




## Star Trek™ Customizable Card Game™ THE DOMINION RULES SUPPLEMENT


One hundred and thirty new cards. The Dominion affiliation, Weyoun, the Jem'Hadar, the *U.S.S. Defiant*, Gamma Quadrant missions, infiltrating shape-shifters, garrisons, planetary subjugation . . .  
*It's not a safe galaxy out there.*


### NEW AFFILIATION – THE DOMINION

**Dominion Attack Restrictions** – The Dominion affiliation has the standard attack restriction: it may initiate battle against any affiliation except its own (unless allowed by another card), and may retaliate against anyone.

**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.

**Ketracel-White**  – This icon 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, as described below.

**White Deprivation** – At the beginning of each of your turns, wherever you have a crew or Away Team that includes  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-  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.

**Founder Lookalikes** – Some of the Founders in this set are impersonating other characters. Each of these Founders has a boldfaced, italicized persona name in its lore; however, the card is *not* a true version of that persona, as indicated by the italicization of the persona name and the card's *infiltration icon*.

**Infiltration Icons**  – A personnel who has one of these icons may *infiltrate* your opponent's cards by reporting to your opponent's side or line table, whenever your opponent is allowed to report cards compatible with that 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.)

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.
- 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.

## NEW TERMS AND OTHER NEW ICONS

**Shape-Shifter** – This term refers to all changelings and allasomorphs.

**Special Staffing Icon** – This term refers to any icon used to staff a ship, except the "normal" staffing icons (command, staff and Borg subcommands) and affiliation icons (e.g. on Zalkonian Vessel). There are currently five special staffing icons:



**Gamma Quadrant**  – Personnel, ships and facilities which have this icon are native to the Gamma Quadrant. Those without a  or  icon are native to the Alpha Quadrant. (See **Facilities and Quadrants**, below.)

**Referee**  – This icon will be developed in a future expansion set.

## NEW RULES

**Seeding Duplicate Cards** – Seed cards are now considered "unique per mission" rather than "not duplicatable per mission." This means that if both players each seed their own copy of the same card (e.g., Borg Ship dilemma, Cryosatellite, Dead End) under the same mission, neither of those cards is a mis-seed. (Both players are still limited to one copy of each seed card at each mission.)

**Seeding and Using Facilities** – Facilities no longer slide underneath a mission, but are instead placed in front of the mission on your side of the spaceline. 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.

## CLARIFICATIONS

**Facilities and Quadrants** – Facilities may *seed* only in their native quadrant (but may be *built* during the play phase in any quadrant, if appropriate).

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 something else, 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.

**Reporting Cards for Duty** – When reporting any card for duty, you must announce the card's name and show that card to your opponent. Afterwards, your opponent will only get to see that card when necessary, such as during personnel battle or when you must prove you have a particular skill, staffing icon etc.

**Docking** – When a space facility allows a ship to report there, the ship *must* report docked. (The sentence in the *Deep Space Nine* rulebook about choosing whether it is docked should have specified only ships *moving* to that location.) A docked ship may not fire its WEAPONS (thus it may not *return fire*).

**Crew vs. Away Team** – 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.

**Empok Nor** – This facility allows both players to seed dilemmas that have “Empok Nor” in their lore underneath the Facility card, which must then be encountered 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 attempt or scouting. Once there are no longer any dilemmas to be encountered, any player’s Away Team may commandeer Empok Nor normally.

No player may use text on Site cards of Empok Nor until it is commandeered, other than Ops (allows commandeering) and docking sites.

**Commandeering** – When a card allows you to commandeer a ship or facility, you may do so only if you do not already control that ship or facility (e.g., your opponent’s Nor or any player’s uncontrolled Empok Nor). When you commandeer a Nor, its affiliation changes to match any one of the affiliated personnel in your commandeering Away Team. (If all the personnel in your Away Team are Non-Aligned/Neutral, they may commandeer the Nor but its affiliation does not change.)

**Walking Along Sites** – 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.

**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.

**Special Download** – A card with a special download icon allows you to suspend any action at any time 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.

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).

**Bonus Points** – Bonus points are defined as points (whether positive or negative) that come from any source other than Missions and *Borg-only* Objective cards. Thus, non-Borg objectives that provide points (such as Assign Mission Specialists and File Mission Report) now provide *bonus* points.

## ERRATA

**Assign Mission Specialists** – This objective, from the *First Contact* expansion set, is no longer a *Captain’s Order* card. Future printings of Assign Mission Specialists will delete this phrase from the game text.