

1: INTRODUCTION

Welcome to a universe with endless possibilities.

In the *Star Trek Customizable Card Game*, you will venture into the final frontier. Using cards representing personnel, ships, missions, events, and more from the *Star Trek* universe, you will complete missions to score 100 points and win the game.

But beware! If your ships and crews aren't being torn apart by the natural (and unnatural) hazards of deep space, your rivals will be one step behind you, undermining you at every turn, profiting from your losses, and even engaging in open warfare against you — determined to reduce you to one more footnote in galactic history books. Get ready to *Boldly Go Where No One Has Gone Before!*

ABOUT THIS GAME

"It took us centuries to learn it doesn't have to take centuries to learn."

—Anij

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 construct your own playing deck using cards from your collection. In this game, you and another player establish a shared universe, where you each establish operational bases, deploy ships and personnel, and complete missions in order to score points.

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Printed cards are for *personal use only*, and absolutely may not be bought or sold for profit under any circumstances. Everyone associated with the *Star Trek CCG* supports and protects CBS/Paramount's intellectual property!

Tip: First vs. Second Edition

From 2003 to 2006, Decipher produced a brand new *Star Trek* card game, called simply the "Star Trek Customizable Card Game (Second Edition)". This was a completely different game, and you should be careful when buying from wholesalers to make sure that you are buying cards from the correct Star Trek CCG. The two games are commonly referred to as "1E" and "2E", respectively. Like 1E, 2E is maintained today by the Continuing Committee, and you can find more information about it at the Committee's website.

The Star Trek Customizable Card Game (First Edition) is a universe of over 4200 different cards, representing people, places, events, equipment, missions, and more from Gene Roddenberry's *Star Trek* universe.

This game was published on physical cards by Decipher, Inc. from 1994 until 2003. You can still purchase many of the cards Decipher produced at specialty gaming stores or online wholesalers.

Since 2009, the Star Trek CCG has been produced and organized by the volunteers of [The Continuing Committee](#). The Continuing Committee (CC) regularly releases new sets.

You may print copies of any and all cards on your home printer. Printed cards are legal in tournament play. (They must be sleeved and backed by a physical card.) New players should consider printing one of the CC's [virtual starter decks](#), available on their website, for a quick way to jump into a game using a pre-constructed, competitive deck.

While even a single virtual starter deck is competitive in today's game, additional cards unlock more options and new ways to play. Download, print, purchase, and trade cards in order to *Expand Your Power in the Universe!*

ABOUT THIS RULEBOOK

"You can't play a foolie without rules. Even Grups ought to know that."

—Miri

This Basic rulebook, designed especially for beginners who are eager to start playing, explains the core rules of the Star Trek CCG (1E). When you're ready, you may continue with the [Advanced Rulebook](#), which covers the more specialized areas of the game.

Keep in mind a few things as you begin:

- Allow a couple hours to read the rules, and a few more to play your first game. What seems complicated in the beginning becomes quite natural in subsequent games. This game aims to allow you to do virtually anything in the *Star Trek* universe; it takes a little practice and patience to master its infinite possibilities.
- You don't have to memorize what each card does. Usually, using written information and a handful of important icons, the cards themselves explain what you can do with them.
- A specific rule overrides a more general rule, and a card's specific text overrides an otherwise applicable rule.
- If you and your gaming partners need to resolve a rules dispute quickly, try applying a little "Trek Sense": if this were an episode of *Star Trek* (or, if you're not familiar with *Star Trek*, the science fiction of your choice), how do you and your gaming partner think the situation should resolve? Look at it in the friendly spirit of Gene Roddenberry's vision of the future, then proceed with the game.

2: THE CARDS

ODO: I don't play cards.

QUARK: I'll teach you. It's a very simple game.

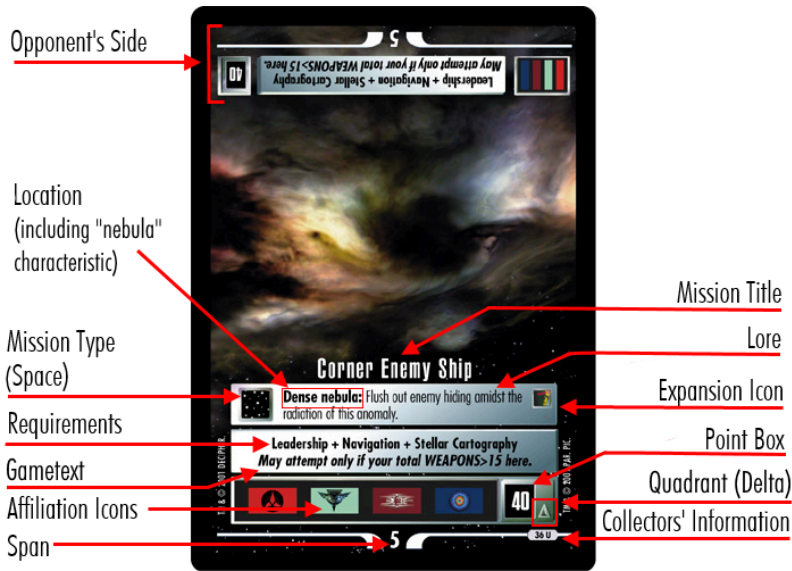
ODO: Let me put it another way. I don't want to play cards. And even if I did, I wouldn't want to play with you.

QUARK: Afraid you'd lose?

—"The Ascent"

The following pages are a brief overview of the card types .

MISSIONS



Every player begins the game with exactly 6 missions. Missions represent *locations* within the cosmos. Each mission has a *span*, representing the distance that must be traveled to visit or pass this location. Some missions are Planets, where personnel and equipment can beam down to the surface. Others are Space missions, where everyone remains aboard their ships.

Most missions also define a goal, in which case they show which affiliations may attempt the mission, usually through *affiliation icons*. They also have *requirements*, which state what skills are needed to accomplish the mission, and a *point box*, specifying the number of points a player receives for completing the mission. If a player completes at least one Planet mission, one Space mission, and scores 100 points, that player **wins the game**.

Tip: Homeworlds

A few missions state in their lore that they are the *homeworld* for their affiliations. For example, the location of [Alter Records](#) is Bajor, which, as the lore states, is the Bajoran homeworld. Homeworlds are used by many cards, and including your affiliation's homeworld in your deck can be an excellent strategic move. "Homeworld" is a [characteristic](#).

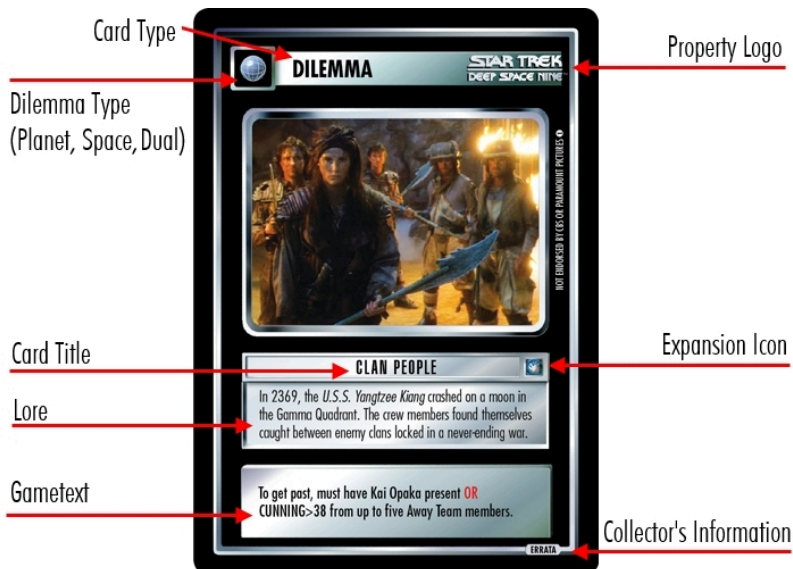
Following is a list of all homeworlds in the game. You do not need to memorize it; it's just handy to have around:




-  Federation: one version of Earth ([Espionage Mission](#))
-  Starfleet: a different version of Earth ([Research Devastating Attack](#))
-  Vulcan: Vulcan ([Deliver Ancient Artifact](#) and [Observe Ritual](#))
-  Klingon: Qo'nos ([Expose Covert Supply](#) and [Repatriate Citizen](#))
-  Romulan: Romulus ([Cloaked Mission](#))
-  Bajoran: Bajor ([Alter Records](#))
-  Cardassian: Cardassia Prime ([Orb Negotiations](#))
-  Dominion: Founder Homeworld ([Intelligence Operation](#))
-  Ferengi: Ferenginar ([Deliver Message](#))
-  Mirror Quadrant Bajorans:  Bajor ([Disrupt Alliance](#))
-  Mirror Quadrant Klingons:  Qo'noS ([Launch Military Strike](#))
-  Mirror Quadrant Starfleet:  Earth ([Monitor Population](#))
-  Mirror Quadrant Vulcans:  Vulcan ([Oppress Population](#))

The opponent's side of the mission contains a convenient *mission summary*. However, the information on the opponent's end may be different from the information on your end. You may only use (or alter) the requirements, gametext, attemptability, point box, and span facing you, ignoring the corresponding information on opponent's end (and vice versa).

Both players' missions are played together in a row called the "spaceline," representing locations in one *quadrant* of the galaxy. If missions belong to different quadrants, each quadrant has a single, separate spaceline. All spacelines, together, form the shared universe you and your opponent inhabit during the game.

DILEMMAS



A dilemma is a problem or obstacle personnel must face when attempting to complete a mission. They are your main tools for preventing your opponent from solving missions and scoring points. They are placed under missions at the beginning of the game, to be discovered later.  Planet dilemmas can be encountered only at planet missions.  Space dilemmas can be encountered only at space missions.  Dual dilemmas may be encountered at any mission.

EVENTS, INCIDENTS, & OBJECTIVES



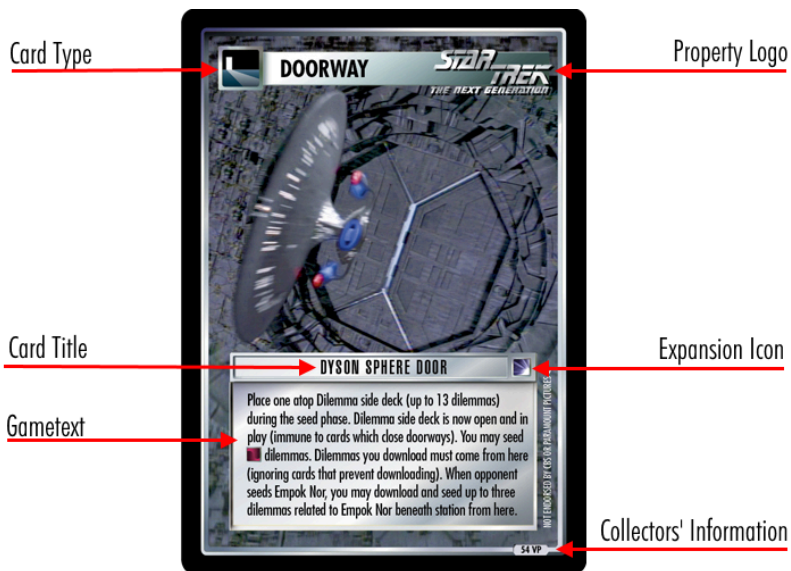
Events and Incidents represent developments within the universe. Objectives represent tasks you may complete, usually for points or some other benefit. Although they have different names, they all function the same way. While most events, incidents, and objectives have lasting effects, a few say to discard them after use.

Tip: What's the Difference?

The difference between *Events* and *Incidents* is that incidents are harder for your opponent to nullify. Likewise, the difference between *Incidents* and *Objectives* is the concept they represent; they are otherwise used in exactly the same manner.

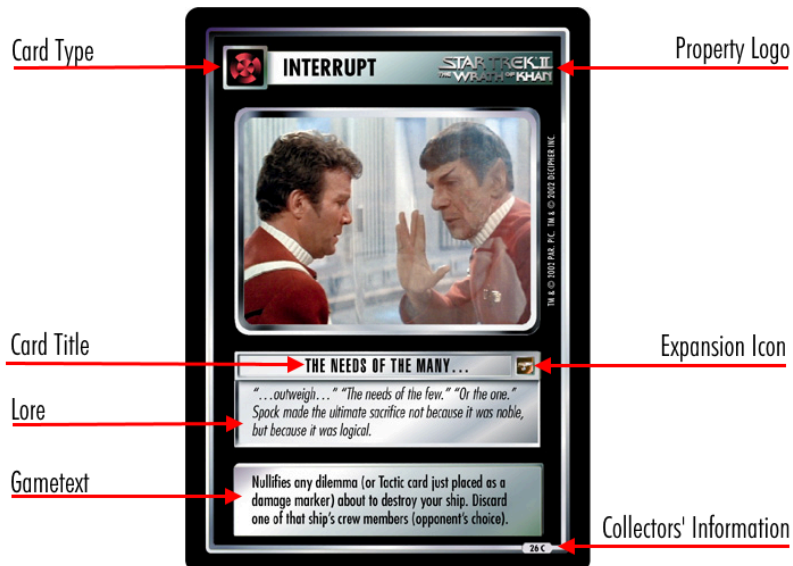
The "real" reason there are three such similar card types is because Decipher launched the game with Events, but, over the years, discovered that the Events gametext box was not big enough for some of the cards they wanted to design. Incidents are also used in lieu of Events to avoid interacting with certain cards (such as [Quinn](#)).

DOORWAYS



Doorways represent a physical door or a passage to another time or place. They open up side decks, link different spacelines together, allow special cards to be played, and more. Most doorways are **seeded** (they enter play before the game begins), but many doorways *can* be played during your turn.

INTERRUPTS



Interrupts represent sudden developments or unexpected changes of fortune in the universe. Unlike other card types, Interrupts can be played **at any time** between other actions — even during your opponent's turn! Interrupts normally have a short-lived effect, and they are automatically discarded after use (unless the card says otherwise).

PERSONNEL

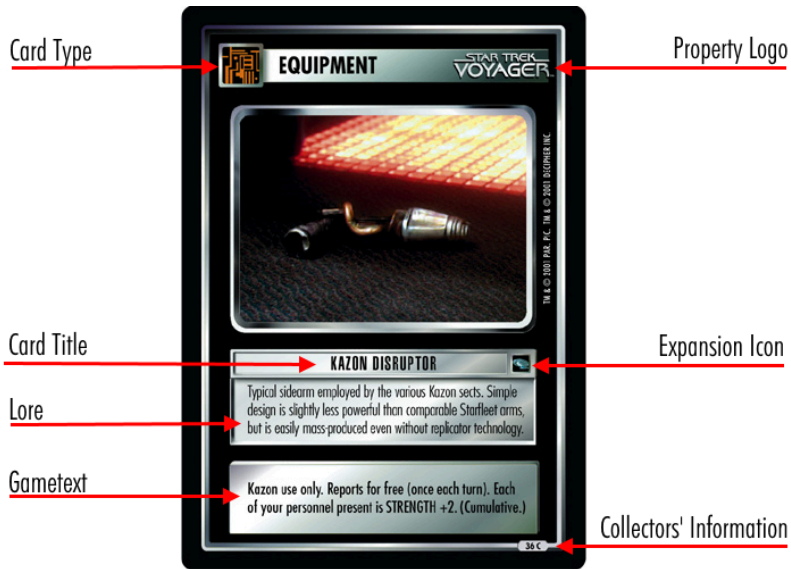


Personnel are your primary resource in the race to one hundred points. Personnel solve missions, face dilemmas, staff ships, and fight battles. All personnel have an *affiliation* (see the [list of affiliations](#)). Cards from different affiliations do not normally work together, so you will probably have cards from only one or two affiliations in your deck.

All personnel have *attributes* (STRENGTH, INTEGRITY, and CUNNING), a single *classification* (OFFICER, ENGINEER, MEDICAL, SCIENCE, SECURITY, V.I.P., CIVILIAN, or ANIMAL), and one or more **skills**.

Many personnel also have *characteristics*, such as human, female, admiral, cook, bodyguard, and many more. For example, [Benjamin Sisko](#) is a human, a male, the commander of Deep Space 9, the Emissary of the Prophets, a cook, and a friend.

EQUIPMENT



Equipment cards represent portable tools and other devices. Your personnel carry Equipment to add skills, improve attributes, or do things they otherwise would not be able to do. Like personnel, equipment often have **characteristics**.

SHIPS



Ships move your personnel and equipment around the universe. You also need ships to attempt **space missions**. Like personnel, ships have *affiliations* and *characteristics* (such as class). They have *attributes* (RANGE, WEAPONS, and SHIELDS), and some have *special equipment* (like Tractor Beam or **Cloaking Device**) or abilities (like the **I.K.S. Pagh's** extra Tactic draw). Ships also have **staffing** requirements.

FACILITIES



Facilities are installations throughout the universe. Your ships, personnel, and equipment typically enter play at one of your facilities. Facilities are usually well-shielded, and can extend their shields to friendly ships that **dock** at them. There are three main types of facilities:

- *Outposts* are operational bases on the frontiers of known space. Only the player who **controls** an outpost may use it, and only Outposts have built-in **repair** functions.
- *Headquarters* are the centers of government located on each affiliation's homeworld. If both players are playing the same affiliation, they share **control** of its headquarters.
- *Stations* represent all other facilities. Like Outposts, only the player who **controls** a Station may use it. Each Station card specifies where it plays and what it can do.

Facilities are usually **seeded**, but some are built during the game.

BANNED CARDS

The Continuing Committee maintains an [Official Ban List](#), updated on the first Monday of every month. Banned cards may not be included in your deck.

3: BUILDING A DECK

Your Star Trek CCG *game deck* consists of a *seed deck* of up to 30 cards, plus a *draw deck* of at least 30 cards. Your seed deck consists of the cards you play during the game setup, while your draw deck consists of the cards you will play during the main game. You may also use any number of *side decks*, if you include the doorways to open them in your seed deck.

SEED DECK

Your seed deck contains the cards you will use *before* the first turn. Your seed deck will probably include Dilemmas and Facilities, and might include Artifacts, Doorways, and other cards that state they may be seeded. You may include as many copies of each card as you like, as long as the total size of your seed deck is *no larger* than 30 cards.

Tip: A Typical Seed Deck

A "typical" seed deck consists of 6 missions, 18-24 dilemmas, 1-2 facilities, a [Q's Tent](#) or [Q's Tent: Civil War](#), 1-3 other doorways, and an assortment of objectives, incidents, and events. Some of the perennials in that last category are [Defend Homeworld](#), [Assign Mission Specialists](#), [Continuing Mission](#), and [Tribunal of Q](#). New players are advised to pad their dilemmas, rather than skim on them; only a handful of experts have ever won a tournament with 12 dilemmas or fewer.

Exception: Dilemma Seed Limit

No more than two [copies](#) of any single card may be seeded under Missions during the seed phase.

Alongside your seed deck, you *must* bring a mission pile. These are separate from the seed deck, and they do not count toward its 30-card limit. (You may not include Missions or Sites in your 30-card seed deck.)

MISSION PILE

Your *mission pile* must include *exactly* 6 missions. Each of your missions must be at a different [location](#). For example, [Study Rare Phenomenon](#) and [Attack at Rare Phenomenon](#) have the same location ("Compression anomaly"). Therefore, you cannot use both in your deck.

Exception: ❖ Universal Missions

If a mission has the ❖ universal symbol, like [Analyze Radiation](#), you may include multiple copies.

DRAW DECK

Your draw deck may be of any size, as long as it contains *at least* 30 cards. You may put any card in your draw deck, except  Tactic,  Tribble,  Trouble, and  Q-Icon cards. However, you should avoid cards that must be seeded rather than played, such as  Dilemmas and  Artifacts, since you will normally have no way of using them if stocked in your draw deck. You may include as many copies of each card as you like.

Tip: There Is No Card Limit

Most CCGs, like Magic: the Gathering, Pokemon, and *Star Trek Second Edition*, place a limit on how many copies of a single card you can have in the deck. Not the *Star Trek CCG*! Many decks include 6, 10, or (in a handful of "stunt decks") as many as 100 copies of certain cards, ensuring that even the most unlucky shuffle will still draw out a few copies early in the game.

SIDE DECKS

Your side decks are optional additional decks separate from your seed deck and draw deck. Each side deck is shuffled and placed face-down on the table. It must be opened by a Doorway card during the seed phase. Cards in your side decks are not seed cards and do not count toward the 30-card seed limit. (However, the Doorway cards that open them are seed cards and do count.) While you may have as many side decks in a game as you like, you may have only one side deck of each type (one Battle Bridge side deck, one Q-Continuum side deck, one Q's Tent side deck, etc.).

Tip: Q's Tent & Dyson Sphere as Download Warehouses

You will quickly realize that most people who use [Q's Tent](#) side decks do not stock a single copy of Q's Tent in their draw decks. This is counter-intuitive. At first glance, without more copies of Q's Tent, there is no way to get cards out of the side deck, right? But this assumption is wrong.

Many cards allow players to [download](#) other cards into play, and many players rely on downloads early in the game to get their ships and personnel on the table. A player can download from a Q's Tent to get a desired card into play. Why not stock these cards in the draw deck, then, and save yourself the seed slot? Because players already know they are going to get these cards into play early on, and do not want to risk wasting valuable card draws getting them into their hands only to download them immediately. Q's Tent is like an offshore tax haven — you can get your downloadable cards into play without risking the tax on your card draws — and they are a worthwhile investment for most decks.

The [Dyson Sphere Door](#) dilemma side deck, which also makes little sense at first glance, is also based on downloading, taking advantage of seeded cards like [All Available Personnel](#) and [I'm Not Going To Fight You](#) to get its contents into play.

Unless the enabling doorway states otherwise, your side decks may be of any size.


4: THE SEED PHASES

"Ah, the game's afoot, eh?"

—General Chang




The Star Trek CCG begins with four *seed phases*, in which players establish the universe, followed by the **play phase**, in which players take alternating turns until one player **wins**.

Tip: Cards

If you wish to play cards with the  Alternate Universe icon during this game, you should seed a card during one of the seed phases that allows you to play them.


There are five -enabling doorways as of this writing: [Alternate Universe Door](#), [Temporal Conduit](#), [Dyson Sphere Door](#), [Space-Time Portal](#), and [Temporal Micro-Wormhole](#).

You may also use the mission [Seal Rift](#), the event [Where No Man Has Gone Before](#), or the personnel [Sigmund Freud](#).

The  icon originally meant "Alternate Universe", and is referred to as the "AU" icon. However, as the game evolved, it came to encompass all cards from the past, from possible futures, and from various delusions (such as Barash's illusion). A separate mechanic was eventually devised for the cards from the *Star Trek's* most iconic alternate universe, the  [Mirror Universe](#), and so they generally do *not* have the  icon.

The seed phases use your seed deck to "set the stage" for your adventure. Don't confuse them with mere setup, though! Victory or defeat often hinges on decisions you make in the seed phases. The seed phases are one of the main features that distinguish this game from most other card games. By establishing a universe that is different every time, where everything from the shape of the galaxy to the basic rules can be changed by seeded cards, the seed phases allow every game to play out completely differently. For novice players, the number of complicated cards that hit the table "before the game even starts" can feel overwhelming, even pointless, because "nothing is happening" -- but the seed phase is where each player starts building the road they will eventually take to victory.

There are four seed phases that must occur in sequence: the [doorway phase](#), [mission phase](#), [dilemma phase](#), and the [facility phase](#). Doorways, Missions, Dilemmas, and Facilities must be seeded in the corresponding phase. Other cards that seed (like [Establish Landing Protocols](#)) must seed during the Facility Phase.

Seed a card by placing it face-up on the spaceline or table; it is now **in play**. However, cards seeded under a mission, and any card with a  Hidden Agenda icon, always seed face-down. Face-down cards are not considered "in play" until encountered or activated. You do not have to announce the title of cards seeded face-down, but your opponent may count them, or require you to announce how many face-down cards you have seeded, whenever he or she chooses.

A card with the  Alternate Universe icon may only be seeded if a card (such as [Alternate Universe Door](#); see sidebar) expressly allows you to seed  cards.

Determine by any mutually agreeable method (often a coin toss) which player will be the *starting player*. The starting player will go first in each of the seed phases, and will have the first turn of the play phase. Then, shuffle any side decks you have and proceed to the first seed phase. The game has now begun.

DOORWAY PHASE

"We exist in a universe which co-exists with a multitude of others in the same physical space. At certain brief periods of time, an area of their space overlaps an area of ours."

—Mr. Spock

Both players simultaneously seed their Doorways on the table. Then, starting with the player who will go first, each player announces the title of all cards he or she seeded face-up.

MISSION PHASE

"In this galaxy, there's a mathematical probability of three million Earth-type planets. And in all of the universe, three million, million galaxies like this."

—Dr. McCoy

In this phase, you and your opponent create one or more lines of Mission cards, called *spacelines*, representing different *quadrants* of the galaxy. Each spaceline functions like a gameboard where your cards move and interact. Each card that is part of a spaceline is a separate *location*.

Every Mission card states its *native quadrant* in its point box: Gamma Quadrant missions have the **T** symbol, Delta Quadrant missions **Δ**, Mirror Quadrant missions **M**, and Alpha Quadrant missions have no symbol. Missions without a point box, like [Nebula](#), are native to the Alpha Quadrant.

Both players shuffle their six missions and place them in a pile face-down. The starting player draws the top mission from his or her pile and places it face up on the table, beginning the first spaceline. The second player then draws and places his or her first mission.

A mission may be placed on either end of the appropriate spaceline. If it is the *first* mission in the quadrant, it is placed on a new spaceline, separate from the others. Cards that specify they are *inserted* into the spaceline may be placed anywhere in their native quadrant, including between two missions already seeded. This continues until both players are finished.

Some cards specify that they are part of a *region*, such as the "Bajor region" or the "Neutral Zone region". These cards must be next to each other, forming a single, contiguous region within the quadrant. The first location in a region is placed normally. *Subsequent* locations within that region may be inserted into the spaceline at either end of the region.

If two players seed the *same location* in the *same* quadrant, it becomes a *shared mission*. The first version to appear is seeded normally, but the second version is placed on top of the original, wherever it is on the spaceline, leaving half of the original exposed. The two missions form only one location and may be completed only once. Each player uses only their own mission card for gameplay purposes; players may not use the "opponent's end" of their opponents' mission card at a shared mission. For example, if you seed [Aftermath](#) and then your opponent seeds [Aftermath II](#), they are the same location ("Lifeless Planet") in the same quadrant (**Δ** Delta). Place [Aftermath II](#) atop [Aftermath](#); both players may attempt it. If you solve it first, you get 35 points; if your opponent solves it first, he or she gets only 30 points.

Exception: ❖ *Universal Missions May Multiply*

Missions with the ❖ Universal symbol, like [Survey Star System](#), may seed multiple times as multiple locations, despite the fact that they have the same location text. This signifies the generic nature of ❖ Universal cards.

After the mission phase is over, your table may look something like this:



DILEMMA PHASE

"It's a chess game. Move, counter-move. Guile and deceit."

—William T. Riker

In this phase, you and your opponents hide dilemmas and artifacts face-down under missions, where they will be encountered during the game.

☐ Space dilemmas seed under any ☐ Space mission. ☐ Planet dilemmas and *all* artifacts seed under ☐ planet missions. ☐ Space/Planet dilemmas seed under any mission. ☐ **Q-dilemmas** may not seed unless a **card** allows it. Whenever you seed a card beneath a mission, that card always goes on the bottom of any other cards already stacked there.

Tip: *Hurt Opponent, Help Yourself*

Typically, you should seed dilemmas under your opponent's missions and artifacts under your own.

You may seed any number of cards beneath a mission, but only one **copy** of each. You may only seed one artifact per mission.

Tip: *Strategic Mis-seeds*

It is sometimes advantageous to deliberately mis-seed as a bluff. For example, if your opponent seeds [Empok Nor](#) and you have no dilemmas that may be encountered there, you may wish to mis-seed something in order to scare him away for a turn or two. (Of course, this has repercussions: you will not be able to take control of the station. See [mis-seeds](#).)

Some cards, like [Cryosatellite](#), [Orb Negotiations](#), and [The Nexus](#), provide specific exceptions to these rules. *All* other cards seeded beneath missions are **mis-seeds** and will be **removed from the game** when revealed. If you seed more than one artifact at a single Mission, *all* your artifacts there are mis-seeds.

Once both players have considered their dilemma phase strategies for a brief period, seeding proceeds. The Dilemma Phase is divided into 4 stages:

1. *Opponent's Missions*: Both players place all cards they wish to seed under their opponent's (non-shared) missions in front of each such mission, in the order they are to be encountered, creating a face-down stack of cards. (Cards on bottom will be encountered first.) Once both players have placed all cards they wish to seed under opponent's missions, all stacks are seeded by sliding the stack under their missions.
2. *Shared Missions*: Both players now create stacks in front of all *shared missions*. Once all stacks are created, players alternate seeding cards. The player who owns the bottom seeded mission card seeds the bottom card (the one encountered first) then his or her opponent places a card on top of that card. Repeat until all cards have been seeded, then move on to the next shared mission.
3. *Your Missions*: Both players now create stacks in front of missions that they seeded. Once both players have placed all cards they wish to seed under their own missions, all stacks are seeded by placing each stack *on top* of any existing cards under the mission. These cards will therefore be encountered *last*.
4. *Everything Else*: Starting with the player who will go first, players alternate seeding any cards that may seed during the dilemma phase but do not seed under missions. If you have no cards remaining to seed, you may pass. Once you pass, you may not seed any more cards during this phase, and your opponent may seed their remaining cards immediately.

FACILITY PHASE

"Referring to the map on your screens, you will note, beyond the moving position of our vessel, a line of Earth outpost stations. Constructed on asteroids, they monitor the Neutral Zone established by treaty after the Earth-Romulan conflict a century ago."


—Mr. Spock

In this phase, you and your opponent establish the bases from which you will operate during the game. Beginning with the starting player, players alternate seeding their facilities (or other cards that seed during this phase) one at a time. A facility is seeded by placing it face-up in front of the location where it is being seeded. All facilities are located in space, unless their gametext states they are played "on" a planet.

Tip: Facilities are in Space by Default

Reread that last sentence. Plenty of facilities — especially outposts — have pictures that make it look like they're on a planet. But, for game purposes, they are in space. Only Headquarters and a handful of other facilities (for example, [Colony](#) and [Son'a Observatory](#)) are actually on the planet. This has significant implications for [Volcanic Eruption](#), [Breen CRM114](#), [Thine Own Self](#), and others.

Like Missions, every Facility has a native quadrant:  Delta Quadrant,  Gamma Quadrant,  Mirror Quadrant, or Alpha Quadrant (no icon). Each facility must be seeded in its native quadrant.





Most Facilities state on their cards where they may be seeded — [Nor](#) enters play at a mission with  affiliation icon; [Tower of Commerce](#) enters play at [Deliver Message](#) (Ferenginar).

Tip: Be Careful with Homeworlds

Make sure you don't accidentally seed a homeworld, only to learn at game time that you can't use it for an outpost. Homeworlds do not call much attention to themselves (they merely state in lore that they are a homeworld for the given affiliation) so it's easy to make this mistake.

Tip: "Outposts"

When a card refers to an "outpost", it *only* refers to outposts, and not to other kinds of facilities. You may use [Assign Mission Specialists](#) or [Attention All Hands](#) to download only to an Outpost, not to a Headquarters or Station.

The exception is Outposts. Outposts may be seeded at any mission in their native quadrant with a matching affiliation icon. Thus, a  [Federation Outpost](#) may seed at any Alpha Quadrant mission with the  Federation affiliation icon, such as [Investigate Dead Planet](#) or [Repair Mission](#). However, Outposts may *never* be seeded at the **homeworld** of any affiliation. For example, you may not seed a  Outpost at [Deliver Message](#), because it is the  Ferengi homeworld.

You may not seed (or build) a facility at a location where you already own one (unless permitted by a card that allows them to "co-exist"). Your opponent may seed a facility where you already have one, and you may **control** two facilities at one location during the game if one of them has been moved or **commandeered**.

STARTING THE GAME

The facility phase continues until both players announce they have no more cards to seed by saying "pass." Once both players have passed, the seed phases are complete. Show your opponent any seed cards you did not use (including unseeded Sites), then place them **out-of-play**. Both players shuffle their draw decks and place them face-down on the table, then draw seven concealed cards to form a starting *hand*. Your table may look something like this:



The play phase now begins.

5: THE PLAY PHASE

"There's more to this than just the cards, Data."

—Geordi LaForge

The starting player takes the first turn. Then players take alternating turns until one of them [wins](#).

Each turn consists of a series of *actions* taken by the player. Actions may be permitted — or required — by the rules or by the cards on the table. There are three basic *kinds* of action, which each player normally must do during his or her turn in the following order:

1. Play a card to the table (normally at the start of the turn)
2. Do something with the cards on the table (normally in the middle of the turn; this is called "executing orders")
3. Draw a card from your draw deck (normally at the end of the turn)

You may not normally interrupt your own actions, or your opponents' actions, unless you use a card that is a *valid response* to that action or a card that *suspends play*.

The next three chapters will detail the three basic actions described above.



6: PLAYING A CARD

YOUR NORMAL CARD PLAY

At the beginning of each turn, you have the option to play any single card from your hand to the table. This is referred to as your "normal card play."

Your normal card play must take place *before* you take any further actions. If you begin executing orders before using your card play, you forfeit your card play for the turn.

Tip: Interrupts and Doorways Don't Use Your Card Play

 Interrupts and  Doorways play **at any time**, so they do not need to use your normal card play. (See **at any time**.)

Exception: "Start of turn" actions

When a card expressly states that an action takes place at the "start" of your turn (such as a **We Are Back** card draw or a **White Deprivation** battle), it must happen *before* your normal card play, and you do *not* forfeit your card play as a result.

Most card types may **play** directly from your hand. However, personnel, ships, and equipment must **report for duty** to enter play.

PLAYING "FOR FREE"

Some cards say that they play "for free", or allow other cards to play "for free". This means that they play normally, but they do not count as **your normal card play** for the turn. You may play cards "for free" before or after your normal card play (or both!), and there is no limit on the number of cards you may play "for free" during your turn. However, like your normal card play, you must play all your "for free" cards *before* you begin executing orders.

Tip: You Need Free Plays

Since you only get one normal card play per turn, most successful decks rely on finding ways to play 1-3 cards "for free" on each turn. The easiest way to do this is with **New Arrivals**, a popular card that is particularly valuable for new players.

ENTERING PLAY

"For nearly a century, we've waded ankle-deep in the ocean of space. Now it's finally time to swim."

—Maxwell Forrest

To play a card, announce the title of the card and place it face-up on the table (or wherever the card directs). It has now been played. Any player may examine the card. Any player may respond to it. Then, any immediate effects in the gametext are played out and resolved. If the card's immediate effects do not discard the card played, it enters play. Cards remain in play until they are nullified, discarded, killed, destroyed, or otherwise **leave play**.

Exception: Discard interrupts





Interrupts are always discarded as soon as they are used, unless gametext states otherwise.

If a card is marked "*unique*", its **owner** may not play another **copy** if its owner already has one in play. Any additional copies its owner plays, earns, encounters, or activates are immediately discarded. Ships, Personnel, and Facilities are unique by default.

If a card is marked "*not duplicatable*", there may not be more than one copy in play *anywhere in the game*, and any additional copies that enter play for *any* player are immediately discarded. Missions and Time Locations are non-duplicatable by default. (Duplicated missions become **shared missions**.)

Otherwise, cards are presumptively **❖ universal**, meaning there is no limit on the number of copies that can be in play at the same time.

A non-seeded  Alternate Universe card may play only if another card (typically an open doorway or time location) allows it.

A card with the  Hidden Agenda icon must be played face-down on the table. The player does not announce its title or use its gametext at this time. It is not in play, and may not be examined by the opponent. The player who controls the  card may, **at any time**, *activate* the  card by flipping it face-up. It enters play and takes immediate effect. If a player seeds or plays a card as a hidden agenda (face-down) when it does not have a  icon, that player forfeits the game.

REPORTING FOR DUTY

KIRA: *Captain, as a Major in the Bajoran Militia, I must officially protest Starfleet's refusal to turn over this station to my government.*

SISKO: *Your protest is duly noted.*

KIRA: *Good. Now that that's over with... Kira Nerys, reporting for duty.*

—"Call to Arms"

Your Personnel, Ship, and Equipment cards do not simply play on the table like other cards. Normally, they must play at a *usable, compatible* **outpost** or **headquarters** in their *native quadrant*. Announce the title of the card you are reporting and where you are reporting it, then place it there.

USABLE





A card is *usable* if you **control** it. In addition, some cards, like **Ferengi Trading Post**, state that they are usable by both players.

COMPATIBLE

A card is *compatible* with another card if they both belong to the same **affiliation**. Cards from *different* affiliations are compatible only if some other card (such as **Treaty: Romulan/Klingon**) permits them to "mix", "mix and cooperate" or otherwise interact "regardless of affiliation".




For example, a  Cardassian personnel like **Jerax** can report to a  **Cardassian Outpost** (they are naturally compatible), or a  **Ferengi Trading Post** (which allows "mixing"), but not a  **Federation Outpost** (they are *incompatible*).

Exception: Non-Aligned compatibility

Cards with the  Non-Aligned or  Neutral affiliations may mix and cooperate with cards of *every other affiliation* (except  Borg). This makes the  affiliation extremely useful, since they are able to function both as their own affiliation and as a support team for virtually every deck type in the game.

Equipment cards have no affiliation, and are compatible with all cards.

NATIVE QUADRANT

A card's *native quadrant* is indicated by an icon on its right side. Cards that are native to the Delta Quadrant have the  icon, cards native to the Gamma Quadrant have the  icon, cards native to the Mirror Quadrant have the  icon, and cards native to the Alpha Quadrant (the majority of cards in the game) have no quadrant icon. When reporting for duty, both the card reporting and the **facility** it reports to must be in their native quadrants.

Equipment cards have no native quadrant, and may report to any quadrant.

SPECIAL REPORTING

The above rules describe the game's *built-in* reporting rules. Some cards provide *special reporting*: additional reporting options at specific locations. When a card provides special reporting, native quadrant restrictions do not apply. Thus, you can use **Assign Mission Specialists** to download **Narik** and **Amarie** (who are Alpha Quadrant natives) to a **Primary Supply Depot** (which is in the  Gamma Quadrant), or report a Vulcan (even a  Delta Quadrant Vulcan like **Tuvok**) to **Observe Ritual**, even if you have no facility there.

AFTER REPORTING

Once your card has "reported for duty", and your opponent has had the opportunity to inspect the card reported, you may place it face-up underneath the facility, so that your opponent can no longer see it. (See **Looking At Cards**.)

DUPLICATION AND PERSONAS

Unlike other cards, Ship, Personnel, and Facility cards are **unique** by default: you may not play another **copy** of a ship, personnel, or facility in play if you already **own** a copy in play. Just as there is only one **Jean-Luc Picard** in the *Star Trek* universe, you may only have one copy of Jean-Luc Picard in play at once.

In addition, if you **have in play** a version of any given *persona*, you may not bring another into play. A few personnel in the game (and even some ships!) have *several* cards representing them, each one showing a different side of the subject's personality. For example, there is **Benjamin Sisko**, commander of Deep Space Nine... but there is also **Benjamin Sisko (Chain of Command)**, a young exec at the Battle of Wolf 359; **Lt. Sisko**, the time-travelling crewman on Kirk's *Enterprise*; **The Emissary**, the central figure in Bajoran religion; and **Dr. Noah**, the holographic criminal mastermind. All of these are different representations of the same *persona*, and you may not play another if you already have one in play.

You can identify whether a card shares the *persona* of another in three ways:

- if the two cards have the *exact* same card title, letter-for-letter, they are the same persona (for example, the **Miles O'Brien** from *Star Trek: The Next Generation* and the **Miles O'Brien** from *Star Trek: Deep Space Nine*)
- if one card has the *exact* name of the other card written in **bold** in its lore, they are the same persona (for example, **Falcon** and **Miles O'Brien**)
- if the two cards both have the *same* name written in **bold** in their lores, they are the same persona (for example, **Falcon** and **Ensign O'Brien**)



As always, if a card is specifically marked **universal**, then there is no limit on the number of copies and versions of that persona you may have in play. **Universal** ships and personnel are typically *representative* of a genre. For example, **Linda Larson** represents *all* young Starfleet engineers.

LEAVING PLAY

When a card leaves play (or is "discarded"), it is placed in its owner's *discard pile*. Cards in the discard pile are stacked face-up. If the discarded card was unique, its owner is now free to play another copy during his or her turn (if he or she has one!). You may not discard cards unless a card or rule allows or requires it.

Dilemmas are placed *out-of-play* instead of being discarded (even when the dilemma specifies "discard dilemma"). Cards put out-of-play are placed in a separate pile from the discard pile. They are now conceptually outside the game, and can only be retrieved by a card that expressly allows you to retrieve a discarded dilemma.

If a card leaves play, other cards played on or under it also leave play in the same manner. For example, if a ship is destroyed, all personnel aboard are killed and discarded to their owners' discard piles. If a ship affected by [Cytherians](#) and [Tactical Console](#) is returned to hand by [Space-Time Portal](#), all personnel aboard are returned to their owners' hands, as are Tactical Console and Cytherians (which, as a dilemma, cannot normally be played again).

Your card may require you to choose a long-term target (other than the card it is played on). If the long-term target leaves play, your card leaves play in the same manner. For example, if the male targeted by [Assimilate Counterpart](#) returns to hand, so does [Assimilate Counterpart](#).

Some cards have a *bonus point box* in their gametext — a black box with a specified number of points inside it:



If a card with a bonus point box is worth points to you when it leaves play, place it in a point area on your side of the table so that you remember those points. These cards are not [in play](#), nor are they part of your discard pile.

When a mission has you discard cards, they must come from the team attempting the mission (not from your hand), at the time the mission is solved. All other discards (for instance, from [Static Warp Bubble](#)) come from the hand, unless otherwise specified.

OTHER WAYS TO PLAY A CARD


"Captain, we've detected six more Hirogen ships. They're converging on us from all directions."

—Chakotay

PLAYING "AT ANY TIME"

 Interrupts, and several other cards (like [Out of Time](#)), play "at any time." You may play them at any time, during any phase of your turn or your opponent's.

Cards played "at any time" do not count as your normal card play.

You may activate a face-down  Hidden Agenda card by flipping it face-up at any time (as if it were an "at any time" card play). It [enters play](#) when flipped. Its gametext takes immediate effect (or retroactive effect, if a [valid response](#)). It may not be flipped face-down again.

Even a card that plays (or activates) "at any time" may not interrupt another action in progress, unless it [suspends play](#) or is a [valid response](#) to that action. For example, you may not play [Near-Warp Transport](#) during a mission attempt, but could play [Renewed Spirit](#) if a combo dilemma was encountered during the attempt.

Cards that play "at any time" likewise may not play between start-of-turn or end-of-turn actions, like probing or using [Tyranny](#). If a card says it has to be the first thing done on your turn, the only thing that can go before it is another card that says it has to be the first thing done on your turn!

PLAYING A DOORWAY



 Doorways, *by default*, may play at any time *during your turn only*.

However, if a Doorway *specifically* states it plays "at any time" (for example, [Holodeck Door](#)), then it may *also* play during your opponent's turn.

DOWNLOADING

When a card instructs you to *download* a card, search through your hand, your draw deck, and/or your open side decks for the *target card*. Once found, you must immediately play it. (If you cannot, the download is *invalid*; see sidebar.) You must follow all the normal rules for playing a card, such as reporting restrictions. Then reshuffle any face-down decks you looked through.



Some downloads (like [Quark's Isolinear Rods](#)) specify your hand as the destination. When you use such a download, you must place the target in your hand instead of playing it. Some downloads (like [Blood Oath](#)) work "in place of one card draw." When you use such a download, you may choose whether to play the target immediately or place it in your hand for later use. Some downloads (like [High Rollers](#)) "download and seed" the target. When you use such a download, seed the target card (instead of playing it). You do not need to show it to your opponent.

You may not download  artifacts or  Q-icon cards unless specifically permitted by a card (for example, [Starry Night](#)). Facilities and Sites do not provide downloads unless they are in their native quadrant.

A Facility card (or its attached Site card) may not provide downloads outside its native quadrant. (This is in addition to all normal reporting restrictions.)

General Quarters: The Personnel Download Limit


Personnel cannot be downloaded as easily as other cards. When you recruit specially-picked personnel (instead of reporting personnel who are already "available" in your hand), you must locate, enlist, and reassign them to your forces — all of which takes time and effort. For this reason, you may not download personnel into play more often than **once every turn**.


For example, suppose you use [Ferengi Conference](#) to download [Leeta](#) and [Lumba](#). Because you did this as a single action, you are allowed to download both personnel at once. Leeta may then immediately use her  Special Download to download [Dabo](#) — Dabo is not a personnel. However, because of the personnel download limit, you must wait until your opponent's turn to use Lumba's  Special Download of [Nilva](#) — Nilva *is* a personnel, and you have already hit the once-every-turn download limit for personnel this turn.


SPECIAL DOWNLOADING

A card with a  Special Download icon allows you to **suspend play** at *any* point during the game (including during a seed phase or an opponent's turn), interrupting other actions as necessary, while you download the target card and immediately play it.

Tip:  *Suspends Play*

 Special downloading is by far the easiest and most common way to suspend play. Refer back to the section on [actions](#) for more on the significance of suspending play.

If the target card is location-based, it must be downloaded to the location of the  icon. For example, [Arandis](#) may download [Jamaharon](#) to nullify a [Horga'hn](#), because that effect is not location-specific. Arandis may also download Jamaharon to relocate a male at her location to Risa. But she may not download Jamaharon to relocate a male at *another* location to Risa.

Each  icon on a particular card grants a Special Download only **once per game**, regardless of how many copies of that card you have in play. Thus, [Admiral Kirk \(Life From Lifelessness\)](#) may download both [The Genesis Effect](#) and [Khan!](#) during a game, but, if you later get another copy of Admiral Kirk into play (using [Aid Clone Colony](#)), he could not use those spent downloads.

7: EXECUTING ORDERS

Once you have played all the cards you intend to play at the start of your turn, signify this by announcing that you are now "giving orders". This is the part of your turn where you and your cards get stuff *done*.

MOVE

QUARK: *'Come to Quark's, Quark's is fun, come right now — don't walk, run!' Oh, I love the part where my name rotates around.*

KIRA: *If all your little 'advertisements' aren't purged from our systems by the time I get back from the Gamma Quadrant, I will come to Quark's. And, believe me... I will have fun.*

—"The Quickening"

During the game, your personnel will move throughout the universe. They may visit facilities, board starships, beam down to planets, invade an opponent's ship, travel across the galaxy (or across time), or stop by the bar for a relaxing hand of Tongo.

When your personnel move to a ship or space facility that you **control**, stack them face-up underneath the ship or facility card. These personnel, collectively, form the *crew* of that ship or space facility.

When your personnel are on a planet (or in a planet facility) stack them face-down on the planet (or on the planet facility). They now form a single *Away Team*. You may not divide your crews or Away Teams into separate groups, except when permitted or required to do so by a card or another rule.

Tip: Separate Crews and Away Teams

Later, we'll discuss dilemmas and mission attempts. In practice, dilemmas will *frequently* cause your crews and Away Teams to become **separated**, by **stopping**, **disabling**, **dividing**, or **putting in stasis** your personnel. This is actually a good thing: personnel who are the victim of early dilemmas like **Blended** form a separate team for the rest of the mission attempt, which protects them when a team-wiping dilemma like **Barclay's Protomorphosis Syndrome** shows up. It won't save you from **V'Ger** or **Crytalline Entity**, but it helps!

When your personnel are on an *opponent's* ship or facility, they still form an Away Team, but they also become *intruders*. Intruders cannot attempt missions, but they can start personnel battles, and they are in a good position to **commandeer** their hosts. Intruders are not necessarily hostile; indeed, cards like **Open Diplomatic Relations** and **Ferengi Trading Post** positively invite friendly "intruders" to board opposing ships and facilities.


Whenever your personnel move, whether by choice or by force, they may carry any number of Equipment cards with them. Equipment is not carried by any specific personnel, but is carried (and used by) the entire team as a whole. (There are a few exceptions, like **Mobile Holo-Emitter** and **Data's Head**, which are "worn" or "placed on" a single, specific personnel.)

BEAM

"I signed aboard this ship to practice medicine, not to have my atoms scattered back and forth across space by this gadget!"

—Dr. McCoy

In the *Star Trek* universe, all modern facilities and vessels are equipped with *transporters*, which are devices that allow near-instant teleportation of personnel and equipment *en masse*. In the *Star Trek CCG*, using the transporters ("beaming") is the normal way to move your crews and Away Teams between ships, planets, and facilities. All Ships and Facilities have transporters unless the card indicates otherwise.

Any ship or facility that you **control**, even if it has no personnel onboard, may use its transporters to beam your personnel and/or equipment to or from that ship or facility. You may beam to (or from) your other ships or facilities at the same location, to (or from) your opponent's *unshielded* ship or facility at the same location, or, if your transporters are at a  Planet location, to (or from) the planet's surface. Announce the beaming, remove the cards from their origin, and place them at their destination.

You may only use your opponent's transporters at a **usable** facility or ship.

Tip: Boarding? Have a Plan!

Since you can't use most of your opponent's transporters, you should always have a plan for extraction before boarding an opponent's ship or facility. Otherwise you may find your Away Team trapped on a docked ship at an enemy outpost for the rest of the game!

WALK

"I think it's time that we took a little stroll."

—Jean-Luc

Your personnel may also *walk* around at a location. Specifically, your personnel at a facility may walk on or off of your ships docked there ("embarking" and "disembarking"). On a planet, your personnel may walk in or out of your facilities or landed ships on that planet ("entering" and "exiting").

STAFF A SHIP

"I've had my share of piloting experience. Actually only two lessons, and they were in a shuttlecraft on the Holodeck, but I showed great intuition. Where's the helm?"

—The Doctor

In order to dock, undock, or move a ship, you must meet its *staffing requirements*. A ship's staffing requirements are listed on the card, usually as icons representing Command ability (✳) or Staff ability (✧). A ship is staffed when:

- There is at least one personnel of **matching affiliation** on board; and
- Each staffing requirement is met by a **compatible** personnel onboard.

For staffing purposes *only*, a personnel with ✳ may substitute for a required ✧.

Full staffing is required *only* for movement. Any ship which has at least one personnel of **matching affiliation** on board can attempt a mission, initiate battle, or fire weapons, even if the ship is not fully staffed. *Any* ship, including an empty one, may use its transporters.

DOCK & UNDOCK

"Close exterior hatches, depressurise the airlock. Detach umbilicals, clear all moorings."

—Kira Nerys

Your outposts allow your ships to *dock* and *undock*. Your ship must be **compatible** with your outpost to dock, but its crew does not have to be.

Docking and undocking are forms of ship movement that use no RANGE. To dock or undock from your outpost, your ship must be **staffed**. Since it uses no RANGE, there is no limit on the number of times a ship may dock or undock in a turn. Place docked ships beneath the facility card.

While docked, your ship gains SHIELDS equal to 50% of the facility's SHIELDS. Docked ships may not attempt missions or fire WEAPONS (even to return fire when attacked). Docked ships are not destroyed if the facility is destroyed. Outposts **repair** only docked ships.

When a ship is played to a facility that allows docking, it must enter play docked.

FLY A STARSHIP

"Number One, set a course for the Neutral Zone."

A staffed ship can move along your side of the spaceline in either direction. The distance your ship can move on one turn is limited by its RANGE. You determine how far it can travel by adding up the **span** of each location the ship moves to (or passes), not counting the location where it begins. For example, three consecutive missions A, B, and C on a spaceline have spans of 2, 4, and 3. A ship starting at mission A will use 7 RANGE to reach mission C, and 6 RANGE to return from C to A.

5
 Leadership x2 + WEAPONS-8 OR Any K'Eblyr + INTEGRITY-35
 L.K.S. P'ong may report here (with up to 3 personnel)

3
 Anthropology + Diplomacy x2 + Law OR Leadership + SECURITY + Treachery x2 OR Marook

2
 Computer Skill + SECURITY + Leadership + MEDICAL

4
 Anthropology + SECURITY + Computer Skill + (Honor OR Treachery OR Resistance)

U.S.S. Danube
 DANUBE CLASS
 Class of runabout often named for Taran rivers. First commissioned in 2368. The following year, the U.S.S. Enterprise delivered three Danube-class vessels to DS9.
 Reports for free to Docking Pads.
 RANGE 7 WEAPONS 4 SHIELDS 5

3 + 2 = 5 RANGE used
7 - 5 = 2 RANGE remaining

U.S.S. Danube
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 Class of runabout often named for Taran rivers. First commissioned in 2368. The following year, the U.S.S. Enterprise delivered three Danube-class vessels to DS9.
 Reports for free to Docking Pads.
 RANGE 7 WEAPONS 4 SHIELDS 5

U.S.S. Enterprise-E
 SOVEREIGN CLASS
 The latest in the Enterprise line, it gets "all the easy assignments." Commanded by William T. Riker in the Briar Patch incident with the Sor'a.
 WEAPONS and SHIELDS +1 for each aboard. Holodeck, Tractor Beam
 RANGE 10 WEAPONS 7 SHIELDS 8

2 + 3 + 5 = 10 RANGE used
10 - 10 = 0 RANGE remaining

U.S.S. Enterprise-E
 SOVEREIGN CLASS
 The latest in the Enterprise line, it gets "all the easy assignments." Commanded by William T. Riker in the Briar Patch incident with the Sor'a.
 WEAPONS and SHIELDS +1 for each aboard. Holodeck, Tractor Beam
 RANGE 10 WEAPONS 7 SHIELDS 8

A ship does not have to move all of its RANGE on a turn. A ship can stop at each location as it moves, or it can "fly past" locations (conceptually passing them at warp speed) without stopping there (but still using RANGE).

ATTEMPT A MISSION

The mission. Whether it's exploration or relief, diplomacy or combat, *the mission* is at the heart of every *Star Trek* episode — and the *Star Trek* CCG.

Of course, missions rarely go as planned. You'll beam down to do some [Changeling Research](#) with a research team, but you'd better bring weapons and Security officers to keep them safe, or they might fall prey to a [Berserk Changeling](#). It's even more important in space, where a mission to [Observe Stellar Rebirth](#) could end in catastrophe for an entire starship if they're not prepared for [everything they might find](#). But, if you survive the dilemmas your opponent has left for you and solve the mission, you're one step closer to [winning the game](#).

MISSION ATTEMPTS: BASIC RULES

You attempt missions using the personnel, ships and equipment you have played. You attempt  Space missions with your crew aboard a ship; you attempt  Planet missions by beaming an Away Team down to the mission.

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read it. If it says "unless" or "to get past," you can prevent the dilemma by meeting the stated conditions... but, if you fail, the entire team is [stopped](#) and the dilemma reseeds. If it says "cure," you can discard the dilemma (after it has its initial effect) by meeting the cure requirement, but, if you can't, there's no penalty. If it says, "nullify," then it works just like a "cure," except you can meet the nullify requirement and discard the dilemma *before* it has any effect. If it doesn't say any of those, then just do what the dilemma says, then discard it and continue to the next seed card. Usually, dilemmas will [kill](#) or stop enough personnel to prevent you from solving the mission immediately.

When there are no more dilemmas beneath the mission, check your crew or Away Team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.


BATTLE

"To all ships, this is Captain Sisko! Assume attack formation Delta Two! There's an old saying: fortune favours the bold. Well... I guess we're about to find out."

—Benjamin Sisko

The final frontier is a dangerous place, and not everyone will want to be your friend. Your rivals may attack your vessels, your outposts, your personnel, and even your planets. Whether in hand-to-hand ground battles or space-based fleet actions, combat gives your enemies an opportunity not just to destroy you and your assets, but to capture your personnel, paralyze your fleet, disrupt your operations, and even score points from your suffering. You must always be prepared for it. You may even find it necessary to begin combat yourself in order to defend your interests — or your honor.

BATTLE: BASIC RULES

When your ships are at the same location as your opponent's ships, or your personnel are present with your opponent's personnel, you may battle them, as long as they belong to a different affiliation. There are a few exceptions to this rule:  may not attack unless attacked first. , , and  may attack *anyone*, including fellow Klingons and Kazon. To start a battle, you must have OFFICER or Leadership present.

SHIP BATTLE


Add up the total WEAPONS on all your attacking ships. (Each ship must have OFFICER or Leader aboard and must be at the same location as the battle.) Pick one of your opponent's ships or facilities present. If your WEAPONS are greater than its SHIELDS, it is *damaged*. Place a [Rotation Damage Marker](#) on the ship (or simply rotate the ship): the target's cloaking device (if any) goes [off-line](#), and its RANGE is reduced to 5. Your opponent may now return fire by totalling her WEAPONS at this location (her ships do not need OFFICER or Leadership to fire back), choosing one of your ships, and attempting to damage it in the same way.

If an attacker's total WEAPONS are more than double the defender's SHIELDS, the defender is destroyed at the end of the battle. If a damaged ship is damaged again, it is destroyed at the end of the battle.

PERSONNEL BATTLE

Shuffle your attacking crew or Away Team and place them in a face-down pile on the table (like a card deck). Your opponent does the same with the defending crew or Away Team. You will now play a short game of "war": each of you must draw the top card of your respective "combat piles" and compare the STRENGTH of the personnel revealed. Whoever has less STRENGTH is *stunned*. If one card has greater than double the STRENGTH of the other, the weaker one is *mortally wounded*. Repeat until one player runs out of cards in the combat pile. Both players now total up the STRENGTH of their remaining unstunned, un-wounded personnel. Whoever has more STRENGTH remaining wins! The winner randomly selects one of the unstunned, un-wounded personnel from the losing side as a *casualty*. The casualty dies. Stunned personnel on both sides recover, and mortally wounded personnel die.

AFTER THE BATTLE

After a battle, all ships and personnel involved in the fighting are [stopped](#). On the next turn, your opponent (even ) may freely *counter-attack* any and all of your cards at that location, launching a new battle *without* needing OFFICER or Leadership. Affiliation attack restrictions do not apply during counter-attacks.

You can repair damage to your ships by docking at a friendly facility and remaining there for two full turns (not including the turn you docked).

8: END OF TURN



When you are finished executing orders for the turn, announce that you are ending your turn. The very last thing you do on your turn is draw a card from your draw deck.

9: WINNING THE GAME

"As of this moment, we are all dead. We go into battle to reclaim our lives. This we do gladly, for we are Jem'Hadar. Remember: victory is life!"

—First Omet'iklan

The game continues until one player wins the game by having at least 100 points. However:

- Each player who has not completed at least two missions, including one  Planet and one  Space mission, must score an additional 40 points to win.
- Each player who has not completed at least one Alpha Quadrant mission must score an additional 40 points to win — unless neither player seeded any Alpha Quadrant missions, in which case this penalty is not applied.
- If, at any time, any player has more bonus points than non-bonus points, the excess bonus points do not count toward winning.
- If, at any time, both players' draw decks are empty, or if both players simultaneously achieve the victory conditions, the player with the most points is the winner.

10: LIFE IN SPACE

"Out there, there are no saints, just people! Angry, scared, determined people who are going to do whatever it takes to survive — whether it meets with Federation approval or not!"

—Benjamin Sisko

The facilities, ships, personnel, and equipment you bring with you on your voyage into the galaxy are more than tools — in many ways, they have a life of their own. This section explains how you can turn their quirks to your advantage — and how things can backfire.

USING SKILLS

"Fix the replicators, Chief. My console's offline, Chief. I should've transferred to a cargo drone. No people, no complaints."

—Miles O'Brien

Skills appear on all **personnel** cards, usually preceded by a ● skill dot. Most skills are *regular skills*, such as ● Physics, ● Computer Skill, and ● Honor. (They are all one or two words long.) Regular skills are typically used in meeting conditions for another **action** where present, such as curing a dilemma. Regular skills are most often used to meet mission and dilemma requirements.

All other skills are *special skills*, such as "● If on Cha'Joh, it is RANGE + 2." Special skills that provide general modifiers like this are "always on." Other special skills, such as, "● Once per game, may capture one personnel present," may normally be used only as normal actions on your turn, although many special skills provide their own special timing.

Some cards allow you to select, add, or increase skills (for example: **Frame of Mind**, **Fitting In**, **Ishka**). You may only select or modify regular skills.

Attributes (INTEGRITY, CUNNING, and STRENGTH) also appear on all personnel cards, and can be used like regular skills.

GETTING HURT

"The plasma was super-heated. It thermalised his lungs. Initialise the hyperbaric sequencer!"

—Dr. Phlox

This section describes the many ways your personnel might be injured or otherwise prevented from carrying out their duties.

STOPPED

The most common "injury" in the game is getting "stopped." Stopped personnel are, conceptually, either completely engaged in what they're doing, completely exhausted, or injured enough to be "out of the action" for the rest of the turn while they recuperate.

Examples: Devastating Communique, failing a conditional dilemma, Oo-mox, finishing a battle

Stopped cards may not be beamed, move, walk, participate in an attack (they may battle defensively), staff an unstopped ship, cloak, phase, get stopped again, or participate in any mission, commandeering, or scouting attempt in *any* way. (They become **separated**.)

If a ship is stopped (or unstopped), all cards aboard the ship are stopped (or unstopped). Using up a ship's RANGE does not stop it.

Equipment carried by a crew or Away Team are stopped if the entire crew or Away Team is stopped (whether by battle, failure to overcome a dilemma, or other means).

Stopped cards become unstopped automatically at the start of either player's next turn.

KILLED OR DESTROYED

Cards that are *killed* or *destroyed* **leave play** normally, usually to the discard pile. All personnel aboard a ship or facility when it is destroyed are killed, and all equipment and ships aboard are destroyed.

Examples: *Armus - Skin of Evil*, *Vulcan Stone of Gol*, *V'Ger*, *Disruptor Overload*

DISABLED

A disabled personnel is unconscious.

Examples: *Hypospray*, *getting captured*, *deactivated* 🤖 *holograms*

Disabled personnel may not be used in any way. They may not take actions, use gametext or characteristics, or even enable gametext on other cards that depend on the disabled personnel being in play. For example, if *Lore* is disabled, you cannot use his skills to cure dilemmas, cannot use his Treachery for *Recruit Mercenaries*, and cannot prevent a ship from being relocated at *Paxan "Wormhole"*. However, disabled personnel may be moved and beamed like equipment cards, and may be targeted by effects that target their card types. For example, disabled personnel may be **battled** by opposing personnel, captured by *Ilon Tandro*, or targeted by *Release This Pain*.

Disabled personnel are **separated** during mission attempts.

STASIS

Personnel or ships in stasis are in suspended animation, where they remain until released.

Examples: *The Whale Probe*, *Vulcan "Death Grip"*

Tip: Disabled vs. In Stasis

These two conditions are very similar. In both cases, affected cards can't do anything. However, disabled cards can have things done to them, like being attacked or relocated. Cards in stasis generally can't.

Cards in stasis may not take actions, use gametext, or characteristics, and may not be targeted or moved by any effect except the one placing them in stasis. Ships and personnel in stasis therefore cannot be attacked in battle. For example, no player may play *Diplomatic Contact* on *Kai Winn* if she is in stasis. Cards already targeting ships or personnel in stasis are suspended until stasis ends. For example, *Federation Flagship: Renewed* does not generate extra card draws while the *Enterprise* is in stasis, and *REM Fatigue Hallucinations* does not count down.

Personnel in stasis are **separated** during mission attempts.

SEPARATED

During mission attempts, your personnel who are stopped, disabled, in stasis, or under house arrest are *separated*. Any personnel who are stopped, disabled, placed in stasis, or house arrested during a mission attempt automatically and immediately form a new "separated" crew or Away Team (or join it, if one already exists). Separated personnel automatically rejoin the main team as soon as they are able (when unstopped, removed from stasis, etc.).

Because separated personnel are no longer part of the main mission team, this means they are no longer **present**: They can no longer be targeted by dilemmas from the mission attempt (unless *expressly* specified, like on *Crystalline Entity*). They are not considered to be "aboard" their ship, for the purposes of dilemmas. Furthermore, separated personnel cannot contribute characteristics or skills toward overcoming, curing, or triggering dilemmas encountered during mission attempts. They are completely sidelined.

All opposing personnel are considered "separated" from your mission attempts, as well. For example, if you encounter *Kazon Bomb* during a mission attempt at *Liberation*, your opponent's Away Team will not suffer casualties, even if it is on the planet's surface with your Away Team.

12: MISCELLANEOUS RULES

"You are now subjects of the Klingon Empire. You'll find there are many rules and regulations. They will be posted. Violation of the smallest of them will be punished by death."

—Captain Kor

There are a few other rules you should know when you start playing.

SELECTION

"Execute them. I think you'll find that random and unprovoked executions will keep your entire workforce alert and motivated."

—The Intendant

Some cards require one or more cards to be chosen. The selection may be automatic, one player may choose, or it may be random. If the card (or rule) does not specify, the player who played or encountered the card selects. For example, on [Odo's Cousin](#), you choose which SCIENCE to stop. The selecting player may [see the cards](#).

Make random selections by any mutually agreeable means; or shuffle together all eligible cards, hold them so the faces of the cards cannot be seen, and let your opponent draw a card, at random, from this group.

There are special rules for tied selections; see [Ties](#).

URNS: "EACH", "EVERY" & "FULL"

When a card states that something happens *"every" turn*, it means *every* turn of *any* player. However, when a card says that something happens *"each" turn* (or "per" turn), it means each turn of the card's *subject*, skipping opponents' turns. Thus, [Harvester Virus](#) kills *every* turn, but [Dal'Rok](#) kills only on the turns of the player who encountered it.

A *"full turn"* is one complete turn of one player, from beginning to end. It does not include the current turn.

CONTROL AND OWNERSHIP

You *control* each card you seed or play, as well as any [Headquarters](#) of an affiliation you are playing. You do not control cards which are in your deck, hand, or discard pile, except while seeding or playing them.

The word "your" is often used as shorthand to refer to cards you control. For example: *Each of your Treachery personnel is CUNNING +2*. This gametext affects the CUNNING of each Treachery personnel you control.

Similarly, the word "opponent's" is used as shorthand for cards your opponent controls.

You are the *owner* of each card you begin the game with. You remain the owner of a card for the entire game.

During a game, your opponent may take control of some of your cards (through [commandeering](#), [Brainwash](#), [Alien Parasites](#), etc.). Such a card is no longer "yours." (It becomes your opponent's.) However, you still own it, and therefore you still "have it in play." For example, if your opponent assimilates your [unique Jean-Luc Picard](#), you may not play another Jean-Luc Picard, because you still have the first one in play. At the end of the game, all cards are returned to their owners.

THE CUMULATIVE RULE

Multiple copies of the *same card* have the *same effect* on the *same target* at the *same time* only if they are *cumulative*.

In the Star Trek: CCG, most cards are *not cumulative*. For example, you may play a copy of [Space Boomer](#) on Travis Mayweather and a second copy on [Daniel Leonard](#). However, because two copies of Space Boomer do not have the same effect on the same target at the same time, if you put them both aboard [Columbia](#), its RANGE would only be +3 (instead of +6).

Tip: Why Are Old Cards Marked "Not Cumulative"?

Originally, all cards in the *Star Trek: CCG* were cumulative by default, so all cards that were not cumulative had to be marked. This rule changed in 1999, but the now-redundant "Not cumulative" gametext remains on many pre-1999 cards.

By contrast, some cards are marked *cumulative*. For example, if your  Away Team has three [Romulan Disruptors](#), every personnel in the Away Team is STRENGTH +6 (instead of +2), because it is marked cumulative.

All [damage markers](#) are cumulative *by default*. All other cards are *not cumulative* unless specifically marked.

SET, ADD, MULTIPLY (S.A.M.)

A card or rule may set numerical values (such as attributes or point boxes) to a specific value (for example, [Frame of Mind](#) sets all attributes to 3). Other cards may add, subtract, multiply, or divide numerical values. When a single card is affected by more than one such effect, first apply any set values, then add or subtract, then multiply or divide. For example, if [Kromm](#) is affected by [Frame of Mind](#) while armed with a [Klingon Disruptor](#) and a [Varon-T Disruptor](#), his total STRENGTH is 10 $((3 + 2) * 2)$. (This is sometimes called the "S.A.M. Rule".)

WHAT HAPPENS WHEN I BREAK A RULE?

"You are out of order!"

—Q

The *Star Trek* Customizable Card Game is a complicated game. You will make mistakes. You will break rules. It will happen by accident. It happens in casual home games and it happens at the Worlds championship series.

For this reason, it is a good idea to pay attention to everything your opponent is doing to make sure that it is fully legal.

If a rules violation is discovered and an easy fix is available, take it. However, if a rules violation took place several actions, several turns, or even (at a tournament) several *games* ago, it is generally not possible to redress it. Play continues normally, without correction.

Tip: Common Quick Fixes

If a stopped personnel (or a hologram without holo-projectors) is beamed down with an Away Team and helps attempt a mission, and it is discovered during the mission attempt, simply remove the card from the Away Team and put it back on the ship where it came from.

Any cards that cannot legally be in play are removed from play immediately upon discovery. For example, if you discover that you have both [Chakotay](#) and [Captain Chakotay](#) in play at the same time without an enabling card (which they can't be, because they are versions of the same unique persona), immediately discard one of the illegal Chakotays. In general, discard the last one played. However, any actions that Chakotay has taken previously (such as overcoming [Founder Secret](#) or helping solve [Investigate Disturbance](#)) cannot be undone; these remain.

If you forget to tick down a countdown or remove a damage marker at the end of your turn, simply tick it down to where it *should* be whenever you discover it.

This rule presumes the good faith of both players. If a player is seen to have deliberately or negligently violated the rules, sanctions may be imposed. At official events, all questions, fixes, and penalties are settled by the Tournament Director, pursuant to the [Organized Play Guide](#) and the [Code of Conduct](#).

Above all, keep having fun after an accidental rules violation. That's the spirit of *Star Trek*.

NEXT STEPS

You are now finished with the Basic Rulebook. Try the game out using an [official starter deck](#), or perhaps one of these [beginner decks](#)! Join the [forums](#) and start talking about the game, or [find a tournament](#) near you!

When you're ready to learn the rest, come back to read the [Advanced Rulebook](#), which covers all the more obscure parts of the game that this volume skipped over, from Artifacts to the Q-Continuum!

CLOSING

The *Star Trek CCG* was developed by Tom Braunlich, Rollie Tesh, and Warren Holland. As they wrote in the end of the original rulebook more than twenty years ago, and we say again today...



We hope you enjoy the endless possibilities in our universe.

See you on the spaceline.

13: ICON LEGEND

Icons not part of the core game are omitted from this streamlined rulebook. See the complete rulebook for a full icon legend.

ICONS WITH BUILT-IN RULES

 - **Alternate Universe:** Cards with this icon are from parallel realities, other time periods, illusions, or even dreams. They may not enter our universe unless  cards are specifically permitted by a card (or if they report to their native Time Location). See [Entering Play](#).

 - **Planet:** Refers to a planet, or a dilemma that may seed only at a planet location.


 - **Space:** Refers to a space location, or a dilemma that may seed only at a space location.

 - **Dual:** Designates a dilemma that may seed at either a planet or space location. Also called "Space/Planet."

 - **Skill Dot:** Indicates a regular or special skill. See [Using Skills](#).

 - **Special Download:** Cards with this icon may suspend play to download the named card. See [Special Download](#).

 - **Damage: Draw:** Instructs a player to draw a Tactic card from their Battle Bridge Side Deck (if any) and place it on a target as damage. See [DAMAGE](#).

 - **Damage: Place:** Instructs a player to place this card on a target as damage. See [DAMAGE](#).


Staffing

 - **Staff Ability:** These personnel can meet  staffing requirements on ships. [Staffing Requirements](#).

 - **Command Ability:** These personnel can meet  or  staffing requirements on ships. See [Staffing Requirements](#).

Quadrants

 - **Delta Quadrant:** This card is native to the Delta Quadrant. Also appears on missions. See [Mission Phase](#) and [Reporting for Duty](#).

 - **Gamma Quadrant:** This card is native to the Gamma Quadrant. Also appears on missions. See [Mission Phase](#) and [Reporting for Duty](#).

 - **Mirror Quadrant:** This card is native to the Mirror Quadrant. Also appears on missions. See [Mission Phase](#) and [Reporting for Duty](#).



Affiliations

 - **Federation:** An interstellar alliance dedicated to peace and progress

 - **Klingon:** An honor-driven warrior race



 - **Romulan:** A cunning people known for their political intrigues

 - **Ferengi:** A big-eared species whose culture is built on the doctrines of greed and grift



 - **Cardassian:** A crumbling military dictatorship that eventually aligned itself with the  Dominion

 - **Bajoran:** Ancient, religious people oppressed by  Cardassians for decades, then aided by the  Federation

 - **Dominion:** Aggressive "anti-Federation" bent on order through conquest. Mostly native to the  Gamma Quadrant.



 - **Kazon:** Primitive spacefaring race divided into gang-like "sects". Native to  Delta Quadrant.

 - **Vidiiian:** Once-great race suffering from a terminal illness called [The Phage](#). Native to  Delta Quadrant.

 - **Hirogen:** Hunter race dedicated to killing challenging "prey". Native to  Delta Quadrant.

 - **Borg:** Cyborg race seeking perfection through assimilation of the galaxy. Native to  Delta Quadrant. *The Borg are an advanced affiliation, with many affiliation-specific rules not covered in this basic rulebook. See the complete rulebook.*

 - **Starfleet:** The earliest human space explorers, who predated the  Federation.

 - **Vulcan**: Before they joined the  Federation, the Vulcan species explored the galaxy on its own

 - **Neutral**: Neutral facilities and some ANIMAL personnel

 - **Non-Aligned**: Everyone else

ICONS WITHOUT BUILT-IN RULES

These icons do not have any inherent impact on the game. However, they are referenced by other cards, which may confer some importance on them.

Eras & Series

 - **The Next Generation**: Cards with this icon are from the time period and milieu of *Star Trek: The Next Generation*, approximately 2364-2371. No card in the game actually has this icon, but it can be added to hundreds of cards using [Continuing Mission](#), then exploited with cards like [Seek Out New Life](#) and [Attention All Hands](#).





 - **Deep Space Nine**: Cards with this icon are from the time period and milieu of *Star Trek: Deep Space Nine*, approximately 2370-2377. No card in the game actually has this icon, but it can be added to hundreds of cards using [Reshape the Quadrant](#), then exploited with cards like [New Frontiers](#) and [Gagh Tek Or?](#)

Factions

Factions are not affiliations, but some cards refer to them in a similar fashion.

 - **Maquis**: Indicates an association with the Maquis, a rebel group battling for independence in the disputed territory between Federation and Cardassian space.

 - **Alliance**: Indicates an association with the Klingon-Cardassian Alliance (KCA), the dominant power in the present-day  Mirror Universe.

 - **Terran Empire**: Indicates an association with the Terran Empire, the dominant power in the  23rd Century  Mirror Universe, and later the Terran Rebellion, the contemporary revolt against the  Alliance.

Other

 - **Warp Core**: These cards are designed to "power" your deck, usually providing free plays or card draws at the price of following certain restrictions on your deck design. They are normally found in  decks.

 - **Reactor Core**: These cards are designed to "power" your deck, usually providing free plays or card draws at the price of following certain restrictions on your deck design. They are normally found in  decks.

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