STAR TREK®

CUSTOMIZABLE CARD GAME™

THE CONTINUING COMMITTEE

EST. 2007

SECOND EDITION

RULEBOOK

VERSION 4

TABLE OF CONTENTS

This version of the *STAR TREK* CCG Second Edition rulebook was released in April 2015. It replaces and supersedes the previous rulebook.

The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

ARTICLES

FORUMS

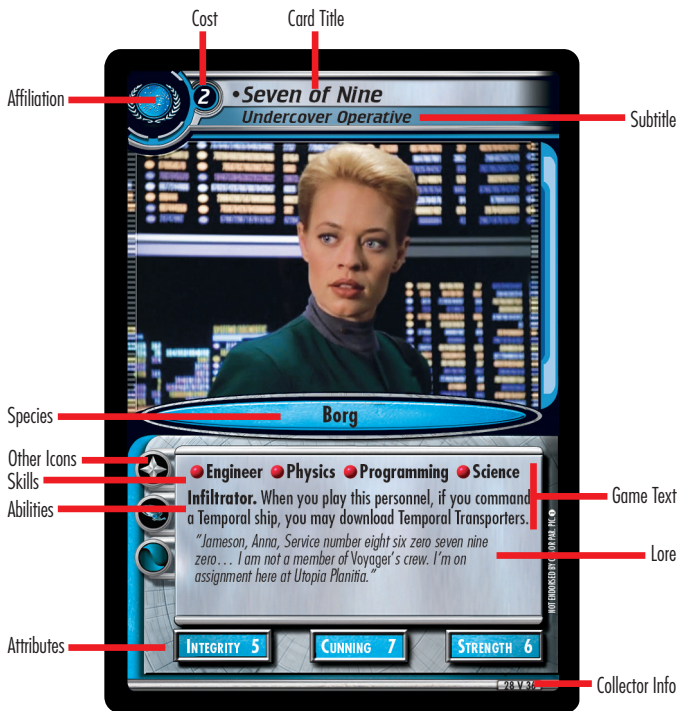**RULES**

CARD IMAGES

TOURNAMENTS

PLAYER LOCATOR

The Star Trek CCG Community lives on at
WWW.TREKCC.ORG

INTRODUCTION

Welcome to a universe with endless possibilities. Most card games have just one deck of cards that never changes, but a customizable card game (or CCG) works differently. In a CCG, you personalize your playing deck using cards from your collection.

The *STAR TREK* Customizable Card Game provides two or more players with adventures set in the rich universe of *STAR TREK*. This allows you to explore strange new worlds, to seek out new life and new civilizations — to boldly go where no one has gone before.™

Each player's cards include a number of **personnel**, each represented by a different card. Other cards represent the **equipment**, **events**, and **interrupts** that help support them, the **ships** that will take them out into the galaxy, and the **missions** they will attempt to complete.

Each time a player's personnel attempt to complete a mission, they may face **dilemmas** — obstacles selected by an opponent. These dangerous twists must be overcome before the mission is completed and its points are scored.

The risks will prove even greater against opponents not content with peaceful exploration of the galaxy. Your personnel may find themselves in combat, or even in the confines of an opponent's brig. Your ships may be damaged in engagements or even destroyed by powerful and persistent attacks.

If you reach 100 points, and your personnel have completed missions both on a planet and in space, you are the winner!

> When you are first learning the game, you can skip the text in these grey boxes. After you have played a game or two, re-read the rulebook with these sections to learn about the more intricate details of the game.
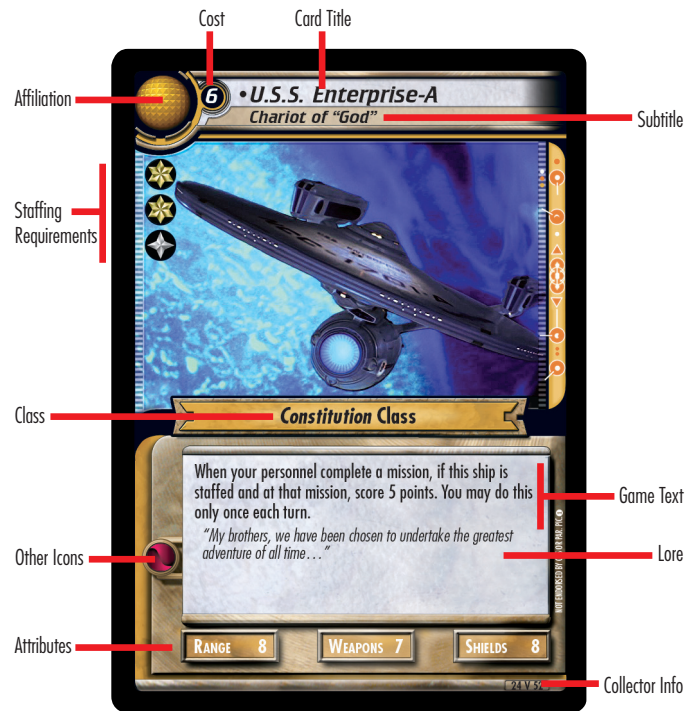
TYPES OF CARDS

Your deck may contain up to five different types of cards: personnel, ships, equipment, events, and interrupts. In addition to the cards in your deck, two other types of cards are used in the game: missions and dilemmas.

The following pages tell you more about each of the seven types of cards in the game.

PERSONNEL

Cost — Card Title

Affiliation → 2 • Seven of Nine
Undercover Operative ← Subtitle

Species → Borg

Other Icons
Skills
Abilities

● Engineer ● Physics ● Programming ● Science

Infiltrator. When you play this personnel, if you command a Temporal ship, you may download Temporal Transporters. ← Game Text

"Jameson, Anna, Service number eight six zero seven nine zero... I am not a member of Voyager's crew. I'm on assignment here at Utopia Planitia." ← Lore

Attributes → INTEGRITY 5 CUNNING 7 STRENGTH 6

Collector Info

A **personnel** has attributes (Integrity, Cunning, and Strength) and skills, used to help you overcome dilemmas and complete missions. A personnel's icons may indicate how he or she can be played, or help you staff ships.
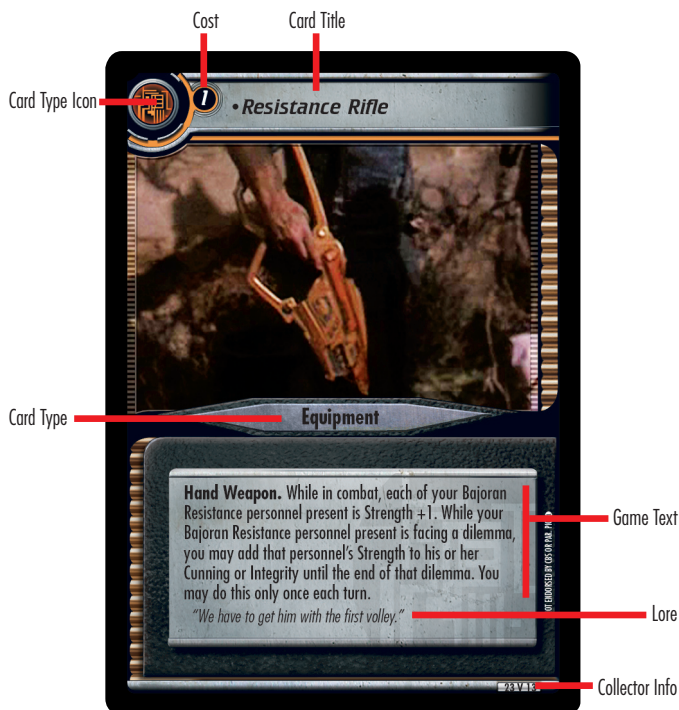
Other Icons include:
- ✦ command
- ✦ staff
- ● past
- ● alternate
- ● future
- ● *Deep Space Nine*
- ● Earth
- ● Maquis
- ● Terok Nor
- ● *The Next Generation*
- Ⓐ *The Original Series*
- ● *Voyager*

SHIP

Cost — Card Title

Affiliation → 6 • U.S.S. Enterprise-A
Chariot of "God" ← Subtitle

Staffing
Requirements

Class → **Constitution** Class

When your personnel complete a mission, if this ship is staffed and at that mission, score 5 points. You may do this only once each turn. ← Game Text

"My brothers, we have been chosen to undertake the greatest adventure of all time..." ← Lore

Other Icons

Attributes → RANGE 8 WEAPONS 7 SHIELDS 8

Collector Info

A **ship** carries personnel and equipment to your missions. Its attributes (Range, Weapons, and Shields) determine how far it can move each turn, as well as its offensive and defensive capabilities.
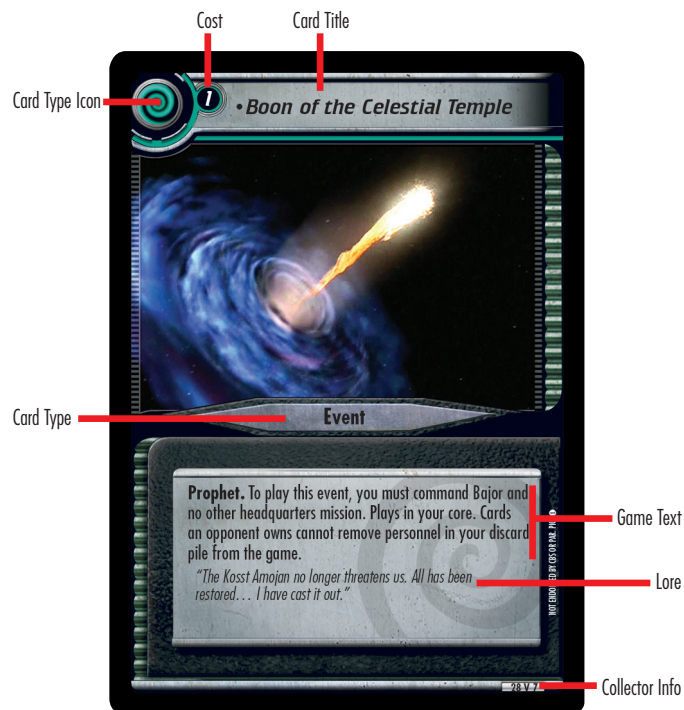
Staffing Requirements include:
- ✦ command
- ✦ staff

Other Icons include:
- ● past
- ● alternate
- ● future
- ● *Deep Space Nine*
- ● Earth
- ● Maquis
- ● Terok Nor
- ● *The Next Generation*
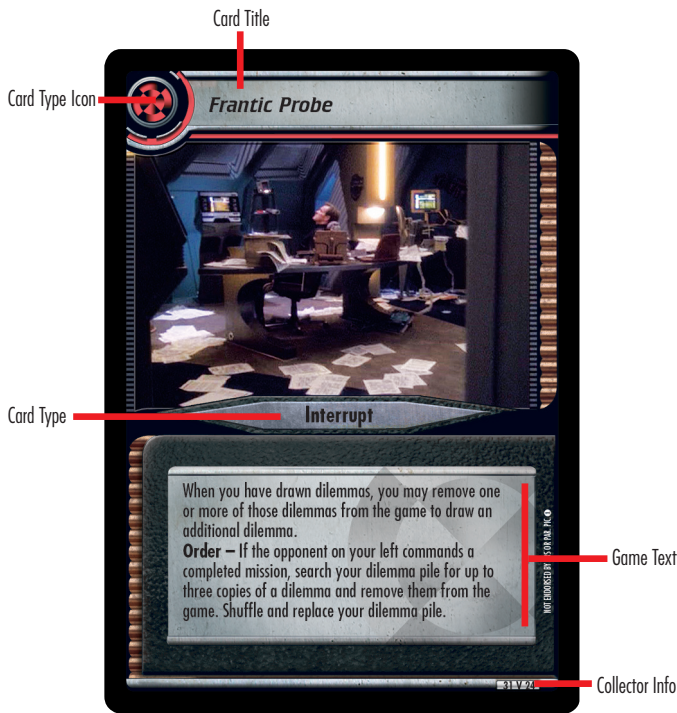- Ⓐ *The Original Series*
- ● *Voyager*

EQUIPMENT

Cost   Card Title

Card Type Icon

Card Type   Equipment

Hand Weapon. While in combat, each of your Bajoran Resistance personnel present is Strength +1. While your Bajoran Resistance personnel present is facing a dilemma, you may add that personnel's Strength to his or her Cunning or Integrity until the end of that dilemma. You may do this only once each turn. — Game Text

"We have to get him with the first volley." — Lore

28 V 13 — Collector Info

•*Resistance Rifle*

An **equipment** is a weapon, tricorder, or other kind of device. Equipment will typically enhance your personnel or ships.

EVENT

Cost   Card Title

Card Type Icon

Card Type   Event

Prophet. To play this event, you must command Bajor and no other headquarters mission. Plays in your core. Cards an opponent owns cannot remove personnel in your discard pile from the game. — Game Text

"The Kosst Amojan no longer threatens us. All has been restored… I have cast it out." — Lore

28 V 7 — Collector Info

•*Boon of the Celestial Temple*

An **event** is a card representing a significant change in the universe. Some events instruct you to destroy them (place them in your discard pile) after you play them. All others stay in play until something else destroys them. Some events are played on other cards, such as a personnel or a mission.

INTERRUPT

Card Title

Card Type Icon

Frantic Probe

Card Type → **Interrupt**

When you have drawn dilemmas, you may remove one or more of those dilemmas from the game to draw an additional dilemma.
Order – If the opponent on your left commands a completed mission, search your dilemma pile for up to three copies of a dilemma and remove them from the game. Shuffle and replace your dilemma pile.

Game Text

Collector Info

An **interrupt** is a card representing an important occurrence, which you destroy (place in your discard pile) after you play it. Interrupts have no cost. Unlike the other kinds of cards explained so far, interrupts can sometimes be played during an opponent's turn.

> If an effect refers to the cost of a card that does not have a cost printed on it, treat that card as if it had a cost of zero.

MISSION

Card Title

Mission Type

•*Sha Ka Ree*
Quest for Infinite Knowledge ← Subtitle

Quadrant

A

Requirements →

50 ← Points

Anthropology, 2 Leadership, and (Honor and Integrity>44 or Treachery and Cunning>44)
Region: Great Barrier. When your personnel complete this mission, it is worth 10 less points unless you remove a ship in your discard pile from the game. ← Game Text

"Excuse me. I'd . . . just like to ask a question." ← Lore

Affiliations

Span

4

Collector Info

Each player has exactly five **mission** cards, representing the places that personnel and ships travel to and from. Missions are kept separate from the deck and played in a row in front of their owner at the start of the game.

There are three types of missions. *Planet* missions and *space* missions are worth points to you, and you must complete one of each to win the game. *Headquarters* missions are where your personnel and ships are played; from there they move out to the other missions.

Mission Type Icons include:　　headquarters
　　　　　　　　　　　　　　　　planet
　　　　　　　　　　　　　　　　space

If more than one player has played a copy of the same mission, they are treated as separate missions. Cards at one copy of the mission are not considered to be at any other copy of the mission.

DILEMMA

Cost · Card Title

Dilemma Type ·

4 *Friendly Fire*

Card Type ·

Dilemma

For each of your headquarters missions, randomly select a personnel to be killed. You may discard two events from hand to prevent this.

· Game Text

Lore ·

"I hate Ferengi…"

· Collector Info
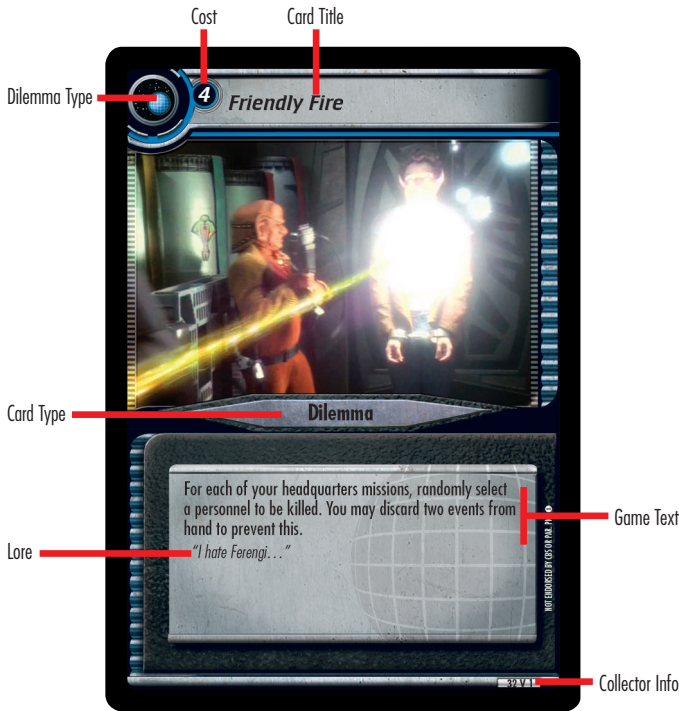
A **dilemma** is a problem or obstacle an opponent's personnel must face when attempting to complete a mission. Dilemmas are kept separate from your deck and missions, in a dilemma pile containing only dilemma cards.

There are three types of dilemmas. *Planet* dilemmas and *space* dilemmas correspond to missions that have the same icon, and may be used only against personnel attempting that type of mission. *Dual* dilemmas may be used at planet missions or space missions.

Dilemma Icons include: 🔵 dual
🔵 planet
⚫ space

HOW THE CARD TYPES FIT TOGETHER

You play your **personnel**, **equipment**, and **ships** at your **headquarters mission**. You use your ships to move your personnel and equipment to your **planet** and **space missions**. Your personnel attempt those missions. Your opponent chooses dilemmas that your personnel must face. After facing your opponent's dilemmas, your personnel try to complete the mission by meeting its requirements. If they do, you score the points listed on the mission, and are that much closer to winning the game.

You can also move your ships to your opponent's missions and, using specific cards, battle your opponent, killing his or her personnel and destroying his or her ships. Along the way, you can use **events** and **interrupts** to affect both your cards and those of your opponent, with the purpose of helping or hindering mission attempts and combat.

In the following section, you'll see how all of these things can happen over the course of a turn and how they allow you to pursue a strategy for winning the game. If you have not played before, you should use a deck provided by someone who has, or use a pre-constructed starter deck, which can be found on The Continuing Committee's website, or use one of the Decipher pre-constructed starter decks that are available. If you are using a starter deck, make sure to remove the three cards that have an "R" in their Collector Info from the deck, as they are not meant to be used with it.

AFFILIATIONS

Each personnel and ship belongs to a specific affiliation. Color, background texture, and an icon in the upper-left corner indicate the affiliation of a personnel or ship. There are many affiliations in the game, including: 🔵 Bajoran, 🔴 Borg, 🟢 Cardassian, 🟦 Dominion, 🔵 Federation, 🟤 Ferengi, 🔵 Klingon, 🟢 Romulan, 🔵 Starfleet, and 🟡 Non-Aligned.

You'll find it easier to play with cards with just one or two affiliations. However, your deck may contain cards from several different affiliations if you like. Once a personnel or ship is played, it may mix freely with any other affiliation. When a card becomes a different affiliation, it loses its previous affiliation.

SETTING UP THE GAME

Take all five of your mission cards and place them face up in a row on the table in front of you. You may place them in any order you choose. Shuffle your dilemma pile and place it off to your left. Shuffle your deck and place it off to your right. (See a sample layout on the next page.)

Determine randomly who goes first. Draw seven cards from your deck to form your opening hand.

Make sure to remember who takes the first turn, as it may be important later in the game.

STAR TREK
CUSTOMIZABLE CARD GAME
SECOND EDITION

Your Dilemma Pile

Your Missions

Your Brig

Your Personnel & Ships
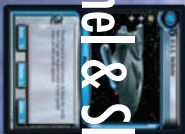
Your Core

Your Deck & Discard Pile

Opponent's Deck & Discard Pile

Opponent's Personnel & Ships

Opponent's Core

Opponent's Brig

Opponent's Dilemma Pile

Opponent's Missions

PLAYING THE GAME

Each player, going clockwise around the table, takes a turn comprised of the following sequence of turn segments.

1. Play and Draw Cards
2. Execute Orders
3. Discard Excess Cards

When one player finishes his or her turn, the next player in clockwise rotation (to the left) takes a turn, and so on.

TURN SEQUENCE

When your turn begins, you may complete any actions that happen "at the start of each of your turns." Each of these actions may be performed only once per turn. You may perform them in any order.

1. PLAY AND DRAW CARDS

During this segment of your turn, you may play cards from your hand and draw cards from your deck. You have seven counters to spend each turn. These counters can be spent on any combination of playing and drawing cards in any order, so long as you do not spend more than seven counters per turn. You must spend all seven counters each turn. If your deck is empty, you do not have to spend all seven counters.

DRAWING CARDS

You may pay one counter to draw a card. You may draw multiple cards each turn.

PAYING COSTS

Each time you play a card, you subtract its cost from your limit of seven. You may play more than one card each turn, but you cannot play a card if you do not have enough counters remaining to pay its cost.

Some cards might have an additional cost to play in their game text. Such costs will always precede the word "to". You cannot play these cards unless you pay all of their costs. If the cost is losing points, you must have points to lose to pay this cost and play the card.

Some cards will use the words "when" or "while" to restrict when that card can be played. "When" means that the card can only be played in response to the indicated trigger. "While" means that the card can only be played as long as the trigger is true.

You cannot play a card with a dot (•) before its title if you currently command another copy of that card.

Some effects may modify the cost of a card. This allows you to play the card for more or less than its printed cost. This cost modification applies only when a card is being played. Whenever an effect references a card's cost for a purpose other than modification, only the printed cost should be used.

Some cards have abilities that enable them to be played at a cost lower than their printed cost. If this cost reduction is based on information that you would normally have access to; such as face up cards in play, cards you command, cards in your hand, cards in a discard pile and cards removed from the game; then the card may be played without the full cost in counters available to that player. *For example, Julian Bashir (Rebel Captain) reads: "When you play this personnel, choose an opponent. For each headquarters mission he or she commands, this personnel is cost −3." If your opponent commands one headquarters mission, you may play Julian Bashir with only three counters remaining in your Play and Draw Cards segment because the number of headquarters your opponent commands is information you can check at any time.*

Information that you would not normally have access to; such as face down cards an opponent commands, cards in an opponent's hand, cards in a deck and cards in a dilemma pile; may only be used for a single cost reduction ability, even if that information has not changed when you want to use it again. *For example, Charvanek (Neutral Zone Commander) reads: "When you play this personnel, reveal an opponent's hand. For each personnel revealed, this personnel is cost −1." You must have at least three counters remaining in your Play and Draw Cards segment to play Charvanek because the cards in your opponent's hand is information you would not normally have access to. You must have enough counters remaining in your Play and Draw Cards segment to play another personnel discounted in a similar way in the same turn because the cards in your opponent's hand could have changed (even if they have not.)*

Any additional costs involved in the reduction must still remain paid. *For example, Thompson reads: "When you play this personnel, you may lose 5 points to make his cost −3." If you have zero counters remaining in your Play and Draw Cards segment, you may still play Thompson if you have at least 5 points and pay the cost of losing 5 points. You may also discard a Nucleogenic card from hand to pay this cost if you command the U.S.S. Equinox (Determined To Get Home), which reads "you may pay the cost of losing 5 points to use an ability on a 🜨 Treachery personnel you own by discarding a a Nucleogenic card from hand."*

IN PLAY/NOT IN PLAY

Once a player successfully plays a card, it is "in play." Cards in any player's draw deck, hand, discard pile, dilemma pile and cards removed from the game are not "in play". Cards placed directly from one of these locations on an event, dilemma or in a brig are not in play unless specifically specified. Cards that are not in play may not be affected by game text unless that game text specifically permits it to affect cards that are not in play.

SHOWING YOUR CARDS

Whenever a card enters play for any reason, all opponents may examine it. Personnel and equipment, after being shown when entering play, are then concealed (placed face down). Whenever you use a personnel's or equipment's game text, attributes, icons, or other characteristic, or when an opponent's game text will affect your personnel or equipment in a non-random manner, that opponent may examine only the relevant portion of that card. For example: when you use an icon, you need to reveal only that icon; when you use skills, you need to reveal only those skills, etc.

Your other cards in play may be examined by anyone at any time, regardless of their location.

Your opponents may not examine cards in your hand or deck unless specifically permitted by a card.

PLAYING SPECIFIC KINDS OF CARDS

Personnel, **Ships**, and **Equipment** are played at a headquarters mission if that mission's game text allows those cards to be played there. *For example: You may play* 🔱 *cards,* 🟡 *cards, and equipment at this mission.* This game text allows you to play any equipment as well as personnel and ships that have the 🔱 or 🟡 affiliation icons. Personnel and ships of other affiliations could not be played here. Place personnel and equipment cards in a single stack on the mission at which they are played. Place each ship by itself in line with the mission at which it is played.

Events are usually played either in a part of your play area called your core, or on another card, as indicated in the game text of that event card. Sometimes they are not played anywhere, but have an effect and are then destroyed.

Interrupts are simply revealed to all players, then destroyed after you follow their instructions. Unlike other cards, interrupts are not all played during this segment of your turn. Interrupts will indicate when they can be used by using the word "when" (meaning the interrupt can only be played when the indicated trigger occurs), the word "while" (meaning the interrupt can be played any time the indicated condition is true), or the word "**Order —**", which means they can only be used during the second part of your turn, the EXECUTE ORDERS segment.

IMPORTANT GAME TERMS

Command and **Owner**: You command each card you have in play. You do not command cards which are in your deck, dilemma pile, hand, or discard pile. It is possible for an opponent to take command of one of your cards during a game. You are the owner of each card you begin the game with. You remain the owner of a card for the entire game, even if an opponent takes command of that card.

The word "your" is often used as shorthand to refer to a card you command. *For example: Each of your* 😈 *Treachery personnel is Cunning +2. This game text affects the Cunning of each* 😈 *Treachery personnel you command.*

The words "an opponent's" are used similarly, as shorthand for a card your opponent commands.

Gametext that affects "personnel you own" still does so even if those personnel are stopped or not in play. Gametext that affects a subset (i.e. 🎴 personnel) of "personnel you own" still does so even if those personnel are stopped, not in play, or commanded by another player and is in effect even if the subset is defined by a characteristic of those personnel (like affiliation) which you would normally not be allowed to reference on a stopped personnel.

Discard, **Destroy**, and **Kill**: These words refer to placing a card in its owner's discard pile. Discard means that the card comes from a player's hand or deck. Destroy and Kill mean that the card comes from in play.

Skills: Personnel have a number of listed skills, each one marked by a skill dot icon (🔴). Some personnel excel at certain skills, and have a number showing that they have 2 or more "levels" of that skill. Some cards allow personnel to gain skills. New skills that are gained are not "listed skills". If a personnel gains a skill he or she already has, it increases his or her level of that skill. *For example: a personnel who already has Astrometrics and gains another Astrometrics now has 2 Astrometrics.*

During the game, other cards may require you to use these skills. Unless told otherwise, you may group personnel together to provide those skills. *For example: if a card requires 2 Leadership, you can use two different personnel who each have Leadership, or one personnel who has 2 Leadership.* If a personnel has multiple levels of the same skill, he or she can meet a requirement for any levels of that skill equal to or less than the number he or she has. *For example: a personnel who has 2 Diplomacy can meet a requirement of Diplomacy.*

Keywords: Many cards have one or more keywords at the beginning of their game text. (On personnel, keywords are listed on the line after their skills.) Each keyword is in boldface and is immediately followed by a period. Keywords have no special rules associated with them, but are sometimes referenced by other cards. A single keyword can consist of more than one word. Examples of this include "**Bajoran Resistance.**" and "**Region: Neutral Zone.**"

Download: This word allows you to look through your deck for the specified card, reveal that card to all players so they can verify that the correct card was downloaded, place it in your hand, and shuffle the remaining cards in your deck. There is no penalty if you don't find (or choose not to take) a card you are allowed to download.

Downloads can refer to a card title or a certain characteristic. *For example: when you play this personnel, you may download Prejudice and Politics. This game text downloads only the card named "Prejudice and Politics." For example: When you play this personnel, you may download an Honor Klingon. This game text downloads any Klingon who has Honor.*

2. EXECUTE ORDERS

During this segment of your turn, you make use of cards you have already played. The different **Orders** you can give your cards are:

- **Order** – Beam personnel.
- **Order** – Move your ship.
- **Order** – Attempt a mission.
- **Order** actions on cards.

GENERAL RULES ON EXECUTING ORDERS

You may use the same cards to execute multiple orders during a turn. There is no limit to the number of orders you can execute during this segment of your turn or to the number of times you can execute an individual order. You may execute orders in any sequence you choose. *For example: You can beam personnel, move a ship, beam personnel, attempt a mission, beam personnel, move a ship, and again attempt a mission in the same turn.*

You may execute only one order at a time. This includes playing interrupts; if an interrupt uses the word "Order" in its effect, you cannot play it while you are executing another order.

Your personnel and ships may become stopped by rules or by game text while they are executing orders (and they will remain stopped until the end of your turn). You may use only unstopped personnel and ships to execute orders; a stopped card cannot execute any further orders.

ORDER – BEAM PERSONNEL

This order allows you to move around your personnel and equipment at a mission. To execute this order, you must command a ship at that same mission. Choose any number of your unstopped personnel and equipment at that mission and move them in one of the following three ways.

- **From a planet or headquarters mission up to one of your unstopped ships.** Take the cards from their stack on top of the mission and place them "aboard" the ship, directly beneath the ship card (in any order).
- **From your unstopped ship down to a planet or headquarters mission.** Take the cards from their stack beneath your ship and place them crosswise on top of the mission (as though you had played them there).
- **Between two of your unstopped ships.** Take the cards from their stack beneath one of your ships, and place them beneath one of your other ships at the same mission.

You cannot beam aboard an opponent's ship, but you may beam down to any planet or headquarters mission, regardless of who played the mission. Beaming cannot be used to move from one mission to another mission.

ORDER – MOVE A SHIP

This order allows you to move your ship from one mission to another. The following conditions must be met for you to execute this order:

- **The ship must be staffed.** A ship is staffed when both the following conditions are met:
  - All the icons in the ship's staffing requirements can be found among your unstopped personnel aboard that ship. Each personnel can contribute only one staffing requirements icon. A personnel with a ✹ icon can instead provide a ✪ icon, but not the other way around.
  - You have your unstopped personnel of the ship's affiliation aboard that ship.

  For example: the Federation ship U.S.S. Galaxy has staffing requirements of ✹ ✪ ✹ ✪. It is staffed when you have aboard it one unstopped personnel who has the ✹ icon, three other unstopped personnel who have ✹ or ✪ icons, and one ◉ unstopped personnel (which could be one of the four providing the ✹ or ✪ icons).

- **The ship must have adequate range remaining.** Add the span numbers of the mission from which the ship is moving and the mission to which the ship is moving. If the two missions have different quadrant icons, add two. If the two missions have the same "**Region: X**" keyword, subtract two. The ship's remaining range must be equal to or greater than this total.

A portion of a ship's Range is used each time you move it, and this Range is not restored until the end of your turn. Keep track of the spans of the missions you move to and from, subtracting them from the ship's remaining Range each turn.

For example: moving from Earth (span 2) to Intercept Renegade (span 3) requires 5 Range. If the U.S.S. Galaxy made this move, it would be unable to move again; the 3 Range it would have remaining is enough to cover the span of Intercept Renegade again, but not the span of the mission it would be trying to move to. You would have to wait until your next turn, when the ship's full Range of 8 has been restored.

> Sometimes game text will instruct you to move a ship. This movement requires that the ship be staffed, but neither requires adequate range remaining nor does it use up a portion of the ship's remaining range.

ORDER – ATTEMPT A MISSION

This order allows your personnel at one of your planet or space missions to attempt to complete it. If successful, you will score points and come closer to winning the game.

- A planet mission is attempted by all of your unstopped personnel on that planet.
- A space mission is attempted by all of your unstopped personnel aboard your choice of your unstopped ships at that mission.
- Headquarters missions cannot be attempted.

Your personnel may attempt only your own missions, not an opponent's. To attempt a mission, the affiliation icon on at least one of the personnel attempting must match one of the icons on that mission. Sometimes, missions use text rather than icons to tell you which affiliations may attempt them, and these also require only that at least one of the attempting personnel meet the affiliation condition. Once you begin a mission attempt, you cannot "abort" that attempt. A mission attempt has two parts: facing dilemmas and checking mission requirements.

> A personnel who leaves a mission being attempted (no longer on that planet mission, no longer aboard the ship chosen for a space mission, or no longer at that mission) is removed from the mission attempt. An unstopped personnel removed from a mission attempt is not stopped unless an effect does so.
>
> A personnel placed on a mission after a mission attempt has begun is not involved in that mission attempt unless an effect makes that personnel join the mission attempt.

FACING DILEMMAS

When your personnel begin a mission attempt, count them and reveal the total. If you attempt a mission where there are overcome dilemmas underneath it, the number of those dilemmas is subtracted from that total first.

The player on your left sets his or her hand aside, then draws that number of cards from his or her dilemma pile. That number is also the total cost in dilemmas your opponent can spend on dilemmas.

For example: If you attempt a mission with eight personnel where there are three dilemmas already overcome beneath the mission, your opponent draws only five dilemmas during the attempt, and 5 is the total cost your opponent can spend on dilemmas.

That opponent examines those dilemmas and chooses which ones your personnel must face during the mission attempt. Any dilemmas your opponent does not choose (or is unable to choose) are returned face up to the bottom of his or her dilemma pile. Any time a player reaches a face up card in his or her dilemma pile, that player shuffles the entire pile and places it face down.

Your opponent takes the dilemmas he or she has chosen and places them in a face down stack in the order of his or her choice. This is his or her dilemma stack. Your opponent then reveals the top card of his or her dilemma stack to

you. You must read and follow the instructions on the dilemma.

> Your dilemma stack exists only while the opponent on your right is attempting a mission.

A dilemma will typically have a negative effect on your personnel attempting the mission, or require they have certain skills or attribute totals to prevent such an effect. Dilemmas do not normally affect personnel, ships, and equipment not involved in the mission attempt.

Sometimes a dilemma will tell you to place it in a specific location, like back in your opponent's dilemma pile (place such cards face up on the bottom of that pile) or on your ship. If you carry out all instructions on a dilemma and have not been told where to place it, then you have overcome that dilemma; place it face up beneath the mission you are attempting. Your opponent then reveals the next dilemma in the stack he or she created.

> Some dilemmas cause more than one personnel to be killed, stopped, or placed in a brig. A dilemma that does this will kill, stop, or place those personnel in a brig as one action, unless they are listed as separate actions. Any response actions will only trigger once when multiple personnel are affected by a single action during a mission attempt. *For example: if Tragic Turn is on a mission and three personnel are selected to be killed by one action, only one additional personnel will be killed.*

As you continue through your opponent's dilemmas, some of your personnel may be killed or stopped. Remove stopped personnel from the mission attempt; they are not subject to the effects of any further dilemmas, nor can you use them to help overcome more dilemmas.

> When a card is selected to perform an action and that card cannot perform that action, that action is ignored. *For example: Koval, Chairman of the Tal Shiar is randomly selected to be stopped by Pinned Down. Since he cannot be stopped by dilemmas, the action of stopping him is ignored.* When a card has a player choose a card to perform an action, if that card cannot perform that action, that card cannot be chosen. *For example: if a player's only Diplomacy or Leadership personnel is Lore, The One, his or her opponent cannot choose him to be stopped by Tense Negotiations.*

> A dilemma's instructions are broken down into actions. You may use applicable game text ("When/While . . . facing a dilemma") only before or after any of these actions, not in the middle of one. *For example, A Klingon Matter reads: "Unless you have … randomly select a personnel. If that personnel has… , he or she is killed, then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile." Randomly selecting a personnel, killing that personnel, stopping all your other personnel, and returning this dilemma to its owner's dilemma pile are all actions.*

Some dilemmas describe one effect, followed by an alternate effect "if you cannot" perform the first. In such cases, if the first effect is not performed completely, you must perform the second. *For example, Command Decisions reads: Choose a personnel who has Leadership or Officer to be stopped. If you cannot, randomly select a personnel to be killed. Relam reads: When this personnel is about to be stopped by a dilemma, you may discard an event from hand to prevent that. If you choose Relam to be stopped by Command Decisions, then use his text to prevent that, you have not completely performed the first effect, and must then randomly select a personnel to be killed.*

Conditional "if you cannot" text on a dilemma is not triggered by an opponent's action during that dilemma which would prevent an action on that dilemma from being "performed completely." Only an action by the player facing the dilemma will trigger this text. For *Example: Player A is facing Guess Who's Coming to Dinner? which reads "Choose a personnel who has Diplomacy or Integrity>6 to be stopped. If you cannot, randomly select a personnel to be killed." If Player B prevents Player A from stopping a Diplomacy personnel by killing that personnel with Shall We Not Revenge?, Player A will not have to randomly kill a personnel.*

If all the personnel you have attempting a mission are killed, stopped, or otherwise removed from the mission attempt, your personnel do not face any remaining dilemmas in your opponent's dilemma stack. Instead, those remaining dilemmas are overcome.

If your opponent reveals more than one copy of the same dilemma in a mission attempt, your personnel do not face that dilemma and it is overcome. If your opponent reveals a space dilemma while your personnel are attempting a planet mission (or a planet dilemma while your personnel are attempting a space mission), your personnel do not face that dilemma and it is overcome. If your opponent reveals a dilemma that would make the total cost of dilemmas greater than the total cost your opponent can spend on dilemmas, you do not face that dilemma and it is overcome, along with any remaining dilemmas (regardless of their cost).

CHECKING MISSION REQUIREMENTS

A mission's requirements list a number of skills and an attribute. If you face all the dilemmas your opponent chose and still have personnel remaining, check to see if they meet those requirements. (You are not required to have a personnel with a matching affiliation icon to complete the mission.)

You may use the same personnel to provide more than one skill. You meet an attribute requirement by totaling all your personnel remaining in the attempt.

If your personnel have all the required skills, and their attribute total is higher than the specified total, you have successfully completed the mission. Pull it half a card length toward you. Add its points to your score. Any dilemmas that have been overcome there remain beneath that mission. You cannot attempt it again for the rest of the game.

If you cannot meet the mission's requirements, your mission attempt has failed, and all your remaining personnel in that mission attempt are stopped. You can try again later to attempt that mission on this turn or following turns, either with different personnel, or with the same personnel if they become unstopped.

When referencing mission requirements and there are two to choose from (like on Amnesty Talks), treat it as though the entire text is referenced as the mission requirements. *For example: if you are encountering the dilemma Lack of Preparation at Amnesty Talks, it would read as follows: "Unless you have [Anthropology, 2 Diplomacy, Law] or [Leadership, Security, 2 Treachery], this dilemma and all remaining dilemmas you have not yet faced return to their owner's dilemma pile." For example: if Cargo Run is played on Amnesty Talks, it would add Acquisition to both sides of the "or" in the requirements.*

Some game text creates alternate requirements for a mission (e.g., Destroy Transwarp Hub's game text, For the Cause). If you use game text to attempt a mission, you must use that same game text in its entirety to complete it.

The alternate requirements from game text are considered "mission requirements" for the mission that you are attempting while you are attempting it. If anything were to "add to the mission requirements", if you are using such game text, then that addition would apply to this text. For example: For the Cause, Expand the Collective, and Destroy Transwarp Hub would all have Acquisition added to their requirements while you are using their game text to attempt and Cargo Run is on the mission.

A mission's printed requirements are always active unless they are "replaced".

All requirements on dilemmas and missions must be met, unless there is a condition on doing so. *For example: Personnel attempting a mission must use their skills and attributes to complete the mission, unless an opponent's card has placed a cost on their use.*

ORDER ACTIONS ON CARDS

Some cards have game text that begins with "**Order –**". You may use these actions only during the Execute Orders segment of your turn. The game text will describe what to do when you execute that order.

You may also play any interrupts whose game text begins with the word "**Order –**" during this segment of your turn.

Once you are done executing orders, proceed to the next segment of your turn.

3. DISCARD EXCESS CARDS

During this segment of your turn, you may be required to discard cards from your hand. If you have more than seven cards in your hand, you must choose and discard cards until you have only seven.

Next, you may complete any actions that happen "at the end of each of your turns." Each of these actions may be performed only once per turn. You may perform them in any order.

Once you have done these things, your turn ends. At this time, all stopped cards commanded by all players become unstopped, and all ships commanded by all players have their full Range restored.

WINNING THE GAME

A player wins the game when he or she:
- has scored 100 points (or more);
- commands at least one completed planet mission; and
- commands at least one completed space mission.

The game ends immediately when all three of these conditions are simultaneously met. (The active player does not finish the rest of his or her turn.)

The game also ends if all players have no cards remaining in their decks. In this situation, the winner is:
- the player with the highest score who has completed a planet mission and a space mission; or if there is no such player,
- the player with the highest score who has completed any mission; or if there is no such player,
- the player with the highest score.

If multiple players meet one of these conditions and their score is the same, the game ends in a tie between those players.

> If a player would normally win the game, do not check win conditions until all pending card text has been resolved.

BUILDING A DECK

The *STAR TREK* Customizable Card Game universe truly expands when you customize your deck using cards from your collection.

Each player brings to the game at least 60 cards:
- 5 different missions, (including at least 2 non-headquarters missions)
- a dilemma pile of at least 20 dilemmas, and
- a deck of at least 35 cards.

You may use no more than three copies of each card title (ignoring subtitles). *For example: you may have three copies of Jean-Luc Picard, Explorer in your deck, or you may have two copies of that card and one copy of Jean-Luc Picard, Argo Pilot. You cannot have three copies of each of those cards, since they have the same title.*

THAT'S IT!

You've probably read enough by this point and are itching to try the game. It is suggested that you start with a deck provided by a friend or a pre-constructed starter deck. After your first few games, or if you see something you don't quite understand, come back to this point to find the explanation.

OTHER IMPORTANT RULES

UNIQUENESS

Many cards (especially personnel and ships) represent something that there is only one of. Such a card has a dot (●) before the card title, marking that you may command only one of that card at a time.

You can have only one card with the card title of ●Jean-Luc Picard in play at one time. Other players may also have a card with the title of ●Jean-Luc Picard in play, but only one is allowed per player.

Two cards represent the same thing if they have the same card title, even if their subtitles are different. You cannot play a card to replace another card in play, even if those cards have the same card title or represent the same thing.

You cannot take command of an opponent's unique card if you already command a copy of that card.

All cards that do not have a dot (●) before their card title are non-unique. This means that all players may have many copies of those cards in play at one time. Most events are non-unique, and you may have multiple copies of these events in play at one time. The effects of these cards are cumulative.

PRESENT

This word is a way one personnel or equipment card refers to other personnel and equipment cards.
- If a card is on a headquarters, it is present with any other personnel and equipment on the same headquarters.
- If a card is on a planet, it is present with any other personnel and equipment on the same planet.
- If a card is aboard a ship, it is present with any other personnel and equipment aboard the same ship. If that ship happens to be at a planet mission or headquarters mission, the card is present only with the cards on that ship, not with the cards on that planet or headquarters.

COMBAT

Some cards have game text allowing you to begin combat between personnel. For you to do so, you must have any number of personnel present with any number of an opponent's personnel. The combat involves all of your unstopped personnel there, and all personnel there commanded by that opponent. If more than one opponent has personnel present, you choose which opponent to involve.

You cannot begin combat at a headquarters mission.

Often, a card will require a certain skill or characteristic to begin the combat. F*or example: Destroy this event to begin a combat involving your* ⚫ *personnel. You must have at least one* ⚫ *personnel involved in the combat.*

Total the Strength of all your personnel involved in the combat. Your opponent does the same for his or her personnel. Compare totals. The player with the higher total is the winner. If the totals are tied, there is no winner.

The card allowing you to begin combat may also describe an effect you may use if you win the combat. Apart from this game text (or that of another card with a combat-related effect), there are no other effects caused by winning or losing the combat.

When combat ends, all your personnel who were involved are stopped. (Your opponent's personnel are not stopped.)

ENGAGEMENTS

Some cards have game text allowing you to begin an engagement between ships. For you to do so, you must have a ship at the same mission as an opponent's ship. The engagement involves one of your ships (which must be staffed), and one opponent's ship of your choice (which may or may not be staffed). If more than one opponent has a ship at that mission, you choose which opponent to involve.

You cannot begin an engagement at a headquarters mission.

Often, a card will require a certain skill or characteristic to begin the engagement. *For example: Destroy this event to begin an engagement involving your* ⚫ *Treachery personnel. You must have at least one* ⚫ *personnel who has Treachery aboard a ship involved in the engagement.*

Some cards allow additional ships to join an engagement. *For example: When an engagement involving your ship begins at this mission, if this personnel is aboard a ship, that ship may join that engagement.* When that ship joins the engagement, you will have two ships to your opponent's one. Each player may use different cards to add any number of ships to an engagement. Only staffed ships may join an engagement.

Total the Weapons of all your ships involved in the engagement. Your opponent totals the Shields of all his or her ships. Compare totals. The player with the higher total is the winner. If the totals are tied, there is no winner.

The card allowing you to begin the engagement may also describe an effect you may use if you win the engagement. Apart from this game text (or that of another card with an engagement-related effect), there are no other effects caused by winning or losing the engagement.

When an engagement ends, all your ships and all your personnel that were involved are stopped. (Your opponent's ships and personnel are not stopped.)

DAMAGE

Some cards (most often events that cause engagements and dilemmas) instruct you to place them on an opponent's ship, then use the word **Damage** before describing the effects they have on that ship.

Once a card is placed on a ship in this way, any game text other than the damage effect is ignored.

Each ship can carry only two damage cards. When a third damage card is placed on a ship, that ship is destroyed, and all cards on that ship are placed in their owners' discard piles. Exception: Any dilemma is returned face up to the bottom of its owner's dilemma pile instead.

You may remove damage by taking a ship to a headquarters mission where you would be allowed to play that ship. At the end of each of your turns, you may remove one damage card from each such ship. *For example: you are allowed to play a I.K.S. K'Vort at Qo'noS (Qo'noS allows you to play* ⚫ *cards there). At the end of your turn, if your I.K.S. K'Vort with two damage cards on it was at Qo'noS, you could remove one of those damage cards.*

When you remove a damage card, place it in its owner's discard pile. Exception: Any dilemma is returned face up to the bottom of its owner's dilemma pile.

You cannot use game text to remove damage cards unless that text specifically refers to damage cards. *For example: Destroy an event. Lose 5 points. This game text cannot remove a damage card that happens to be an event.*

BRIG AND CAPTIVES

Some cards allow you to take personnel belonging to an opponent and place them in your brig. Your brig is a part of the play area (like your core). A personnel in a brig is called a captive.

While your personnel is a captive, you cannot use any of its game text, attributes, icons, or other characteristics. You may take no actions involving that captive. *For example: you cannot play a card requiring that you command a Leadership personnel if your only Leadership personnel is a captive.*

If your unique personnel is a captive, you cannot command another copy of that personnel.

When a card uses the phrase "your captive" or "you have a captive," this refers to an opponent's personnel in your brig, not to your personnel in an opponent's brig.

You do not command a personnel in your brig. *For example: you may play Gowron when you have a Gowron from each of two other players in your brig.*

GLOSSARY

This glossary explains additional terms and rules not covered thus far, and expands on some terms you've already read about.

abilities — Personnel may have one or more abilities. Each keyword is an ability. Other abilities may be denoted by the words "when" or "Order". They may also create a continuous effect with or without a condition. Skills are not abilities.

actions — Nearly everything that occurs during the game is some kind of action. Players perform actions to play cards, draw cards, use game text, execute orders, and so on. Normally, a player takes actions only on his or her turn. However, there are also response actions, which can take place on any player's turn.

Response actions — The game text of a response action always begins with the word 'When' and has a trigger describing the situation that allows you to use that game text. Any time the trigger is met, you may use the text one time.

There are two special types of response actions, cost modifiers and "prevent" response actions. Cost modifiers occur before a card's cost is paid, and before any other response action. "Prevent" response actions are taken after costs are paid, but before any other response action can be taken. In the case of dilemmas, "prevent" response actions can be taken before or after any action of the dilemma. If a card, action, or effect is prevented, no further response actions to that card, action, or effect may be taken. Response actions that are neither cost modifiers nor "prevent" response actions are taken as follows:

Response actions can be mandatory or optional. All interrupt response actions are optional. For non-interrupt response actions, optional response actions use the word 'may'. Mandatory response actions do not.

Sometimes the trigger for more than one response action will be met at the same time. In these situations, all mandatory response actions occur first. Beginning with the player whose turn it is, then the player to his or her left, and so on, each player chooses any one of his or her mandatory response actions to take (if that player has any), until every player who has any mandatory response actions has taken one. This process then repeats until all mandatory response actions have been taken. The same process then occurs for all optional response actions, again beginning with the player whose turn it is. However, a player with optional response actions may choose to not take any of them and pass instead. The opportunity to take response actions ends when all players pass consecutively.

A player may use different copies of the same card to perform the same response action more than once. If a player commands multiple copies of a card with a mandatory response action, he or she must perform that action once for each copy he or she commands.

Sometimes a response action prevents another action before its effect takes place. When this happens, any costs of the prevented action remain paid.

Response actions triggered "when" personnel are "facing a dilemma" can only be used once per dilemma.

Requirements — Check all requirements to perform an action (such as playing a card) before paying its costs. *For example: some cards require you command personnel with specific skills or characteristics.*

Costs — The cost of an action could be paying counters, stopping a personnel, discarding a card from hand, destroying a card, or any number of other possibilities. The costs for an action are usually listed before the word "to" (so the action takes the form of "pay X to do Y," with X being the cost and Y the effect).

If you command two or more cards that have actions with the same costs, you must pay for each separately. You cannot pay one cost to perform two or more actions.

Effects — If the effect of a card's game text requires you to perform an action and you cannot, you must perform as much as you can and ignore the rest. *For example: if the effect of a dilemma stops two Medical personnel and you only have one Medical personnel attempting the mission, stop the one you have and ignore the rest.*

If you meet all the requirements and pay all the costs for taking an action, you may take that action even if it will have no effect. *For example: Order — Discard a card from hand to draw a card. You may discard a card from hand even if you have no card to draw remaining in your deck.*

When separate effects combine to create a repeating loop, the player taking his or her turn decides which effect takes place. *For example, a Treachery personnel reads: While an opponent does not have an Intelligence personnel at this mission, his or her personnel at this mission cannot use their abilities. An opponent's non-Intelligence personnel reads: While an opponent's Thief or Treachery personnel is at this mission, that personnel cannot use his or her abilities. When these two personnel are at the same mission during your turn, you decide which of them cannot use his or her ability.*

When a single action affects multiple players, each player performs that action in turn order starting with the owner of the card. *For example: When Player A plays Riva, Respected Mediator, he or she would draw*

a card before any of the other players would draw a card for this effect. Then the player on her left would draw a card for this effect before any of the other players and so-forth until each player has performed the action.

When resolving effects including stopped personnel or ships, those personnel or ships are still included if those cards were selected by the effect when those cards were not stopped. *For example, if one commands a stopped Ikat'ika, Honorable Warrior at the end of his turn, Ikat'ika will be killed by his ability if it was used earlier that turn.*

all – When a card refers to all of a certain group of cards, this includes cards that are stopped. *For example: when Genesis Planet's ability is used, it would kill each personnel on that mission, including stopped personnel.*

attempting missions – Below is the timing for mission attempts and response actions involving them.

1. Active player (the player whose turn it is) begins a mission attempt
   a. Active player announces where and by what means (normal or game text), showing required personnel, and announcing the difference between the number of personnel involved in the attempt and the number of dilemmas underneath the mission.
   b. "When . . . begins a mission attempt" triggers process.
2. Draw Dilemmas
   a. "When . . . about to draw dilemmas" triggers process.
   b. Opponent draws dilemmas from his or her dilemma pile equal to the number announced (plus or minus any modifiers, minimum 0).
   c. "When . . . drawn dilemmas" triggers process.
   d. Opponent selects any number (0 or more) of dilemmas from those drawn, uses them to form the dilemma stack, and places the rest face up on the bottom of the dilemma pile.
   e. "When . . . (choose/chosen) dilemmas" triggers process.
3. Facing Dilemmas
   a. If there are no personnel still involved in the mission attempt, all remaining dilemmas in the dilemma stack are overcome.
   b. "When . . . dilemma . . . about to (be) reveal(ed)" triggers process.
   c. Opponent reveals the top card of the dilemma stack to Active Player.
   d. "When . . . reveal" triggers process.
   e. Cost-related response actions and cost-modifying dilemma gametext process.
   f. Check dilemma for duplication, type, and cost. If it fails any of these, it is overcome. Otherwise, the dilemma's cost is deducted from the total allowed.
   g. "When . . . about to face . . . dilemma" triggers process.
   h. "(When/While) . . . (face/facing) . . . dilemma" triggers and "(When/While) . . . is attempting a mission" triggers process and may be used at any time until the end of step 4.a.
   i. Process the dilemma's non-cost-related gametext, one action at a

time. Continuous effects are simply in effect and are not actions.
4. Overcoming Dilemmas
   a. After all dilemma actions are processed, if the Active Player has not been instructed to place it somewhere, it is overcome.
   b. Repeat the process beginning at "Facing Dilemmas".
5. Once the dilemma stack is empty and no response actions adding dilemmas are used, it is time to complete the mission with the remaining unstopped personnel.
   a. "(When/While) . . . is attempting a mission" triggers process and may be used until the end of the mission attempt.
   b. "(When/While) . . . checking . . . mission requirements" triggers process and may be used until the end of the mission attempt.
   c. Active Player shows all requirements needed to complete the mission. If he or she cannot, all of the personnel involved are stopped and all "When . . . fail a mission attempt" triggers and "When . . . mission attempt fails" triggers process.
   d. If the Active Player does show all requirements, all "When . . . about to complete" triggers process, then the AP scores the points on the mission (or points in game text used to attempt and complete the mission, then "When . . . complete" triggers process. If the mission requirements change at any point during part 5, return to the beginning of part 5.

attributes, ship – The printed attributes of a ship are public knowledge. Any modifiers to a ship's public attributes need not be revealed until that attribute is used. *For example, I.K.S. Vorn (Ship of Traitors) reads: "While your three* 🔵 *Treachery personnel are aboard, this ship is attributes +2." While remaining at Qo'noS, only the Vorn's printed RANGE of 7 is public information. When that player moves from Qo'noS to Brute Force, he is using the ship's RANGE and is obligated to reveal the total RANGE of the ship prior to his movement.*

Activated abilities that modify a ship's attributes never have to be revealed unless they are used. *For example Kor (Noble Warrior to the End) reads: "While this personnel is in an engagement, you may kill him to make the ship he is aboard attributes +3 until the end of the this turn." The player that commands Kor does not need to reveal his presence aboard a ship unless he activates his game text.*

cannot / may not – Game text which specifically forbids an action cannot be overridden except by game text which specified what forbidding text is being overridden.

Commander – This keyword used on personnel is always followed by a colon and the name of a ship, establishing a corresponding relationship between the personnel and ship. *For example: Jean-Luc Picard, Explorer has the keyword Commander: U.S.S. Enterprise-E.* As with all keywords, there are no special rules associated with this relationship, but the game text of other cards may allow you to take advantage of it.

conditional effects — If game text has a conditional, any game text beginning with "also" that follows will be subject to that condition unless specified otherwise. *For example: "While your opponent has more points than you, you may spend an additional counter each turn. Also, your personnel are attributes +1." Your personnel will not be attributes +1 unless your opponent has more points than you.*

Consume — If a card has the keyword "**Consume: X**", X is determined by the number of cards actually placed underneath the mission by this text.

dilemmas — A dilemma's requirements are any skills, attributes, or characteristics that appear in **boldface** in its game text. *For example: While this personnel is facing a dilemma, you may meet Integrity and Cunning requirements of that dilemma using Strength instead. If a dilemma references Integrity or Cunning in non-bold type, that is not a requirement, and this personnel does not let you use Strength instead.*

Each of your personnel involved in a mission attempt is "facing" a dilemma (regardless of whether its game text has an effect on him or her). They face only one dilemma at a time. *For example: a dilemma that has been placed on a mission or placed on a ship as a Damage card during a previous mission attempt is no longer being faced by your personnel.*

You may use game text that works when you have "drawn dilemmas" even if you drew 0 dilemmas or 1 dilemma. *For example: When you have drawn dilemmas, you may remove this event and those dilemmas from the game to search your dilemma pile and choose a dilemma for your opponent's personnel to face that costs no more than the number of dilemmas you removed. If your opponent begins a mission attempt and due to overcome dilemmas you draw no dilemmas, you may use this game text to search your dilemma pile for a dilemma that costs 0.*

A dilemma being placed beneath a mission for any reason is being overcome. Each dilemma beneath a mission is an overcome dilemma. *For example, Cave-In reads: Consume: 1. (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) That top card is being overcome as it is placed beneath the mission, and is an overcome dilemma once there.*

discarding — Discard piles are kept face-up, and cards are discarded one at a time so all players can see what is being discarded. The order of your discard pile is irrelevant.

Any player may examine any discard pile at any time. Whenever you take a card from your discard pile, you must reveal that card to all players so they can verify that the correct card was taken.

When a card leaves play for any reason, any cards played on that card are placed in their owners' discard piles. Exception: Any dilemmas are returned face up to the bottom of their owners' dilemma pile instead.

equipped with — Some game text requires a personnel to be "equipped with" a specified equipment. If your unstopped personnel is present with your equipment, he or she is "equipped with" that equipment.

examine — When an effect says a player should examine a card, that card is shown only to that player. He or she may look at the entire card. If you are not told where to place the card afterward, return it to where it came from.

exchange — When one card is exchanged for another, any effects that were about to happen to the original card are transferred to the replacement. *For example: your Worf, First Officer ("While this personnel is facing a dilemma, you may … to exchange a 🔵 personnel you own present with a 🔵 personnel … from your hand.") is attempting a mission. A dilemma selects your 🔵 personnel present (and will later stop that personnel), then you decide to use Worf to exchange that personnel. The new personnel joins the mission attempt in progress, and is stopped as the original personnel would have been.*

infinite loops — If a player intends to perform a repeatable series of actions many times and can demonstrate his or her ability to do so, and that player's opponent does not have any responses that would affect those actions, then that player may adjust the game state to reflect his or her desired and possible outcome as a result of repeating that series of actions any number of times. *For example: If you have a series of actions that allows you to examine the top two cards of an opponent's dilemma pile and then choose to shuffle it and that series is infinitely repeatable, you may state that you intend to perform those actions an infinite number of times. If your opponent has no response actions that would affect the loop, take your dilemma pile (setting aside any third copies of dilemmas) and give it to your opponent. He or she chooses two dilemmas, shuffles the rest (including any previously set-aside copies) and places the two chosen dilemmas on top of your dilemma pile.*

instead — "Instead" dilemma effects do not prevent the effect they replace; replaced dilemma effects still occurred in the past. Only the word "prevent" will prevent a dilemma effect from occurring in the first place. *For example, "Stop a personnel. If that personnel has Leadership, kill him or her instead." The personnel being killed "instead" does not prevent that personnel from having been previously stopped.*

lose points — If an effect causes a player to lose points when that player has no points, that player does not lose any points. If the cost to play a card or perform an action requires the player to lose points and that player does not have any points, that card cannot be played or that action cannot be taken.

modifications – If multiple effects attempt to replace, modify, or remove a characteristic of a card, they are applied in the following order (if there are multiple modifiers of the same category, the player whose turn it is determines their order):

1) Choose: Any free choices presented by cards are made. *For example: deciding which set of requirements on a mission with game text that gives alternate requirements is being used.*

2) Replace: Any effects that use some form of the verbs "to replace" or "to become" occur.

3) Modify: Any effects that add, increase, or reduce an aspect of a card by a specific amount occur.

4) Lose: Any effects that completely remove an aspect of a card without regard to amount occur.

5) Zero: Any number that is less than zero becomes zero.

naming cards – When you name a card, you do so by card title only, not subtitle.

When an ability requires a player to name a card title within particular criteria, that ability will affect only personae of the named card that meet the criteria. *For Example: A Few Minor Difficulties reads "When you play this event, name a non-◔ ship. Each player ignores that ship's game text." If a player were to name the card title Olarra, he or she would only ignore the gametext of a non-◔ Olarra.*

play and place – When you "place" a card somewhere in play (or "exchange" or "replace" a card in play with another card), you have not "played" that card. *For example, a unique personnel in your deck reads: When you play this personnel, you may download a Punishment card. You play a card which reads: Download a unique personnel, then place him or her on your Cardassia Prime. You cannot download a Punishment card when you place that personnel on Cardassia Prime.*

Some game text instructs you to place cards on an event in your core. They are always placed face up on the event. If a card you place on an event comes from anywhere under a player's command, it remains under that player's command; otherwise, it is under no player's command. *For example, Engage Cloak reads: Order – If there is no ship on this event, place your staffed ship that has a Cloaking Device on this event. The ship and the personnel aboard it remain under your command. For example, Trial of Faith reads: Order – Examine an opponent's discard pile. Place one of those cards on this event. The chosen card does not come under any player's command when it is placed on Trial of Faith.*

playing a card – Below is the timing sequence for playing a card during a player's Play and Draw Cards segment and response actions involving that card.

1. Active Player (the player whose turn it is) examines the information available to him or her and determines that he or she can pay the costs to play a card in his or her hand and, if the card is to enter play, verifies that there is a location at which the card may do so.

2. The Active Player announces his or her intention to play said card, reveals the card from his or her hand, and declares where it will enter play using gametext that allows the play. Any gametext on the card required to play it to its destination activates.

3. The card's cost-related gametext activates. Cost-related response actions process beginning with the Active Player.

4. Active Player pays all costs of playing the card.

5. Mandatory "prevent" response actions process beginning with the Active Player.

6. Optional "prevent" response actions process beginning with the Active Player.

7. If the playing of the card has not been prevented, that card enters play at the location specified by the Active Player, it becomes subject to any applicable conditional effects, its non-cost-related gametext becomes active and the Active Player now commands the card.

8. Mandatory "When . . . (play/plays/played)" response actions process beginning with the Active Player.

9. Optional "When . . . (play/plays/played)" response actions process beginning with the Active Player.

10. Once all response actions are complete, the Active Player may continue his or her Play and Draw Cards segment.

While a player is resolving game text on a card activated by playing that same card, that game text may not reference the characteristics of the played card for any purpose, unless specifically stated otherwise.

For Example: K'Tal, Senior Council Member reads "When you play a Chancellor or High Council Member at this mission, you may download an event." You may not trigger K'Tal's gametext when you play him, even though he is a High Council Member, because he does not specifically state "this personnel" in his ability.

For Example: Evek, Agent of Cardassian Justice reads "When you play

this personnel, if you command six 🌐 personnel, you may reveal the top three cards of an opponent's deck." You may not count Evek as one of your 🌐 personnel while his text is still being resolved.

remove from the game – When game text instructs you to remove a card from the game, do not place it in any discard pile. Instead, separate it from all other cards in the game. Return the card to its owner's deck after the game has ended.

Any player may examine any cards that have been removed from the game at any time.

replace – When one card replaces another, any effects that were about to happen to the original card are transferred to the replacement. *For example: your Borg Queen, Guardian of the Hive ("While this personnel is facing a dilemma., you may replace your Drone present with a Drone from your discard pile.") is attempting a mission. A dilemma selects your Drone present (and will later kill that Drone), then you decide to use the Borg Queen to replace that Drone. The new replacement Drone joins the mission attempt in progress, and is still killed as the original Drone would have been.*

reveal – When an effect says to reveal a card, that card is shown to all players. They may look at the entire card. If you are not told where to place the card afterward, return it to where it came from.

selections – Any game text that includes the words "select" or "choose" is a 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 indicate a single card, at random, from this group.

When game text allows an opponent to choose a card, that opponent may fully examine each eligible card before making the selection.

When a card specifies a selection that is not normally made by any player and there is a tie ("most Cunning personnel," "personnel with the highest cost," etc.) the player who commands the card specifying the selection chooses from each eligible possibility.

skills – Whenever "all skills" are added to or subtracted from a card, all levels of those skills are added or subtracted.

A personnel "uses" one of his or her skills:

- When meeting a mission or dilemma requirement (these requirements are always in bold), or

- When you use game text on one of your cards that references that

skill. This includes, but is not limited to, referencing a skill to satisfy a play requirement, gaining a skill that a personnel already has or gaining a skill from another personnel.

If game text requires you pay a cost to use a personnel's skills (as a whole), you may use any number of that personnel's skills at the time you pay the cost. *For example: While a Diplomacy personnel is at this mission, that personnel's owner must discard a card from hand to use his or her skills. If you are completing a mission and have a Diplomacy personnel who could provide three skills in that mission's requirements, you need only discard one card from hand to use all three of those skills.*

When a personnel gains all skills from another personnel, all levels of those skills are gained. However, when a personnel gains a single skill from another personnel, only 1 level of the skill is gained. *For example: When your personnel is facing a dilemma, he or she gains all skills and attributes on a personnel in your discard pile. If the skills of the personnel in the discard pile include 2 Diplomacy, the other personnel gains 2 Diplomacy. For example: Order – This personnel gains one skill from one of your captives. If this personnel is gaining Diplomacy from a personnel who has 2 Diplomacy, he or she gains only 1 Diplomacy.*

When a skill is lost (subtracted), only one level of that skill is lost. However, when all of a personnel's skills are lost (subtracted), all levels of those skills are lost.

species – Some personnel are members of species which share the same name as an affiliation. Affiliations are always referred to by an icon. Any use of the actual word (Klingon, Romulan, etc.) is a reference to species. *For example: if a card required you to command a 🌀 personnel, a 🔵 Worf would not meet this requirement, despite being Klingon. If a card required you to command a Romulan personnel, a 🌑 Reman would not meet this requirement, despite being a 🌑 personnel.*

Two personnel are the same species if their species is an exact match. *For example: two Alien personnel are the same species, while a Human personnel and a Betazoid/Human personnel are different species.*

When a card becomes a different species, it loses its previous species.

stopped – Stopped cards do not prevent you from taking actions with other unstopped cards with which they are present. *For example: you may begin an engagement involving your ship that has stopped personnel aboard, as long as you have enough unstopped personnel aboard to meet any staffing or other requirements. You may attempt a planet mission using your unstopped personnel on that planet; any stopped personnel on the planet are ignored.*

When your card is stopped, you do not "lose command" of that card. However, you cannot use stopped cards to satisfy a command

requirement. *For example, Annexation Drone reads: When you lose command of this personnel, remove it from the game. If Annexation Drone were to be stopped, it would not be removed from the game. However, you could not play a card that required you to command a Borg if Annexation Drone was your only Borg.*

Though stopped personnel cannot staff ships, they are still carried along with that ship if it moves (using unstopped personnel to satisfy staffing requirements).

You cannot use the game text, attributes, icons, or any other characteristic of any of your personnel or ships that are stopped. (Though you must still obey the uniqueness rule for any of your stopped unique cards.) *For example: "To play this interrupt, you must command an Anthropology personnel." You cannot play this interrupt if every Anthropology personnel you command is stopped.*

You cannot use another card's text to affect one of your stopped personnel or ships. *For example: When your personnel is about to be killed, randomly select another of your personnel present to be killed instead. This game text does not allow your stopped personnel to be killed instead of the personnel about to be killed.*

If possible, your stopped cards are included and considered by effects from your opponent's cards on his or her turn. During your turn, effects from your opponent's cards may not include or consider your stopped personnel.

Equipment does not become stopped, even if all the personnel present with that equipment are stopped.

this mission — When these words are used in the game text of a personnel or a ship, they refer to the mission where that personnel or ship is currently located.

CREDITS
DECIPHER

Second Edition Design: Brad DeFruiter, Tim Ellington, Michael Girard, Evan Lorentz.
First Edition Design: Tom Braunlich and Rollie Tesh.
Development: Michael Girard, Brian Kallenbach, Geoff Snider.
Visual Creative Direction: Dan Burns.
Art Direction: Jeff Hellerman.
Graphic Design: Joe Boulden, Rob Burns, Ed Gartin.
Production: Ross Campbell, Mike Carosi, Sandy Wible.
For Paramount: John Van Citters.
Special Thanks: Tim Ellington, Chuck Kallenbach, Tom Lischke, Mike Reynolds, Joe Alread, Gene Roddenberry, our many playtesters — and always — Warren Holland.

CREDITS
THE CONTINUING COMMITTEE

Chairman: Charlie Plaine
Lead Designer: Charlie Plaine
Head Judge: Tyler Fultz
Director of Organized Play: Matthyas Kiraly
Australian OP Coordinator: Steve Hartmann
European OP Coordinator: Thomas Schneider
North American OP Coordinator: Michael Van Breemen
Art Director: Johnny Holeva
Creative Manager: Matt Kirk
Chief Programmer: Chris Lobban
Special Thanks: All our playtesters and Decipher.

CONTACT
website: trekcc.org