

AU

Ralf Schwate

COLLABORATORS

	<i>TITLE :</i> AU		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Ralf Schwate	April 18, 2022	

REVISION HISTORY

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Chapter 1

AU

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[Alternate Universe](#)

The alternate universe expands the Universe with 122 cards. The following information is available:

[Alternate Universe Card List](#)

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[Alternate Universe FAQ](#)

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1.3 STCCG.guide/Alternate Universe/Printing Run

[Alternate Universe Printing Run](#)

The alternate universe consists of 122 cards including

40 Common Cards

40 Uncommon Cards

41 Rare Cards

1 Ultra-rare card (The Future Enterprise)

Packaging of the cards is in 15-card expansion packs and uses the same

randomizing method used for the original set. (No secondary sorting).

In each expansion pack you should find:

- 11 Common Cards
- 3 Uncommon Cards
- 1 Rare (or Ultra-rare) Card

The overall print run for the Alternate Universe set was
76 838 760 cards

This is

- 42335 of the Future Enterprise
- 127006 of each rare card (or 5207255 total)
- 381019 of each uncommon card (or 15240746 total)
- 1408711 of each common card (or 56348424 total)

The Ultra-rare card Future Enterprise is exactly three times as scarce as a rare card.

The Rare card Ophidian Cane is printed with the uncommon cards, but also three times as scarce. So in each pack with an Ophidian Cane you will get two Rare cards (but only two Uncommon cards)!

1.4 STCCG.guide/Alternate Universe Card List

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Star Trek: The Next Generation(R) Customizable(TM) Card Game: Alternate Universe
Alphabetical List of 122 Cards

KEY

- {C} - Common
- {U} - Uncommon
- {R} - Rare
- {UR} - Ultra-Rare
- (AU) - Alternate Universe icon
- (holo) - Holographic Re-creation
- (univ) - Universal personnel
- <DA> - Dual-affiliation personnel
- [35] - Point value (e.g., 35 points)
- [X] - variable point value
- P - planet mission or dilemma
- S - space mission or dilemma
- P/S - planet/space dilemma

ARTIFACTS

Cryosatellite	{R}	(AU)	
Data's Head	{R}	(AU)	
Iconian Gateway	{R}		
Ophidian Cane	{R}	(AU)	
Receptacle Stones	{R}		
Ressikan Flute	{R}	(AU)	[X]
Samuel Clemens' Pocketwatch	{R}	(AU)	

DILEMMAS

Alien Labyrinth	{C}	P	
Cardassian Trap	{U}	P/S	
Coalescent Organism	{R}	P/S	
Conundrum	{C}	S	(AU)
Edo Probe	{U}	P/S	[-10]
Empathic Echo	{C}	P/S	(AU)
Ferengi Attack	{C}	P	
Frame of Mind	{U}	P/S	(AU)
Hidden Entrance	{C}	P	
Hunter Gangs	{C}	P	
Interphasic Plasma Creatures	{C}	P/S	(AU)
Malfunctioning Door	{C}	P	
Maman Picard	{U}	S	(AU)
Outpost Raid	{C}	P/S	
Parallel Romance	{U}	P	(AU)
Punishment Zone	{C}	P	[-5]
Quantum Singularity Lifeforms	{U}	S	(AU)
Rascals	{U}	S	
Royale Casino: Blackjack	{U}	P	(AU) [5/-5]
The Gatherers	{C}	P	
The Higher ... The Fewer	{U}	P/S	[X]
Thought Fire	{C}	P/S	(AU)
Worshiper	{C}	P	[5]
Zaldan	{U}	P	

DOORWAYS

Alternate Universe Door	{C}	
Devidian Door	{R}	(AU)

EQUIPMENT

Echo Papa 607 Killer Drone	{R}
I.P. Scanner	{C}

EVENTS

Baryon Buildup	{C}
Captain's Log	{U}
Engage Shuttle Operations	{U}
Interrogation	{R}
Intruder Force Field	{U}
Klim Dokachin	{U}
Lower Decks	{U}
Mot's Advice	{U}
Particle Scattering Field	{C}

Revolving Door	{R}	
Rishon Uxbridge	{C}	(AU)
The Charybdis	{U}	
The Mask of Korgano	{C}	
Thermal Deflectors	{U}	
Wartime Conditions	{R}	(AU)
Yellow Alert	{C}	

INTERRUPTS

Anti-Matter Spread	{C}	
Barclay Transporter Phobia	{U}	
Brain Drain	{U}	(AU)
Countermanda	{C}	
Dead in Bed	{U}	(AU)
Destroy Radioactive Garbage Scow	{C}	[-10]
Devidian Foragers	{C}	(AU)
Eyes in the Dark	{C}	(AU)
Fire Sculptor	{C}	
Hail	{C}	
Howard Heirloom Candle	{C}	
Humuhumunukunukuapua'a	{C}	
Incoming Message: Attack Authorization	{U}	
Isabella	{U}	
Jamaharon	{C}	
Kevin Uxbridge: Convergence	{C}	
La Forge Maneuver	{U}	
Latinum Payoff	{C}	[X]
Phaser Burns	{C}	
Rescue Captives	{U}	
Romulan Ambush	{U}	
Security Sacrifice	{C}	
Seize Wesley	{R}	
Senior Staff Meeting	{U}	
Temporal Narcosis	{U}	(AU)
Thine Own Self	{C}	
Vorgon Raiders	{R}	(AU)
Vulcan Nerve Pinch	{C}	
Wolf	{U}	(AU)

MISSIONS

Brute Force	{R}	P-K	(3)	[30]
Compromised Mission	{R}	S-KR	(4)	[35]
Diplomatic Conference	{R}	P-FKR	(4)	[60]
FGC-47 Research	{R}	S-FKR	(X)	[30]
Fissure Research	{R}	S-FKR	(3)	[35]
Qualor II Rendezvous	{U}	P-N	(4)	[30]
Quash Conspiracy	{R}	S-R	(3)	[40]
Reunion	{R}	P-F	(3)	[X]
Risa Shore Leave	{R}	P-F	(3)	[30]
Warped Space	{R}	S-K	(5/1)	[45]

OUTPOST

Neutral Outpost	{C}
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PERSONNEL - FEDERATION

Beverly Picard	{R}	(AU)	
Ian Andrew Troi	{R}	(AU)	
Jack Crusher	{R}	(AU)	
Lt. (j.g.) Picard	{U}	(AU)	
Montgomery Scott	{C}		
Paul Rice	{U}		(holo/univ)
Rachel Garrett	{R}	(AU)	
Richard Castillo	{U}	(AU)	
Tasha Yar-Alternate	{R}	(AU)	

PERSONNEL - KLINGON

Governor Worf	{R}	(AU)	
K'mtar	{R}	(AU)	
Targ	{C}		(univ)

PERSONNEL - ROMULAN

Commander Tomalak	{R}	(AU)	
D'Tan	{U}		
Major Rakal	{R}	(AU)	<DA:Fed>
Stefan DeSeve	{R}	(AU)	<DA:Fed>

PERSONNEL - NON-ALIGNED

Ajur	{U}	(AU)	
Berlingoff Rasmussen	{R}	(AU)	
Boratus	{U}	(AU)	
Dathon	{R}		
Lakanta	{U}	(AU)	
Maques	{U}		
Mickey D.	{U}	(AU)	

SHIPS - FEDERATION

Future Enterprise	{UR}	(AU)	
U.S.S. Enterprise-C	{R}	(AU)	

SHIPS - KLINGON

I.K.C. Fek'lhrr	{R}	(AU)	
I.K.C. K'Ratak	{C}		

SHIP - ROMULAN

Decius	{R}	(AU)	
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SHIPS - NON-ALIGNED

Edo Vessel	{R}	(AU)	
Gomtuu	{R}		
Tama	{U}		

1.5 STCCG.guide/Alternate Universe FAQ

Alternate Universe FAQ

The Alternate Universe FAQ is integrated into the FAQ.

You can look into the
rules
instead.

1.6 STCCG.guide/Alternate Universe Rules

OFFICIAL RELEASE FROM DECIPHER, INC.

STAR TREK
CUSTOMIZABLE CARD GAME

STAR TREK CCG

ALTERNATE UNIVERSE

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The following is a copy of the Rule Notes sheet that comes with the Alternate Universe set, explaining some of the conventions and terms that are new to the set.

ALTERNATE UNIVERSE RULE NOTES

This first expansion set for the Star Trek: The Next Generation(r) Customizable Card Game (ST:TNG CCG) contains

some new terms and concepts. This sheet is a supplement to the rules contained in the basic starter sets.

ABOUT THE ALTERNATE UNIVERSE SET

The complete 122-card set contains 40 common, 40 uncommon and 41 rare cards plus 1 ultra-rare card assorted randomly. Forty-nine of these cards contain subject matter related to alternate realities or universes: time travelers, alternate timelines, parallel universes, illusory or visionary experiences, surreal worlds and different "phases" of existence. These cards are identified by a special Alternate Universe icon on the card. The remaining 72 cards expand upon existing elements of ST:TNG CCG, deepening the gameplay in various ways. Alternate Universe expansions are sold only in 15-card packs containing a ratio of 11 common, 3 uncommon and 1 rare.

The First Ultra-Rare Card -- Issued by popular demand, the first "ultra-rare" card in the ST:TNG CCG can be found in the Alternate Universe expansion set. The Future Enterprise, seen in the episode "All Good Things..." is three times as rare as a normal rare card. Since so many fans requested that ultra-rares be distributed this way, we have honored that request. Decipher has more ultra-rare cards in the works (some are very unusual) that will utilize a different distribution approach, so stay tuned!

HOW TO USE YOUR ALTERNATE UNIVERSE CARDS

This expansion set introduces a new category of cards called "doorways." These cards "link" elements of Star Trek(r) that would ordinarily be separate so that those elements can logically mix with the "normal" ST:TNG CCG cards. In this case, we are linking cards from an "alternate universe" to the normal ST:TNG(r) universe. Future expansion sets will utilize similar Doorway cards, if necessary.

Alternate Universe Doorway -- This is a common card played during the seed phase to ensure that it is brought into play easily. While this doorway is "open," you can bring into play cards containing Alternate Universe icons. If this doorway is "closed" (i.e., by a Revolving Door card), you cannot bring in additional Alternate Universe cards until it is re-opened; cards already in play are unaffected by closed doorways. In addition to their function as a linking card, doorways may have other uses (as indicated on the card). In all such cases the Doorway card is normally playable at any time during your own turn.

NEW TERMINOLOGY

The Alternate Universe expansion set introduces a few new terms and concepts:

"Unique" -- Personnel or ships that are not "universal" (i.e., have no universal icon) are considered "unique." For example, Jean-Luc Picard is an example of a unique personnel; Ensign McKnight is universal.

"Not Duplicable" -- A card that says it is "not duplicable" means that only one of that particular card can

be in use at a time. For example, if one Ressian Flute is already in play, neither you nor your opponent may bring another one into play.

"Reverse" -- To "reverse" a particular card means to reflect its effects upon another card or player.

"Stasis" -- A personnel card placed in stasis is both stopped and unconscious (unable to defend itself if attacked) for the duration of time specified by the card. A ship can also be placed in stasis.

"Captive" -- This set introduces various ways to capture opposing personnel. When this occurs, captured personnel are placed on the table by your draw deck. You cannot use such personnel as your own, but you can interrogate them. (Additional options for treatment of captured personnel will appear in future expansions.) An opponent can rescue captured personnel using cards designed for that purpose. Captured cards are returned to their owner at the end of the game. You cannot capture your own personnel. Captives are considered "in play" and therefore vulnerable to effects such as the Anti-Time Anomaly.

"Side Game" -- A quick "game within a game," activated by a card. The Casino Royale: Blackjack card is the first such card to be introduced.

"Dual-Affiliation" Personnel -- Personnel that have two affiliation icons are considered "dual-affiliation" to reflect their split personality. The skills they have differ according to which affiliation is being used, as stated on the card. Major Rakal and Stefan DeSeve are the first two dual affiliation cards; there will be others in future sets. They can be used for either affiliation, but both affiliations cannot be used at the same time. (The affiliations can, however, change from one to the other during the course of the game.)

The "Colon Rule" -- A simple method to interpret, by glancing at the name of a card, whether or not it is grouped with other cards that portray the same character. For example: can the mission that requires Data to complete it also be done by an "alternate universe" version of Data? The answer is as follows: if two similar cards have the exact same name, or the same name differentiated by a colon (like "Kevin Uxbridge" and "Kevin Uxbridge: Convergence") then they are grouped together in terms of how they relate to other cards. If two similar cards have a different name (even a slight difference, such as "Tasha Yar" and "Tasha Yar-alternate timeline..." or "Amanda Rogers" and "Countermanda") and there is no colon, then they are NOT grouped together.

(*) Asterisks -- Some cards introduce unusual features that require more detailed explanations than room allows in the box. This is indicated by an asterisk ("*") or sometimes an "X." Elsewhere on the card the asterisk is explained. (For example, the Gomtuu ship has a special weapon so an asterisk can be found in its Weapons box.)

"Special" Skills and Classifications -- Some Alternate Universe personnel have special abilities or effects. These are described in their skills box in addition to any "normal" skills. Some new ships also have special features. In addition, this set introduces a new personnel classification

called "Animal." Treat animal personnel like normal personnel cards. (This is one way animals will be used in ST:CCG; they usually have a symbolic "skill.")

"Special" Missions -- There are several new missions that have unusual skill requirements or other instructions of importance stated on the card. Some use X's or asterisks as outlined above, or they may have other "weird" features (i.e., one mission has different span numbers on its two ends). These are not misprints!

ADDITIONAL EXPLANATIONS OF SELECTED CARDS

Engage Shuttle Operations -- This card provides a mechanism for carrying shuttles aboard ships, launching shuttles from ships and using them to ferry personnel down to a planet. If the "mother ship" is destroyed, any shuttle it carries is also destroyed. If the shuttle on board is destroyed, the "mother ship" is damaged. Both are affected by a dilemma being faced by the crew on the mother ship. Missions cannot be attempted from a carried shuttle. If the Engineer who operates the shuttle is lost, it cannot be launched or recovered. Launching the shuttle from the ship uses no Range of the shuttle. To land the shuttle on a planet, or to take off from the planet, requires the use of the full normal movement Range of the shuttle. It must start with all of its Range intact and it expends all its Range during the landing process. Therefore, landing and launching would normally be a two-turn operation. Landing a shuttle is a good way to avoid blocks or hazards to beaming, of which there are now many. It will be developed further in future expansions. See Rule FAQs for additional details.

Wartime Conditions -- This allows the Federation to declare war if it is attacked first. Thereafter it can freely attack the affiliation that initiated the conflict. Note that the card has an Alternate Universe icon. It applies to both players when in play. When played, it destroys a corresponding treaty if one exists. If destroyed by Kevin Uxbridge, its effects no longer apply. You cannot attack yourself in order to use this card.

Tama, the Tamarian Ship -- The "lore" on this card is written in Tamarian. The phrase "Dathon, speaking first" means that Dathon is the captain, which is important to know if you use the Captain's Log card.

Echo Papa 607 Killer Drone -- The effects of this card accumulate as described for each separate battle in which it is involved.

Coalescent Organism -- The idea behind this dilemma is that it can be passed on. The affected personnel can be used normally until it dies at the end of owner's subsequent turn. At that time, if it is in the same location as any other personnel (including opposing personnel), the Coalescent Organism is transferred to one of them via random selection. Keep the Dilemma card with the personnel card to show who is affected. If the affected personnel is alone when it dies, the Dilemma is discarded.

The Higher ... The Fewer -- Designed to discourage "overloading," you are penalized one point for each personnel present (indicated by the variable "X" on the card) when this

card is present. You will need to remember this amount and subtract it from your cumulative score. (There are also several new cards in the set that discourage "red-shirting" missions with just one or two personnel.)

Cryosatellite -- If it is somehow destroyed before it is earned by completing the mission, all the artifacts and personnel aboard it are also discarded.

Gomtuu -- When in battle with Gomtuu, both sides get to use their weapons regardless of whether Gomtuu fired first.

Rishon Uxbridge -- The "Not Cumulative" here means you cannot put more than one of these cards at a time on the same Event.

Diplomatic Conference -- You do not have to have a three-way treaty to arrange the conference. You just need to bring the VIPs to this planet, where they can mix together as if in separate Away Teams.

Qualor II Rendezvous -- A mission for non-aligned personnel because affiliated personnel are in stasis here (as stated on the card), requiring non-aligned personnel to handle the entire job themselves!

Casino Royale -- The players show their hands and count up the total CUNNING numbers on their personnel to determine their numbers for a blackjack match.

Barclay Transporter Phobia -- The affected personnel refuses transporting as described, including when it is first affected. If necessary, keep the card with the personnel to remind you of this limitation until cured.

Alternate Universe Ships -- Several of the Alternate Universe ships have one or more Alternate Universe icons in the "staffing requirements" box. This means you must have an Alternate Universe personnel present for each such icon to staff the ship. Also one personnel cannot meet more than one staffing requirement. (i.e., Alternate Universe personnel with command ability can meet either a command requirement or an Alternate Universe requirement, but not both.)

Receptacle Stones -- If this card is used, and both players are affected by a dilemma, the player whose turn it is will be affected first. When finished, the other player is affected.

(Federation Battle Rules) -- A few cards in this set provide logical ways for the Federation to initiate battles in ways that occurred in the series. These cards supersede the "house rules" that have been published in FAQs for allowing Federation attacks in certain circumstances. (See FAQs for more details.)

Devidian Door -- A link between the present and the future, it is supposed to create the "flavor" of suddenly having someone appear NOW -- out of the blue -- from the future. Its effect comes before its cause! When you use it by announcing "Devidian Door" and bringing someone into play, you MUST play the card on your next turn or lose the game. (Because if you did not play the card, you could not have caused the effect that happened, and have thus ruined the space-time continuum!) It is a very strong card, but using it can be risky. If you are prevented from playing it on your very next turn, you automatically lose the game. It is possible to not have the card in hand and yet still attempt

to play it. However, you are gambling that you can get it into your hand by the next turn (i.e., by using a Betazoid Gift Box). If you use it but the game ends before your next turn, you still must show that you had the Devidian Door in hand, or lose the game. To prove that you have the Devidian Door, you simply show it to your opponent(s) and place it out of play. Thus, it is not affected by the Energy Vortex or Revolving Door cards. Note that the card can be played "at any time" which means that it can be played during an opponent's turn (like an Interrupt card is played). The Devidian Door is not nullified by Amanda Rogers because it is not an Interrupt card.

For more information on the Star Trek: The Next Generation(r) Customizable Card Game contact Decipher at: 253 Granby Street, Norfolk, VA 23510; Phone (804) 623-3600; Fax (804) 623-3630; Automated Fax Response System (804) N2D-NEWS; DAnswerMan@decipher.com; DCustServe@decipher.com; or the company's web site - <http://decipher.com>.

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