

Star Trek Customizable Card Game - A Very Short Introduction

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Before a game begins, each player customises a playing deck from all the cards in his or her collection. Your deck is split between a seed deck and a draw deck, as well as one or more optional side decks. The game consists of a short seed phase, where you 'set the stage' for your adventure, followed by the play phase.

Seed cards:

You are allowed up to 30 seed cards. This includes artifacts and dilemmas, plus any other cards which are allowed (or required) to be seeded, such as facilities, and certain doorways, objectives, incidents and events (see page 2).



Artifact

Representing rare objects to be found, these seed beneath planet missions and are earned when the mission is completed. You can seed a maximum of one artifact per mission.



This normally represents the location of a planet **mission**, or a **dilemma** which may seed underneath such a mission. It can also represent a **Time Location**.



This represents the location of a space **mission**, or a **dilemma** which may seed underneath such a mission.



This represents a **dilemma** which can seed under either a planet mission or a space mission.

Typically, you put dilemmas under your opponent's missions and artifacts under your own, but you do not have to.

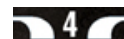
Alpha Gamma Delta Mirror



Missions are seeded in one or more lines on the table (called *spacelines*). This functions something like a gameboard where your other cards will move and interact. Each player must seed exactly six missions. These do not count towards your 30 seed card limit.

Missions belong to either the Alpha, Gamma, Delta or Mirror *quadrants* as indicated by their point box. Each quadrant forms a different *spaceline*, and you can only move between them if a card allows it (such as wormholes). Missions are the primary means of scoring points (except for the Borg affiliation which never attempts missions). You accomplish missions by bringing personnel to the mission location, overcoming all dilemmas there, and meeting the mission requirements (usually combinations of skills and attribute totals). When you solve the mission, you score the number of points indicated on the card (the examples above all show 30 points). At least one person in the mission attempt must match one of the affiliation icons (or text) on the mission.

All missions have a *span* in the bottom centre. This represents the distance across that area of space.



Dilemmas are seeded beneath missions and represent plot twists and hidden challenges. Each dilemma must be dealt with in turn before the mission can be completed.

In addition to the above, there are also **Facility** cards. There are three kinds of facilities:

Outposts, Headquarters, and Stations. Most facilities can be seeded (only in their native quadrant), but some can also (or only) be built later. You can use only your own outposts, however you may use your opponent's headquarters and/or stations. Facilities belong to one (or more) affiliations - see page 4 for further details.

A Nor is a special station which is used in conjunction with another card type: **Sites**.

Sites represent rooms and other areas inside a station where certain cards can *report for duty* and so on. You may seed up to six sites on appropriate Nors (even your opponent's); these do not count towards your 30 seed card limit.

Time Locations represent a location in the past (or the future). They are placed separately, away from the spaceline. You may not play a time location unless the corresponding spaceline location is in play. Travelling to and from such a location requires a special card such as The Guardian of Forever, Orb of Time, Temporal Vortex or Out of Time. Not all time locations can be seeded.

After the seed phase comes the play phase. Players alternate turns, plotting strategies and matching wits as they attempt to score points. The winner is normally the first player to score 100 points, or the player with the most points when both players' draw decks run out of cards.

You must have at least 30 cards in your draw deck, but can have as many as you wish. At the start of the play phase, you shuffle your draw deck and draw seven cards to form your starting *hand*.

If any card ever dies, is destroyed or nullified, then it is normally placed in its owner's *discard pile*.

On each turn, you choose to play a card from your hand to the table. After this, you can move and/or use cards already on the table. Finally, you must draw one card from your draw deck to end your turn.

Normal card play:

You are generally allowed one optional card play (from your hand) at the start of each of your turns. Any cards that play or report "for free" can be played at this time, in addition to your one normal card play.



Equipment

Representing portable tools or devices, these *report* like personnel, typically to an Outpost, Headquarters or Site (regardless of affiliation or quadrant). They can normally be moved between your ships, facilities, and planets at the same mission location.



Event

These generally play (and stay) on the table, or on other cards, and often have a widespread and long lasting effect on the game. Some events can also be seeded and some are discarded after use.



Incident

These generally play (and stay) on the table, or on other cards, and often have a widespread and long lasting effect on the game. Some incidents can also be seeded and some are discarded after use.



Objective

These are similar to Incidents but generally represent assignments or tasks to perform. Some objectives can also be seeded. If playing Borg, objectives are your primary means of scoring points.

There are also **personnel** and **ship** cards which normally *report for duty* at an appropriate Outpost, Headquarters or Site (or elsewhere if specifically allowed). These cards belong to one (or more) affiliations - see page 4 for further details. Different affiliations cannot generally mix together unless a card allows them to. Non-Aligned and Neutral cards are an exception and can work with any other affiliations (except Borg).

Once reported, personnel and equipment may move to your *compatible* ships at that location which, when properly *staffed*, can move to other locations where you can attempt missions or interact with your opponent's cards. You determine how far each ship can travel by adding up the *span* numbers of each mission card the ship moves to (or passes). Each ship can move (in any direction) up to its total RANGE each turn, but no more.

Occasionally other types of card can be played as your normal card play; for example some **facilities** can be built later in the game, additional **sites** can be added to an appropriate Nor, and some **time locations** can be played.

Cards that don't count as your normal card play:

You may generally play as many of these a turn as you like, and not just at the start of your turn.



Doorway

Represents a passage to another place or time. These cards may play at any time during your turn (between other actions). Most doorways can also be seeded at the start of the game.



Interrupt

As well as being allowed to play these at any time (between other actions) during your turn, this is the only type of card which can also be played during your opponent's turn. Most interrupts have an immediate effect and are then discarded.

Cards found only in side decks:

Side decks are optional customised decks of cards separate from, and in addition to, your normal game deck. Each side deck is shuffled and placed in a pile at the start and activated by a seeded Doorway card which is placed on top. The cards inside side decks do not count as seed cards, and you can have as many different side decks as you wish (or none). These cards cannot be stocked in your draw deck. They do not count as your normal card play.



Q Card

Representing actions of the Q-Continuum, these cards are used in your optional Q-Continuum side deck, which is activated by the Q-Flash doorway. Although called interrupts, events etc., it is helpful to think of them all as dilemmas which your opponent will face.



Tactic

These cards can only be used in your optional Battle Bridge side deck, which is activated by the Battle Bridge Door. Tactics increase offensive and defensive capabilities during ship battles and indicate damage affecting your opponent's ships and facilities.



Tribble

Representing one or more tribbles, these cards can only be used in your optional Tribble side deck, which is activated by the Storage Compartment Door.



Trouble

These cards play on tribbles and can only be used in your optional Tribble side deck, which is activated by the Storage Compartment Door.

Icons found on certain cards:

Unless otherwise specified, these icons are relevant only when combined with other cards which refer to them.



Universal

Normally, each player is limited to one copy of a particular personnel, ship, facility or mission card in play at the same time (and up to one of each site per station). However, cards with this icon preceding their title are an exception; you can have as many copies of universal cards in play as you wish.



Alternate Universe

You can normally seed or play cards with this icon only if you have a card in play which allows this (such as Alternate Universe Door, Space-Time Portal or Temporal Micro-Wormhole).



Borg Use Only

These cards can only be stocked in your deck and used if you are playing the Borg affiliation. Players of any other affiliations cannot stock or use such cards.



Crime

These cards relate to criminal activity.



Punishment

This identifies a capture related card.



Hidden Agenda

This represents secret or clandestine strategies. Unlike other cards, these are played face down. They can subsequently be turned over and *activated* at any time, even during your opponent's turn.



Holographic Re-Creation

This identifies holographic personnel and equipment. Such cards can generally be used normally only on ships or facilities with a Holodeck and cannot exist on planets unless a card allows them to do so.



Botany Bay

Represents a dilemma associated with an extra danger. If you see such a card outside of a normal mission/scouting attempt, another mission must be done before you can attempt/scout this one (see glossary).



Pursuit

These cards relate to pursuit of various objects or vessels.



Referee

This icon is normally found on cards designed to counter certain excessively powerful cards or strategies. It is relevant to the cards Q The Referee and Tribunal of Q.



Rule

This appears on cards implementing various Ferengi Rules of Acquisition, as well as the Equipment card representing the book of all 285 rules.



Warp Core / Reactor Core

These two icons identify ways of powering your deck, usually as a play engine.



Self-Controlling

These cards affect both players as they use their RANGE to move towards and off the far end of the spaceline. They can be attacked like ships. Each player can have only one such card in play at a time.



Countdown

These cards nullify themselves and are discarded at the end of the specified number of your turns.

Other icons referenced in the gametext on certain cards:



When using a Battle Bridge side deck, this instructs you to use the current tactic as a *damage marker*. This details how the opponent's ship or facility is damaged, indicates any casualties and so on.



When using a Battle Bridge side deck, this instructs you to draw a new tactic card from the side deck to use as a *damage marker*. This details how the opponent's ship or facility is damaged etc.



The Next Generation / Deep Space Nine

These identify cards relating to *The Next Generation* (including *Generations*), or *Deep Space Nine*. They are given by the cards Continuing Mission and Reshape the Quadrant.



Special Download

This precedes the name of a card which can be *downloaded* into play at any time, even on your opponent's turn (to that location if possible). Each such download may be used only once per game.



Point Box

Some cards give (or take away) points when you complete them (with Borg ships, when you destroy them). Such cards are normally placed in a special area after use.

Icons on Personnel, Ship and Facility Cards



Affiliations: Bajoran, Borg, Cardassian, Dominion, Federation, Ferengi, Hirogen, Kazon, Klingon, Neutral, Non-Aligned, Romulan, Starfleet, Vidiian, and Vulcan.

Icons:



Universal
Indicates a typical representative of a type of person/ship/facility.



Enigma
Indicates a paradox of uniqueness.



Command Ability
Indicates the person is capable of commanding a spaceship.



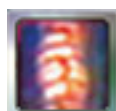
Staff Ability
Indicates the person is capable of acting as staff on a spaceship.



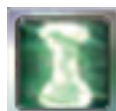
Alternate Universe
Identifies a card from another time or reality, or a hallucination.



Holographic Re-creation
Identifies a hologram.



Barash
Identifies a fictitious person, created by the alien known as Barash.



Orb Experience
Indicates the person has had an encounter with a Bajoran Orb.



Ketracel-White
Indicates a dependance on the drug 'Ketracel White'.



Maquis
Indicates an association with the Maquis.



Optical Compact Disk
Required to staff Zefram Cochrane's first warp ship, the Phoenix.



U.S.S. Enterprise-E
Identifies people specifically trained to staff the Enterprise-E.



Borg Communication Subcommand
Sharing resources and adapting to hazards.



Borg Navigation Subcommand
Enhancing propulsion.



Borg Defence Subcommand
Enhancing combat capabilities.



Klingon/Cardassian Alliance
Indicates an association with the mirror universe Alliance.



Terran Empire
Indicates an association with the mirror universe Terran Empire or Terran Rebellion.

Infiltration Icons:

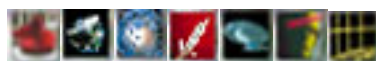
Indicates the ability to *infiltrate* an opposing affiliation or faction



Examples: Bajoran, Dominion, Federation, Klingon, Romulan, Starfleet, Cardassian, Maquis.

Expansion Icons

No gameplay relevance unless mentioned specifically. Examples:



Fajo Collection, First Contact, Deep Space Nine, Blaze of Glory, Voyager, The Borg, Holodeck Adventures.

Nemesis Icons:

Indicates a relationship between two people/ships (or groups) that inevitably leads to the destruction of one at the hands of the other.



22nd Century
Indicates the card belongs to the 22nd century.



Original Series
Indicates the card belongs to the time from around 2250-2270.



Classic Films
Indicates the card belongs to the time from around 2270-2300.

Quadrant Icons:



Delta Quadrant
Indicates a card native to the Delta Quadrant of the galaxy.



Gamma Quadrant
Indicates a card native to the Gamma Quadrant of the galaxy.



Mirror Quadrant
Indicates a card native to the Mirror Universe.

Skills:



Skill Dot
Precedes the different skills a person has.



Special Download
Precedes a card which can be download into play (once per game).



2E Conversion
Indicates a card converted from Second Edition to First Edition.