TO PLAY

The goal of the game is to score 100 points – primarily by accomplishing missions and completing objectives. The game begins by choosing a starting player using any mutually agreeable method.

Each game consists of four *seed phases* followed by the *play phase*. The starting player will go first in each seed phase and will take the first turn in the play phase.

THE SEED PHASES

The seed phases “set the stage” for your adventure, and offer a great deal of strategic opportunity. There are four seed phases that must occur in sequence:

1. doorway phase – placing seedable doorway cards face up on the table.
2. mission phase – laying out missions face up to create one or two “spacelines.”
3. dilemma phase – hiding dilemmas and artifacts face down beneath missions.
4. facility phase – placing seedable outposts, headquarters and stations face up at missions. (*This phase was formerly called the “outpost phase.”*)

During each phase, players take turns seeding cards on the table. Each time it is your turn, you may either seed a card or say “pass.” As soon as both players pass consecutively, that phase ends (even if you wanted to seed more cards in that phase).

1. DOORWAY PHASE

Beginning with the starting player, you and your opponent take turns placing seedable doorways, and any other cards that may seed during this phase, on the table. (None of the Doorway cards in this expansion set are seedable, although other cards such as Treaty: Federation/Bajoran may seed during the doorway phase.)

2. MISSION PHASE

In this phase, you and your opponent create one or two lines of Mission cards, called *spacelines*. Each spaceline represents a different *quadrant* of the galaxy. The spacelines function like a gameboard where your other cards will move and interact.

Shuffle your six missions and place them face down in a temporary pile; your opponent does likewise. If you are the starting player, draw the top mission from your pile and place it face up on the table. Take turns with your opponent placing each successive mission face up on either end of the spaceline appropriate for that mission (Alpha Quadrant or Gamma Quadrant). You may not pass until you have no missions left to seed.

Because both players have cards on the playing surface, you should always orient your cards toward yourself. This makes it easy to identify your own cards and to retrieve them after the game. (When turning over a card, be sure to flip it *widthwise* in order to retain its orientation.)

Some missions are identified in their lore as belonging to a particular region of space. Whenever you add a regional mission to a spaceline, you must place (or insert) it next to another mission in the same region, if possible. (This expansion set includes Bajor, Cardassia and Badlands regions; two additional regions, the Neutral Zone and the Solar System, are defined in the *First Contact™* rules supplement.)

Unique missions (those without the universal ♠ symbol in their title) are not duplicatable. When you attempt to seed a unique mission that is already represented on the spaceline, set your copy aside (out-of-play). Immediately replace it with any universal ♠ mission (two if ♠Space) from outside the game, reshuffle your mission pile and draw a new mission to seed.

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



Alpha Quadrant and Gamma Quadrant missions may be distinguished from each other by the design of their point boxes.



Alpha Quadrant

Gamma Quadrant

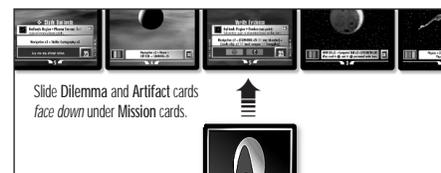
(Missions with no point box may be placed in either quadrant.)

3. DILEMMA PHASE

Next, you and your opponent hide dilemmas and artifacts under missions. Typically you will place dilemmas under your opponent's missions and artifacts under your own missions, but this is not the only strategy to follow.

If you are the starting player, insert one card of your choice face down beneath any mission, then take turns until you and your opponent consecutively pass. Whenever you seed a card beneath a mission, that card always goes on the bottom of any other cards already stacked there. (Thus, when you attempt a mission during the play phase, you will slide out the bottom card – the last one seeded – and encounter it first.) The rules for seeding cards during this phase are as follows:

- Planet dilemmas and artifacts seed under any mission with a planet icon.
- Space dilemmas seed under any mission with a space icon.
- Space/planet dilemmas seed under any mission.
- You may not seed more than one copy of any card under the same mission.
- You may seed as many different dilemmas as you like under each mission, but only *one* artifact. If you illegally seed two or more artifacts at the same location, all of your artifacts there are considered mis-seeded.
- Some game text allows you to seed Personnel cards beneath missions. Such cards are seeded face-down and join your crew or Away Team when you solve the mission.
- You may seed the **Q**-icon dilemmas in this set under missions *only* when you use the Objective card Beware of Q.



Any cards seeded under missions other than described above are *mis-seeds* and are placed **out-of-play** upon discovery. (If both players happen to seed identical copies of the same card under the same mission, the first one encountered is not a mis-seed).

4. FACILITY PHASE

After the dilemma phase is completed, you and your opponent take turns establishing outposts, headquarters and stations (and any related sites) in the Alpha Quadrant. Place each of your Facility cards face up next to a mission card on your side of the spaceline. You can also slide a Facility card beneath the mission, sticking out just enough to see the facility's affiliation and attributes.

You may not seed or build a facility at any location where you already have a facility. (However, you could have two facilities at the same location as a result of moving or commandeering one later.) If both players are playing the same affiliation, they may each have facilities for that affiliation, perhaps even at the same location.

Outposts – Each player may seed only one copy of each affiliated outpost. An outpost may be seeded or built at a planet or space mission only if that mission includes the appropriate affiliation icon (e.g., a Cardassian outpost may not be placed at a Bajoran-only mission). It does not matter if there are other affiliation icons there as well. Affiliated outposts may not be established at missions with no affiliation icons, even if attemptable by “any crew” or “any Away Team.” Outposts may never be established at any affiliation's **homeworld**. You may not make use of your opponent's outposts.

Headquarters – A headquarters may be seeded or built only on the specified homeworld. Each headquarters' game text specifies that it is **not duplicatable**; however, it also allows both players (if playing the appropriate affiliation) to make use of the headquarters.

Stations – Stations may be established only at locations specified by the card. The game text of most stations allows them to be used by both players.

Sites – You may seed up to six sites during the facility phase. Each site may be added to any appropriate station, as indicated on the lower left of the site card, no matter which player seeded that station.

All sites added to each station are arranged side-by-side in a straight line next to that station. Each site indicates which level of the station it belongs to (Ops Module, Promenade, Habitat Ring or Docking Ring), and the sites must be kept together on the table in this order. When placing a site on the table, you may insert it between other sites, as long as you obey this grouping system.

By default, sites are "unique per station." That is, each station is limited to one of each kind of site card. However, some sites are ♦ universal and thus may exist in multiple on each station.

OTHER SEEDING RULES

- A few Event and Objective cards have game text which allows them to seed. Unless they specify a particular phase, you may seed such cards during any seed phase.
- Only cards seeded under a mission and cards with a hidden agenda icon are seeded face down.
- Regardless of which phase it is or which type of card is being seeded, you and your opponent always take turns seeding or passing. For example, during the mission phase your opponent might seed a mission, then you might seed an objective, then your opponent might seed his next mission.
- After all the seed phases are over, any unused seed cards are placed out-of-play.

THE PLAY PHASE

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

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

1. Play a card from your hand to the table. This is optional.
2. Execute orders. This means moving and/or using cards already on the table. This is also optional.
3. Draw a card from your draw deck to your hand. This is mandatory and signals the end of your turn.

Your turn must proceed in this order. See **turns**.

1. PLAY A CARD

At the start of your turn, you may play one Personnel, Ship, Equipment, Event, Objective, Facility or Site card from your hand. This is referred to as your "normal card play." (Interrupt and Doorway cards do not count as your normal card play and are not limited to the start of your turn; they are discussed below.)

There are a few ways to play additional cards at the start of your turn. For example, some game text allows a card to report "for free"; such a card must still play at the start of your turn, but does not use up your normal card play. Another common way to play additional cards is by **downloading**.

Cards are always played face up, unless they have a hidden agenda icon. Except when playing a hidden agenda card, announce the name of the card when you put it into play. Your opponent may examine any card that you play face up at the time of play, but not later unless allowed by a rule or card. (See **showing your cards**.)

Card plays generally fall into two classes: "reporting for duty" and other card plays.

REPORTING CARDS FOR DUTY

Personnel, Ship and Equipment cards must normally report for duty to a compatible outpost, headquarters, site or other place that allows reporting (i.e., personnel may not normally be reported directly aboard a ship). Outposts and headquarters allow all compatible cards to report there; sites allow only certain cards to report, as indicated on each Site card.

You may report a card to a facility only if (a) the card to be reported is **compatible** with the facility and (b) the card and the facility are both in their **matching quadrant**. (A facility built in the non-matching quadrant may perform other appropriate tasks such as extending SHIELDS, repairing ships etc.)

Any Personnel, Ship or Equipment card reported or moved to a Nor must be placed on an appropriate site. Each site lists in its game text what kinds of cards may report to that site. Reporting to a site is allowed *only* if that Nor also has at least one docking site (i.e., Docking Pylons, Docking Ports or Docking Pads).

Personnel cards

Place the Personnel card face up on the table and announce the card name. This crew member is now located at a facility. Make a separate personnel line for each outpost, headquarters or site.

You may have only one copy of each **unique** personnel in play at a given time. (Some Personnel cards, such as *Elim Garak* and *Plain, Simple Garak*, represent different versions of the same **persona**; you may have only one of those versions in play at a time.) You may stock extra copies of such cards in your deck, but while one is in play, you may not play another. On the other hand, you may have any number of copies of a **universal** ♠ personnel in play at a given time.

Ship cards

A ship reports for duty by docking at a compatible **space facility**, or by orbiting a planet where a compatible headquarters is located.

When reporting or moving a ship to the location of a compatible space facility, you must declare whether the ship is docked there. When docked, the ship is protected by 50% of the facility's SHIELDS, but may not attempt missions or fire its WEAPONS. You indicate that a ship is docked at an outpost by putting it in the row of personnel at the outpost; you indicate that it's docked at a Nor by moving it to one of that Nor's docking sites.

A headquarters is a **planet facility**, and thus ships do not actually dock there. Instead, a ship simply reports for duty in orbit of the planet; transporters may be used to beam personnel and equipment up and down.

You may have only one copy of a unique ship in play at a given time. On the other hand, you may have any number of copies of a **universal** ♠ ship in play at a given time.

Equipment cards

Equipment cards enter play like personnel, typically by reporting to a compatible facility.

OTHER CARD PLAYS

Instead of reporting a Ship, Personnel or Equipment card for duty, you may play some other kind of card. Other cards of various types describe in their game text what happens when the card is played, and whether it affects one or both players.

Facility and Site cards

Most facilities have game text which allows them to be built during the play phase. (Although they may be *seeded* only in the **matching quadrant**, during the play phase they may be *built* in any quadrant.) In addition, all sites may play during the play phase.

Event cards

While most events have a lasting effect on the game (unless the card is nullified or destroyed), a few events say to discard them after use because their effect is intended to be temporary.

Objective cards

An objective may require you to target (select) a ship, planet, personnel, etc. If the target of the objective is removed from play or becomes an invalid target, the Objective card is immediately discarded. Otherwise, the objective remains in play until discarded according to its game text or when its **countdown** has expired.

Interrupt cards

Interrupts are virtually unrestricted. You may play as many interrupts as you like, during either player's turn, and at any time between other actions. Some Interrupt cards specify that they respond directly to another action, allowing them to literally "interrupt" that action (for example, to nullify it).

Most interrupts have an immediate effect on the game and are then discarded. If several interrupts are played in a row, they are handled in the sequence they are played. The only exception to this sequence is when an interrupt nullifies or modifies another interrupt.

Doorway cards

You may play a doorway at any time that an interrupt would be legal, but only during your own turn.

SPACELINE SUMMARY

After a few turns of playing (and moving) cards, both sides of the spaceline(s) will look something like this:



2. EXECUTE ORDERS

After you play a card from your hand (or choose not to do so this turn), you can execute orders – that is, move and/or use your cards already in play. There is no limit on the number of **actions** you can take in one turn. You can move personnel and equipment, staff and move ships, attempt missions, commandeer a facility, engage in battle or even do all of these things.

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

- Encountering a dilemma with conditions that the crew or Away Team can't overcome “stops” that entire Away Team or ship and crew.
- Participating in a battle “stops” cards involved in the battle.
- Some cards may explicitly “stop” one or more personnel or ships.

Cards that are “stopped” may perform no other actions (e.g., beaming, moving, initiating battle) until they are “un-stopped” (which happens automatically at the beginning of the next turn unless a longer period is specified), but you are free to move other cards which have not yet been “stopped.” If a ship is “stopped,” the crew is also “stopped.” “Stopped” cards may defend themselves if attacked. Cards may be played on “stopped” personnel, as long as they do not require the personnel to take any actions.

When your ship has used its maximum RANGE during a turn, it may not move any further on that turn. However, running out of RANGE does not “stop” your ship from performing other actions (such as attempting a mission or initiating a battle).

MOVING PERSONNEL AND EQUIPMENT

You may move your Personnel and Equipment cards between ships, between a facility and a ship, between sites on the same Nor, or between a ship or facility and a planet. (In the following discussion, “personnel” includes Equipment cards unless otherwise specified.) When your personnel are aboard your ship or facility, they are called a *crew*. When on a planet or aboard an opponent's ship or facility, they are called an *Away Team*. When aboard an opponent's ship or facility, they are also called *intruders*. Intruders cannot attempt missions, but may battle opposing personnel present (if allowed).

You do not have to show your opponent which cards are in an Away Team or aboard a ship, except when necessary for verification. (See **showing your cards**.)

Your personnel located at a facility can be loaded onto any of your ships of compatible affiliation located at the same facility (if at a Nor, all the cards must be at the same docking site). Stack the personnel beneath the ship, face up in a pile, with the Ship card on top. This symbolizes that the personnel have boarded the ship. When the ship moves, everything on board moves with it. Similarly, a ship can unload cards to a facility, if desired.

If the facility is located on a planet, personnel must beam to and from the ship. If the facility is located in space (see **space facility**) and allows a ship to dock, personnel do not have to beam (they “walk” aboard through a conceptual airlock).

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.

You can also beam personnel from ship to ship. The ships must be at the same spaceline location, be owned by you, and be compatible with the personnel affiliation. (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. Normally, it is not possible to beam personnel aboard an opponent's ship or facility (because they are protected by SHIELDS), but a few special cards allow this.

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.

Walking

Your personnel aboard a Nor may move (“walk”) from site to site, individually or as a group, and they may carry Equipment cards with them. Move the personnel or group along the row of sites, one site at a time, until they reach their destination. Once they stop at their destination site, they may not walk again that turn (although they could perform other actions, such as loading aboard a ship docked there).

STAFFING AND MOVING SHIPS

Each ship requires a minimum crew aboard before it can move. Crew requirements for each ship are listed on the card, usually as icons representing command ability and/or staff ability. If a ship lists no specific crew requirements, any one personnel of matching affiliation can fly it. Most Personnel cards have command or staff ability icons. Those with command ability can also act as staff.

One personnel cannot meet more than one staffing requirement. Thus, a ship requiring three staffing icons must be staffed by a minimum of three personnel, even if one of the personnel has more than one of the required icons.

Non-Aligned personnel can be used to meet any ship's crew requirements for command or staff, but at least one crew member of matching affiliation must be on board. The same is true for personnel mixing via treaty. If the treaty is later broken, cross-over personnel can no longer be used to meet the ship's crew requirements. (See **treaties**.) Personnel of any affiliation can be used to meet crew requirements for Non-Aligned ships, as long as all personnel aboard are compatible with each other.

The minimum crew is not needed for attempting missions, initiating battle, or other actions that do not involve ship movement. For such actions, any personnel of matching affiliation aboard will suffice.

Once your ship has the required crew, it can move along your side of the spaceline in either direction. The distance your ship can move on one turn is limited by its RANGE. You determine how far it can travel by adding up the span numbers on each Mission card the ship moves to (or passes), not counting the location where it begins.

A ship does not have to move all of its RANGE on a turn. A ship can stop at each location as it moves, or it can "warp past" locations without stopping there (but still using RANGE). When flying by a location, a ship is not normally affected by another card at that location (such as an enemy ship), unless the card says it affects ships passing by. You may move any number of ships on your turn, but they must move one at a time (not as a "fleet").

It is not possible for ships to move from one quadrant to the other using just their RANGE. Instead, they must make use of a card such as the Bajoran Wormhole. (See **movement between quadrants**.)

If a ship loses one of its required crew, it will be stalled (unable to move) until appropriate reinforcements can be brought aboard (typically by beaming them from a planet, facility or another ship at the same spaceline location). A stalled ship can still beam Away Teams, attack and defend itself, or attempt the mission at its location.

ATTEMPTING MISSIONS

Completing missions is the primary method of scoring points. You complete missions by bringing to the mission location one or more personnel with the required skills, attributes and other features and resolving all dilemmas which may be present.

Mission cards are designed with relevant information facing both players. A summary of the mission faces your opponent; complete information faces you. (Sometimes the information facing your opponent is intentionally different from the information facing you.)

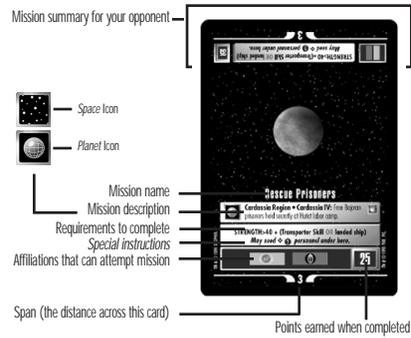
Color icons (or game text) at each end of the Mission card indicate which affiliation(s) can attempt the mission. Either player can use personnel of the indicated affiliation to attempt the mission, regardless of who placed the card on the spaceline.

To attempt a mission, at least one personnel in the crew or Away Team must match one of the mission's affiliation icons. Other (non-matching) personnel in the crew or Away Team can assist in the attempt, as long as they are compatible with the personnel who matches the icon. (The presence of an opposing Away Team, ship or facility at a mission location does not prevent a mission attempt.)

Planet missions can be attempted by an Away Team on the planet's surface. Space missions can be attempted by the entire crew of one undocked ship. (Dual-icon missions require both a ship with crew in orbit and an Away Team on the planet.) Personnel aboard a facility cannot directly attempt the mission at that location. A mission may *not* be attempted by multiple ships' crews or by multiple Away Teams at the same time. You may beam personnel from multiple ships onto one ship to attempt a space mission, or combine multiple Away Teams into a single Away Team to attempt a planet mission.

All Mission cards state what skills and other requirements are necessary to complete the mission. For example, if a planet mission requires Computer Skill x2, at least two personnel with Computer Skill (or one personnel with Computer Skill x2) must be present in the Away Team for you to complete the mission. (When a mission requires or allows you to discard cards as part of completing the mission, those cards must come from the crew or Away Team attempting the mission, not from your hand.) When your Away Team or crew successfully completes a mission, you earn control of any artifacts seeded at that mission location.

The following example shows how to attempt a planet mission with dilemmas and artifacts present. (A space mission is attempted in a similar fashion, with an entire ship's crew instead of an Away Team.)



Select and beam your Away Team to the planet, or have them disembark from your landed ship. (At a space mission, select one ship and crew to attempt the mission; undock and/or decloak the ship, if necessary.) Announce that you are attempting the mission.

Slide out the bottom seed card under the mission and turn it over. Look only at the bottom card. (If you encounter an artifact or a card seeded like an artifact, move it to the top of the seed card stack, sliding it just beneath the Mission card. Artifacts are not earned until the mission is completed.)

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

- A Dilemma card may list certain skills, attributes, equipment or other features that must be present to overcome the dilemma. If the Away Team meets these conditions, then it overcomes the dilemma and can immediately proceed. If the conditions cannot be met, do whatever the dilemma instructs.

- A condition like STRENGTH>40 refers to the total STRENGTH of the Away Team. In this example, the STRENGTH of the Away Team added together must be greater than 40. If less than or equal to 40, the Away Team doesn't have the STRENGTH to overcome the dilemma.

- Most dilemmas with conditions end with the phrase, "Discard dilemma." Whether you overcome such a dilemma or not, you only have to face it once, and then you discard it. If a dilemma with conditions does not say "Discard dilemma," it stays until you overcome it. Slide such a dilemma back under the mission, on the bottom of the stack, to be encountered again the next time a player attempts that mission. Once the dilemma is overcome, discard it. (See **discard pile**.)

- Failing to overcome a dilemma that has conditions immediately "stops" your Away Team. If possible, you can send another Away Team down on this turn, but the first Away Team remains "stopped" and cannot help the second Away Team on this turn. (At a space mission, both your ship and crew are stopped. Your crew of another ship may attempt the mission again on this turn.)

- Some dilemmas have no conditions. They simply have their effect regardless of the skills you have present. Such a dilemma does not automatically "stop" your crew or Away Team – they must continue the mission attempt unless otherwise specified. Once a dilemma with no conditions has had its effect, if it does not instruct you to relocate it somewhere in play, simply discard it.

- Some dilemmas contain bonus points. To earn these points, you must overcome the dilemma (if it has conditions). Whenever you earn points from a dilemma with a point box, set the card aside in a "bonus point area" as a reminder, even if that dilemma instructed you to discard it.

- When 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.

- Dilemmas normally affect only the personnel in the crew or Away Team attempting the mission. Separate Away Teams on the planet, or crews of other ships at the location, are not affected unless the dilemma says so.

- Dual-icon missions require both an Away Team *and* a ship with crew. At such a mission, planet dilemmas affect the Away Team and space dilemmas affect the ship and crew. Space/planet dilemmas affect both groups together; personnel may pool their skills in an attempt to overcome such dilemmas. If either group is "stopped" by a dilemma, both groups are "stopped."

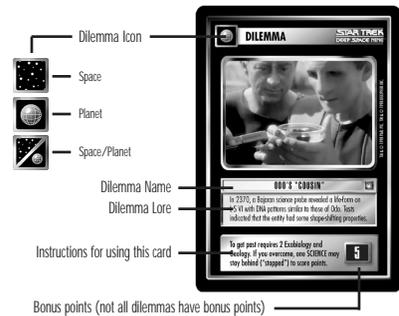
Repeat this step for each dilemma in turn until no more remain.

Once begun, a mission attempt may not be aborted unless the Away Team or crew is "stopped," no personnel remain at the mission location or you play a special card such as Time to Reconsider. A mission attempt is all one action, although Interrupt and Doorway cards may be played between dilemmas or between the announcement of the mission attempt and before the first dilemma is encountered (but not between the last dilemma and the completion of the mission on that attempt). No other actions may be performed during a mission attempt unless they specifically nullify or modify a dilemma or the mission attempt itself.

Once you have resolved all the dilemmas under a mission, if your remaining personnel can meet the mission requirements, you score the mission points and earn any artifacts present. (Any personnel that you seeded there like artifacts immediately join your crew or Away Team; any personnel that your *opponent* seeded there are **captured** and placed near your draw deck.) To score the mission and mark it complete, slide the Mission card toward yourself about one-half card length. The completed mission remains on the table as a spaceline location, but it cannot be attempted or scored again.

Your surviving members of the Away Team involved in accomplishing the mission are free to beam back up to the ship and continue if desired.

Normally, once you complete a mission, its points are yours to keep. Cards which affect a mission's points or attemptability do not impact your score if they occur after the mission is completed (unless explicitly specified, as is the case with the I Tried to Warn You card).



COMMANDEERING A FACILITY

When your Away Team commandeers a station from your opponent, it comes under your control, and its affiliation changes to match the affiliation of one of the commandeering personnel (your choice). You may commandeer only cards which are owned or controlled by the opponent, and only if a card allows it.

When your opponent first establishes a Nor, he controls it. You may subsequently commandeer that Nor by having any of your Computer Skill personnel, regardless of affiliation, **unopposed** at its Ops site. You then continue to maintain control of the station even if Ops becomes unoccupied, or if you and your opponent both have personnel there. However, if your personnel leave or are driven out, your opponent may then retake control of the station by bringing any Computer Skill personnel to Ops.

ENGAGING IN BATTLE

Two types of battles can occur: ship battles (which can also involve facilities) and personnel battles. Following are some rules common to both types of battles:

- You may initiate battle only during your own turn.
- Battle can occur only if opposing forces are present with one another. Ships and space facilities can be present together in space at the same location (for ship battle), and personnel can be present together on the same planet, ship, facility or site (for personnel battle). Ships can also attack planet facilities.
- Each of your ships, facilities or Away Teams that wishes to initiate an attack must have a “leader” present (if the facility is a Nor, the leader must be in Ops). A leader is any personnel with Leadership skill or any OFFICER.
- Most affiliations have restrictions on whom they may attack. Normally, an affiliation may attack Non-Aligned cards and any affiliation other than their own. There are two exceptions: Klingons may also attack other Klingons, and Federation forces cannot attack *any* affiliation (except Borg). Completely Non-Aligned forces may attack any affiliation as well as other Non-Aligned cards. A “mixed” force is subject to *all* the attack restrictions of its members. For example, a mixed Away Team of Federation and Non-Aligned personnel, or a Federation crew aboard a Non-Aligned ship, is a Federation force, and may not initiate a battle against any affiliation.
- You may not attack your own cards unless a card or rule requires or allows it.
- No other activities can occur during a battle unless a card specifically allows them. For example, you cannot beam personnel off your ship during a battle without a card such as Emergency Transporter Armbands.
- When a battle is over, all cards involved in the battle are “stopped” from any other actions on this turn.

Personnel Battles

Announce your attack. After you and your opponent have played any cards and used any game text that apply at the start of the battle, carry out the following three steps:

1. Shuffle your personnel (not including any which are disabled, in stasis, stunned or mortally wounded) and place them face down to form a “combat pile.” Your opponent does likewise.
2. You and your opponent then simultaneously turn over the top card of your combat piles, and these two adversaries engage in personal combat. Compare their individual STRENGTH attributes (applying relevant modifiers such as phasers, HQ: War Room, Shakaar Edon’s special skill etc.):
 - If one personnel’s STRENGTH is greater than the other’s, the higher-STRENGTH personnel may choose to *stun* his adversary (temporarily rotate the adversary card 90 degrees).
 - If one personnel’s STRENGTH is more than double the other’s, that personnel may choose to *mortally wound* his adversary (temporarily rotate the adversary card 180 degrees).
 - If the two combatants have equal STRENGTH, neither may stun or mortally wound the other.Repeat this step until one player’s combat pile runs out; any cards remaining in the other player’s combat pile are then turned face up.
3. To determine the winner of the overall personnel battle, compare your total remaining STRENGTH to your opponent’s total remaining STRENGTH (applying relevant modifiers). Stunned and mortally wounded cards do not add their own STRENGTH to the total, but may still modify other cards (e.g., a stunned Shakaar Edon still makes other Bajorans stronger). The player with the higher total is the winner, and immediately kills one opposing personnel (random selection from among those not mortally wounded). If the STRENGTH totals are equal, no one wins or loses the overall battle.

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

Ship Battles (which can also include facilities)

Announce your attack, then identify which of your ships and/or facilities are making the attack and which enemy ship or facility you are attacking. You can use multiple ships/facilities in a battle, but can target only *one* enemy ship or facility per battle.

After you and your opponent have played any cards and used any game text that apply at the start of the battle, carry out the following two steps:

1. Compare the total WEAPONS power of your attacking cards to the defending card's SHIELDS power, counting all applicable enhancements from other cards. If the defending card is docked at a space facility, the facility can extend 50% of its SHIELDS to protect that ship. This number is added to the docked ship's SHIELDS.
 - If your total WEAPONS are greater than the defending card's SHIELDS, the defender's ship or facility is damaged. Rotate the card 180 degrees to indicate the damage. If a damaged ship or facility is damaged again before it is repaired, the ship or facility and everything on board (including related sites) are destroyed (discarded). See **damage** for other consequences of damage and for rules on repairing ships.
 - If your total WEAPONS are more than double the defender's SHIELDS, the defender's ship or facility is destroyed by a direct hit. (However, that card still gets to return fire.)
 - If your total WEAPONS are equal to or less than the defender's SHIELDS, the defender's ship or facility is unaffected.
2. The defender now may optionally *return fire* if he has any manned ships or space facilities with WEAPONS present. (When returning fire, he is not subject to affiliation attack restrictions, nor does he need any leaders aboard.) He selects one of your ships or space facilities as a target, and totals his WEAPONS power (from any of his undocked ships and space facilities present), while you total the SHIELDS strength of your targeted card. Determine the outcome in the same manner as in step 1.

After the battle is over, destroyed ships and facilities (and all cards aboard them) are discarded, and all surviving facilities, ships and crews involved in the attack are "stopped." The Mission card is unaffected by the destruction of a facility, as are any ships which had been docked at the facility.

Counter-attacking

If your opponent attacks you, during your next turn you may initiate one or more *counter-attacks* against any or all of your opponent's ships, Away Teams, facilities, etc. which are still at the location of the opponent's attack. No leader is required and no affiliation restrictions apply. Your opponent, on his next turn, may then initiate a counter-attack following your counter-attack, and so on.

3. DRAW A CARD

The end of each of your turns is signified by drawing a card from your draw deck. Anything that must happen at the end of your turn (such as **probing**) happens just *before* your card draw. If there is more than one thing scheduled to happen at the end of your turn, you may choose which to do first.

If you are prevented from drawing a card (for example, by the game text of the Ops site), then you simply announce when you are done with your turn, after resolving anything that must happen at the end of that turn.

ENDING THE GAME

Players continue taking turns until one player scores 100 points and is declared the winner, or until both players' draw decks run out (at which point the player with the most points is declared the winner).

GLOSSARY

actions and timing – When you initiate an action, your opponent has the first opportunity to respond to that action. A valid response is one that specifically nullifies or modifies your action. When your action has resolved, your opponent has the first opportunity to initiate the next action; thus players alternate the opportunity to initiate an action.

Example: You initiate a personnel battle at a site and your opponent tries to play Going To The Top to return one of his personnel to hand. This is not a valid response; your opponent must wait until the battle is over to play his interrupt. He could, however, play Smoke Bomb, because Smoke Bomb states that it may be played at the start of a personnel battle.

You must allow your opponent ample time to initiate an action. 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.

Examples of actions include playing a 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) and battle (from initiation until a winner has been determined and damage or deaths have been resolved).

Game text that says it may be used "at any time" may be used 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.

affiliation and species – Cards that affect “Bajorans,” “Cardassians” etc. apply to personnel of that *affiliation* as well as that *species* (including hybrids). Thus, Odo counts as a Bajoran for Shakaar Edon’s STRENGTH enhancement (even though he is a changeling by species) and Tora Ziyal is affected by cards that affect Cardassians or Bajorans.

artifacts – Artifacts cannot be used until they have been earned (typically by completing the mission). If an artifact is discarded, nullified or destroyed, it cannot be brought back into play unless it is first re-seeded (e.g., with Q’s Planet) and earned 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.

bonus points – Bonus points are defined as points (whether positive or negative) that come from any source other than Mission and Objective cards.

capture – Some cards allow you to capture opposing personnel. (You cannot capture your own personnel.) Captives are placed on the table by your draw deck and cannot be used by either player, unless allowed by a card such as Brainwash. Your opponent can rescue his captured personnel using cards from previous sets. Captives are considered “in play” and are vulnerable to cards that affect all personnel in play, such as Anti-Time Anomaly. All captured cards are returned to their owner at the end of the game.

Cha’Joh – See **multi-affiliation**.

changeling – A species. All changelings are shape-shifters, and cards in this set refer to them using both terms.

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. See **skills**.

cloaking device – This is one kind of special equipment listed in the game text box of some ships. To cloak a ship, turn the Ship card face down; to de-cloak, turn it face up. You must have at least one personnel of matching affiliation aboard to cloak or decloak a 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 a mission. Ships may not come into play cloaked, or cloak and decloak on the same turn.

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 life-form could see or sense the ship, such as Tractor Lock or Long-Range Scan.

closed doorways – When a doorway is closed, its game text is not active. Thus, ships may not move through the Bajoran Wormhole if either end is closed.

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 cooperating via treaty). See **matching affiliation**.

countdown icon – 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. A dilemma with a countdown icon always counts down during its owner’s turn, no matter who encountered it.

cumulative – If a card is specifically marked “cumulative,” multiple copies of that card can be used and each will have its full effect. All other cards are by default “not cumulative,” meaning that multiple copies of that card may be played at the same location or on the same target, but only one of those copies will have its effect.

damage – Your ships and facilities can be damaged in battle and by certain cards (typically dilemmas). Damage is indicated by rotating your ship or facility 180 degrees (note that the card will no longer be oriented toward you). Damage does not affect a card’s WEAPONS or SHIELDS, nor its ability to battle. However, a damaged ship’s RANGE is automatically reduced to 5 (if it is already less than 5, it remains the same) and its Cloaking Device (if it has one) does not work.

If a damaged ship or facility is damaged again before it is repaired, it and everything on board are destroyed (discarded).

Your damaged ship can be repaired by returning to a compatible outpost (or Docking Pylons site) for two full turns. (Headquarters facilities do not repair ships.) At the end of your first full turn after it arrives, rotate the ship sideways to indicate it is under repair. At the end of your following full turn, rotate the ship to its normal position to indicate that the repairs are complete.

At present it is not possible to repair damaged facilities.

Deep Space 9 – Deep Space 9 and Terok Nor are two versions of the same conceptual station, and that station is **not duplicatable**. 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.

disabled – Personnel which are disabled (e.g., personnel affected by Hypospray) are similar to personnel in **stasis**, but they may be moved or beamed in the same manner as Equipment cards (unless under **quarantine**).

discard pile – During the game, you may not look through cards in any discard pile – yours or your opponent's – unless a special card allows you to. You must discard face up, and any time you retrieve a card from your discard pile, you must show it to your opponent. Unless otherwise specified, all discarded cards go to the original owner's discard pile, including dilemmas and captured or commandeered cards which are killed or destroyed.

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). When you choose the target card you must reveal it to your opponent, 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).

Other rules for downloading are as follows:

- Downloading does not count as your normal card play, and is not considered a card draw.
- When you play a ship, equipment or personnel as part of download, you must obey the usual reporting requirements such as a compatible facility. However, if the download instruction indicates a specific destination (e.g., “downloads one ship to a planet”), a compatible facility is not required.
- 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 draw deck, hand, 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 a card says “download in place of one card draw,” you may use this ability each time you are allowed to draw a card, whether at the end of your turn or from a card that allows extra card draws (such as Renewal Scroll).
- If any player looks through your draw deck during a download, you must reshuffle it afterwards.
- *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 at (or to affect something at) that location. If this is not possible, then the target card may not be downloaded. 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.

“draw no cards this turn” – You may perform as many actions as you like each turn that have this restriction. You may not then draw any more cards for the remainder of the turn, by any means. You also may not use an ability that allows you to perform an action in place of a card draw.

dual-personnel cards – A dual-personnel card, such as 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 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.

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.

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.

here – In the context of a specific site, the word “here” 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).

hidden agenda – Cards with a hidden agenda 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., ones that nullify that card type).

You may activate a hidden agenda card by turning it face up at any time (see **actions and timing**), even as a response to another action. (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 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.

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”

(The last three homeworlds are found in other expansion sets.)

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.

Jake and Nog – See **dual-personnel cards** and **multi-affiliation cards**.

landed ships – Ships may not land unless the ship card says it may land, or another card allows it to land. 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.

location – There are two kinds of locations: spaceline locations (e.g., missions and Bajoran Wormhole) and timeline locations (e.g., Montana Missile Complex). Site cards are not considered “locations” for gameplay purposes.

matching affiliation – Two cards are of matching affiliation if their affiliation icons are the same. See **compatible affiliation**.

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, Dukat is the matching commander for both the *Prakesh* and the *Groumall*. Unless otherwise specified, each ship can benefit from only one matching commander at a time. The matching commander must not be disabled, in stasis, etc.

matching quadrant – All personnel, ships and facilities in the game “match” the Alpha Quadrant, except those that have a gamma Γ icon (coming in future expansion sets) or a delta Δ icon (introduced in the *First Contact* expansion set).

mission attempts – 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).
- 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.
- 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. (Note that they are not “stopped” by failing to complete the mission.)
- 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 re-attempt 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.

movement between quadrants – Any game text which allows or requires a card to move directly from one location to another may potentially move that card 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** 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.” Examples of cards that are limited in this way include The Traveler, Where No One Has Gone Before, Magic Carpet Ride OCD and Dr. Q, Medicine Entity.

multi-affiliation cards – Multi-affiliation cards have two or more affiliation 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). You may switch its affiliation any number of times during the course of the game, between other actions.

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.”

once per game – If a card lets you use a special ability “once per game” then you can use that card’s ability only once in that game, no matter how many copies of that card you might control in that game.

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 before making the selection.

out-of-play – A card that is placed out-of-play is not put in the discard pile. Rather, it is set aside and may not be returned to the game by any means.

owner – The owner of a card is the player who originally stocked that card in their game deck.

personas – Two unique 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.

You may not have more than one unique instance of the same persona in play at the same time, including personnel who have been captured or are otherwise controlled by your opponent.

Example: Elim Garak and Plain, Simple Garak are instances of the same persona (the “Elim Garak” persona), while the Garak card from the *First Anthology* is not. The latter is an instance of a different persona (from an alternate universe).

Two non-identical instances of the same persona are not “duplicates” for purposes of cards referring to duplicates, 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.).

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 station “persona” in play at the same time.

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.

planet facility – See **space facility**.

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.

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, replace the probe card on your draw deck and execute the appropriate outcome. 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.

Q-icon cards – Cards with a Q icon are normally brought into play only through a special side deck. Although labeled as interrupts, events, objectives and dilemmas, they cannot normally be used the same way as “normal” cards of those types. The objective card Beware of Q allows Q-icon dilemmas to seed as normal dilemmas.

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.

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.

repairing ships – See **damage**.

ship movement – There are two kinds of ship movement:

- *Normal movement* – often indicated by the word “move.” Normal movement includes using RANGE, landing, taking off, launching and loading, and this is the default type of movement when a any card does not specify otherwise. Normal movement requires the ship to be fully staffed.
- *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.

showing your cards – You must allow your opponent to see your personnel and equipment cards when you report them for duty, regardless of how or where they are reported. When they board a ship, they are placed out of sight beneath the ship card; an Away Team may be placed face down on a planet. After the cards are concealed, you have to show them only

- if a card is played which requires you to reveal cards; or
- if a player needs to prove he has a particular card or skill, e.g., to overcome a dilemma or solve a mission; or
- in personnel battle, where your opponent must be allowed to see the adversaries and their STRENGTHS.

A card requires revealing your cards if it says so explicitly or if it allows the opponent to target one of a group of cards in a non-random manner.

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.

skills – A skill is anything that appears in the skill box of a personnel card, including personnel types such as ENGINEER. (The personnel type that appears in the classification box is not a skill.) Most skills are preceded by a ● icon. “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 and Tsiolkovsky Infection.

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.

When a card allows you to share or select skills for personnel, you may share or select only regular skills. When a card requires you to select two or more skills, you may not pick the same skill twice, and if double or triple skills (such as Leadership x3) are present, you may select that skill only at a x1 level.

If a card refers to a personnel type such as MEDICAL without specifying that it be a classification or a skill (such as a dilemma that requires “2 MEDICAL”), either a classification or a skill will suffice.

space facility – Most facilities are conceptually located “in space,” even when seeded or built at a planet location. (A few though, 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.

spaceline – Whenever a card references the “spaceline,” its affects 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” in the context of moving or relocating a card, that card may not move from one spaceline to another.

special download – See **downloading**.

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 or attempting a mission. For example, a Treachery personnel in stasis would not allow you to download personnel there with Recruit Mercenaries. When any card is in stasis, any other cards on that card are also in stasis (e.g., a card with a countdown icon does not count down).

Tal Shiar – This skill no longer includes the built-in function of allowing Romulans to attack Romulans. Instead, this function is now provided (in an enhanced form) by the objective card HQ: Defensive Measures.

Tora Ziyal – See **multi-affiliation**.

Transporter Skill – Many new cards in the *Deep Space Nine* expansion make use of this skill. Accordingly, Transporter Skill no longer includes the built-in function of beaming cards through anti-beaming cards.

treaties – Normally, affiliations cannot intermix. However, Treaty cards allow intermixing of affiliations by one player. When a treaty card is in play, the personnel, ships, facilities, equipment, etc. can all be shared by the player as if they were one affiliation. A ship of one affiliation could

be staffed with one matching personnel and any number of crew from the other affiliation. Also, you may attempt a mission using a mixed crew or Away Team as long as at least one personnel matches the mission's affiliation requirements.

If a treaty is destroyed by another card, personnel caught aboard a ship or facility of another affiliation are placed under *house arrest* until they are transferred to a ship or facility of their own affiliation, or beamed to a planet. While under house arrest they may not be used to meet a ship's crew requirements, attempt missions, participate in battle etc. If a mixed crew under treaty is aboard a Non-Aligned ship when a treaty is broken, the affiliation with the fewest personnel present is put under house arrest. In the event of a tie, determine randomly. If a mixed crew or Away Team is on a planet or at a site and the treaty is broken, the non-compatible personnel form a separate Away Team. (Only the Away Team matching the ship's affiliation may return to the ship. The non-compatible personnel may be picked up only by a compatible ship.)

turns – Most uses of the word “turn” are self-explanatory. However, a few other 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).
- “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.” If no player is specified, 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.

universal/unique/non-duplicatable – Universal *personnel* and *ships* are those with the four-diamond ❖ symbol at the beginning of the card name. Any number of copies of a universal personnel or ship may be in play at the same time. Unique personnel and ships are those without the icon. Each player may have only one copy of a particular unique personnel or ship (or of the same persona) in play at any time.

Universal *missions* and *time locations* are those with the four-diamond ❖ symbol in front of the card title. Each player may seed more than one copy of any universal mission. All other missions and time locations are unique and non-duplicatable.

Universal *sites* are those with the four-diamond ❖ symbol in front of the site name. They may exist in multiple on each Nor. Sites without the icon are “unique per station.” That is, each Nor is limited to one of each kind of Site card.

All other card types are universal by default. Thus, for example, all facilities are universal except those that say “unique” or “not duplicatable” in their game text.

When any unique card is in play, another copy may not be played by the same player, and if another copy belonging to the same player is encountered, earned or activated by any player, that copy is discarded. When any non-duplicatable card is in play, another copy may not be played, earned etc. by *any* player.

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.

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