

CardExtra

Ralf Schwate

COLLABORATORS

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Chapter 1

CardExtra

1.1 CardExtra.guide

CardExtra.guide

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1.2 STCCG.guide/Card Extra/D

u
by

from First Contact

1.3 STCCG.guide/Card Extra/A Change of Plans

A Change of Plans
by Travis Hoffman

from First Contact

This has to be one of the most useful cards a Borg player can have in their deck. Sure, there are the usual ways of using it, but half the fun is in its flexibility. For example: you have targeted your opponent's U.S.S. Yamato for Elimination. As you fly by her fully staffed U.S.S. Enterprise, you stop, play A Change of Plans.

Discard (or place in hand if you've got your Queen) your current Objective and download...Eliminate Starship! Target the Enterprise and avoid your opponent's punches.

A Change of Plans is also useful in stopping First Contact. Use it to download Stop First Contact, then use SFC to grab the Missile Complex. It's that easy. A Change of Plans has so many uses, it's impossible to explain them all here. So, grab your Borg deck and experiment. Then

again, you probably do already. If not, it's time for A Change of Heart.

Combos:

A Change of Plans + Borg Queen:
Goes without saying (Oops...)

A Change of Plans + Assimilate Counterpart:
No thanks, I want HIM instead.

A Change of Plans + A Change of Plans + A Change of Plans =
Keep your opponent off guard.

A Change of Plans + Your current Objective + Your opponent's newly solved-mission =
Great points, Less scouting.

A Change of Plans
By W. Marc Crusher

This is a multiple use card. The most standard application of this beauty is to actually change your plans, that is, get rid of your current objective, presumably one you don't want to pursue any further, and get a new one, quite often one you already have in hand. However, you can make much more of this one common Interrupt.

First, you can use it as a Joker when it comes to drawing Objectives. Due to the fact that it can download the Objective from your deck, it is essentially free - you used up a card draw on it, but saved one card draw on the Objective itself. As a bonus, you even get the card play for free, due to the Interrupt nature of the card. Thus no more troublesome decisions between playing your much-needed Queen and your equally vital Objective, just play both.

Then, you can use A Change Of Plans for a different variant of changing plans, namely changing the target of your current Objective. Just targeted Alidar for a counterpart and now your opponent played Lore? Just play A Change Of Plans and return the Assimilate Counterpart to your hand (you need a Queen for this maneuver, though) and then immediately re-download it. Or, of course, there is no rule that forces you to exploit the full potential of the card. Just discard a rather troublesome Objective and flip over another one you played earlier. Or, if you have enough copies of the card, grab an advance copy of an Objective you will want to use later and plop it down on the table.

A word of caution though - there is an easy chance of a mistake when using this with Establish Gateway to make an emergency switch of current objectives, e.g. to eliminate a starship or some personnel. If you have overcome all Dilemmas at a space location and just wait for a successful probe draw, don't change your plans unless there is a *real* emergency. As the location has already been scouted successfully you cannot return there later to get the 25 points. So make sure you leave at least one Dilemma if you intend to return. This is particularly vital for a Retask strategy. Some players will seed the Borg Ship last, putting some card that hurt non-Borg but are just irrelevant to most Borg in front of it. Make sure you grab

the 25 after the Retask before changing your plans in this scenario!

1.4 STCCG.guide/Card Extra/Abandon Mission

Abandon Mission

by By Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

With Ready Room Door, matching commanders are more common than ever before. Are you gonna stand by and let your opponent do that? No! A crew that can't beam off its ship or attempt missions can't do much of anything. It'll buy you time if you've fallen behind in the game. And if they want to battle you to nullify it? That might be just the excuse your Borg need for a massive retaliation. Or for your Federation to declare Wartime Conditions. Speaking of Federation, don't forget you can also really nail someone loading up on the Enterprise-E personnel with this card.

Combos:

Abandon Mission + opponent's "mega crew":
Make the Q-bypassing horde cool their heels for a bit.

Abandon Mission + Theta-Radiation Poisoning:
No Medical Kit? I think you're in trouble.

The Naked Truth + any Enterprise-E personnel + Abandon Mission +
Abandon Mission + Abandon Mission + Abandon Mission... :
Worse than Mortal Q. Here, have an Enterprise-E personnel. Bet you wanted to attempt some missions, didn't you?

1.5 STCCG.guide/Card Extra/Activate Subcommands

Activate Subcommands

by By Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

Basic Borg material. Like a Kivas Fajo - Collector with an attitude, this card will jump start you into the game. Unlike Kivas, there's no risk of your opponent deriving any benefit from it. Stock plenty of them, to be sure you get the two or three you need early in the game. Later on, though you may not use them to get Drones, you'll find them invaluable for probing. With all three subcommand icons right there in the game text box, you'll probe successfully, no matter what the objective.

Combos:

Activate Subcommands + Activate Subcommands + Activate Subcommands:
A Borg Cube more than ready to attack the Alpha Quadrant.

Activate Subcommands + any Borg objective:
Probing made easy.

1.6 STCCG.guide/Card Extra/Adapt: Negate Obstruction

Adapt: Negate Obstruction
by Chuck Kallenbach II

from First Contact

There's been a lot of speculation about how exactly the Borg adapt to dilemmas they can't overcome. Here is an interrupt that provides that capability.

If your Interlink Drones can't overcome a dilemma with skill sharing, send one of them (or any other Communication-icon drone) on the next turn and play this interrupt to get you past any dilemma.

Combos:

Adapt: Negate Obstruction + Fifteen of Seventeen:
Make sure you have an adapt card in hand by using this drone's special skill download.

Adapt: Negate Obstruction x2, x3... + your six copies of Shaka, When the Walls Fell:
All of your Shakas after the first will be instantly adapted to!

1.7 STCCG.guide/Card Extra/Alas, Poor Queen

Alas, Poor Queen
by Jason Winter

from First Contact

You were going to red-shirt your Queen? I think not!

This card can devastate a careless Borg player and give him a good reason to play with Escape Pods, just in case you manage to blow up his cube. And even if he's not playing Borg, nullifying Regenerate isn't a bad thing.

1.8 STCCG.guide/Card Extra/Alexander Rozhenko

Alexander Rozhenko
by Frank Buckley: navaash@rocketmail.com

from First Contact

Take Alexander Rozhenko. Stock a load of Military Privileges in your

Q-Flash and hope your opponent trips one (making Alex an OFFICER and thus a leader). Then load Alex up with Phasers (or even a phaser and a Varon-T Disruptor) and send him on a Runabout towards the nearest Klingon leader with less STRENGTH than the enhanced Alex. Upon arrival, play Arbiter of Succession. End result: 10 points plus a whiny kid running the High Council!

1.9 STCCG.guide/Card Extra/Alternate Universe Doorway

Alternate Universe Doorway
by Jason Winter : Q@decipher.com

from First Contact

If you liked playing with Temporal Rifts, you're no doubt distressed over the power Alternate Universe Doorways now have over them (FAQ-ly note: Doorways can only be played on your turn). Even worse, not even Q2 or Amanda Rogers can counter them! So, what's the solution?

If you really need to get that Rift on his ship during his turn, just make sure to have an Energy Vortex in your hand. When he tries to nullify your Rift with his doorway, just show him the Energy Vortex and wave your forefinger in his face like your mother did when she caught you stealing from the cookie jar. That'll teach him to mess with other dimensions!

1.10 STCCG.guide/Card Extra/Alyssa Ogawa

Alyssa Ogawa
by Paul Rundle (aka "The Expendable Crewman")

from First Contact

Apparently, everyone's favorite nurse, Alyssa Ogawa, finally took some much-needed night classes at Starfleet Medical, because she has emerged bigger and stronger in the new First Contact expansion. Her new skills make her more useful than ever before (as if THAT was hard) and there is some interesting strategy involving both of her...so to speak.

Combos:

Alyssa Ogawa + Evaluate Terraforming:
Alyssa now holds the distinction of being a solo mission solver. She, Shiny New Bev and Old But Stronger Bev are the only three people who can complete this mission by themselves.

Alyssa Ogawa + Important Artifact played as Equipment:
If someone tries to nullify an "equipment artifact" that you have by using Disruptor Overload, (and I HAVE had this happen in tournaments, so stop laughing at me) just have Alyssa download a Medical Kit and at least give yourself a fifty-fifty chance of keeping the thing.

Alyssa Ogawa (FC) + Alyssa Ogawa (Basic) + Assign Mission Specialists:
Weak as she is, Basic Alyssa is now a mission specialist, so just use the Assign Mission Specialists objective (of which there is, it seems, about 6,000,000 in every deck) to quickly get her out, and just persona replace FC Alyssa into play later, thus avoiding using a card play just for her. Also, if you find yourself in a position in which you only need Biology for a mission, Basic Alyssa can fill in nicely and score an extra five points.

1.11 STCCG.guide/Card Extra/Android Headlock

Android Headlock
by Chuck Kallenbach, Game Designer

from First Contact

This card lets your synthetic personnel take out one adversary and then go right on to another! We're talking about some nasty foes here: Rogue Borg get very rude with Lore in play. You'll only stun those Borg Defense drones without help from this interrupt.

What deck will you play against that doesn't have a Soong-Type android, hologram, Borg drone or a Rogue Borg or two? If you have androids in your deck, this interrupt maximizes your combat effectiveness.

Borg Kiss is icing on the cake for the Collective when assimilating your personnel. The second function of Android Headlock combats the extra card draws that Borg Kiss provides.

Combos:

Android Headlock + Antique Machine Gun + Vulcan Nerve Pinch:
Take out a five-person Away Team as your lone android plugs two with the gun, puts the third in stasis, headlocks another, stuns the fifth and wins the battle, killing the only adversary still standing! Add Dead in Bed for another easy kill!

1.12 STCCG.guide/Card Extra/Assign Mission Specialist

Assign Mission Specialist
by Bill Martinson

from First Contact

What better way to make powerful use of all those single-skilled characters in your binder. Reporting two personnel for the price of one card play means that the pair of mission specialist represents the equivalent of a three-skilled personnel with double attributes. Plus, getting those extra 5 points here and there can really add up (what a nice way to make you Borg-proof 30-point planet missions yield 35 or 40 points).

Although the focus of a mission specialist is on his or her single skill, don't forget to pay attention to the classification as well. You might not

need to download Alyssa Ogawa for her Biology, but how many times have you cooled your heels while waiting to draw that MEDICAL for protection from Barclay's Protomorphosis Disease?

You can use multiple copies of this card throughout the game; just don't forget to discard the one you have on the table before playing the next one.

Combos:

Assign Mission Specialist + several different specialists in my Q's Tent:
Gets whatever classification I need at the time.

Assign Mission Specialist + Dr. Farek in my tent:
A nice contingency for any duplicated unique missions I replace with Planet.

Assign Mission Specialist + Ready Room Door:
Puts two classifications, two skills, two staffing icons and six attributes on the table without using my card play!

1.13 STCCG.guide/Card Extra/Assimilate Homeworld

Assimilate Homeworld
by Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

This is the most powerful card a Borg player can put in their deck. If you can pull off this objective against your non-Borg opponent's affiliation, you've basically locked them out of the game. Unless they've got Alternate Universe cards left in their deck, they are basically stuck with whatever they've been able to get out to that point. It's just as bad as having your outpost destroyed.

You'll probably want to stock all three of the Homeworld missions (Espionage Mission, Expose Covert Supply, and Cloaked Mission), just because you never know for sure what affiliation your opponent will play. And of course, you'll need a Counterpart first, so be ready for battle. It can be a bit of effort, but the rewards are well worth it!

Combos:

Assimilate Homeworld + Locutus of Borg + He Will Make An Excellent Drone:
Use Locutus to target Earth, score the 40 points, then convert him to a drone so you can go after your Klingon or Romulan opponent's homeworld, too.

Assimilate Homeworld + Eliminate Starship:
Stop your opponent from reporting new personnel, then go take out those they've played already.

1.14 STCCG.guide/Card Extra/Assimilate Planet

Assimilate Planet
by Bill Martinson

from First Contact

The Borg only assimilate planets with sufficient technological distinctiveness; in the game, this is simulated by the 35-point threshold required by the Assimilate Planet objective. When playing a Borg planet-assimilation deck, you will of course want to seed some high-point planet missions -- but don't overlook your opponent's high-point missions. Assimilating his Hunt for DNA Program or Diplomatic Conference can put a real crimp in his strategy!

As a non-Borg player, you may want to "Borg-proof" yourself a little bit by using planet missions worth fewer points. Anything worth 40 or more is probably major Borg bait.

1.15 STCCG.guide/Card Extra/Assimilate Starship

Assimilate Starship
by Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

When the Borg start showing up on your ships, you've got big trouble. You can't very well let them take control of your ship and leave your personnel stranded, but should you attack the scout and risk an all-out retaliation by the Borg? What a predicament to put your opponent in. Not to mention the abilities like cloaking devices on the ships you can pick up. All this makes for a very intimidating objective for your Collective.

Combos:

Undetected Beam-In + Assimilate Starship:
Bring in Computer Skill on at least one of the four drones you beam in, and go to work.

Assimilate Starship + Eight of Nineteen + Three of Nineteen:
Dare your opponent to attack your scout. They'll regret it when the Assault and Talon Drones beam over in response.

Assimilate Starship + my opponent's Borg ship:
Since they can't initiate battles normally, a Borg opponent can't do much to stop you from taking their ship.

1.16 STCCG.guide/Card Extra/Awaken

Awaken
by Alidar Jarok

from First Contact

This is a very powerful card for the Borg. You can play this at almost any time to download a Communication or Navigation Drone, meaning that you get to pick which one you get to play. The best part is that this doesn't count as your card play, so you can do it as many times as you want and you can still play a card as you normally would afterwards.

You also can download Defense Drones during battle. You'd want to hold this until your opponent attacks you. Then, you can download two Defense Drones, picking them as the situation warrants.

Also, this is a great probe card for the Borg. This card will allow the Borg to complete any of their objectives.

Combos:

Awaken + Awaken + Awaken:

Get some more drones for your Cube, then play whatever card you want!

Opponent's attacking Away Team + Awaken + Awaken:

So, your opponent is getting bold, beaming onto your Cube in an effort to take out your crew. Download a few Talon and Assault Drones, and assimilate a few of his crew in the process.

1.17 STCCG.guide/Card Extra/Balancing Act

Bill Martinson
by Jason Winter

from First Contact

The effect of this dilemma is pretty straightforward: your opponent either uses a nice mixture of planet and space missions, or loses 50 points!

Since players will want to avoid a "difference of 3 or more," under normal circumstances this means three missions of each type, or two of one type and four of another. Of course, specific cards such as Tarchannen Study and *Space can change this rule of thumb a bit. (If you're wondering whether Tarchannen Study counts as both types or neither, it really doesn't matter. Either way, it doesn't affect the difference you compute.)

Balancing Act affects both players, and thus you have great flexibility in where to seed it. The most conservative spot is under a mission you can attempt, perhaps near your outpost, so you can activate Balancing Act's effects whenever you like. If the mission belongs to you, you might fake out your opponent into thinking you just seeded an artifact. If the mission belongs to your opponent, that's one more seed card he has to worry about and, if you're lucky, he will do the work of activating the dilemma for you.

Think of Balancing Act as an "insurance" card, and don't be too disappointed if it fails to make your opponent lose 50 points. It's still doing its primary job of making sure your other 18 dilemmas retain their potency. In fact, this card is working for you even when it's not in your deck.

The mere threat of losing so many points can often scare your opponent away from an all-space or all-planet strategy.

Combos:

Balancing Act + two good planet combos + two good space combos + two good "either" combos:
Either my dilemmas provide 100% coverage, or you lose big-time points.

Balancing Act + Tox Uthat + Supernova:
If you seeded a 4/2 mix, let's see if I can change it to 4-1. :-)

Balancing Act + another Balancing Act at a different mission:
Think you can recover from a starting score of NEGATIVE 100?

1.18 STCCG.guide/Card Extra/Barber Pole

Barber Pole
by Dave Wing : wing@teleport.com

from First Contact

Hey - can't find just the right card to be "cool"? Well, I think I have the perfect candidate:

Play the Barber Pole, immediately slap down that pesky Parallax Arguers, declare it to be "cool" and gain an easy 5 points - with a haircut on top!

1.19 STCCG.guide/Card Extra/Beverly Crusher

Beverly Crusher
by Alidar Jarok

from First Contact

Everyone knows that Beverly doesn't like EMH Programs. What surprises me is that many people like the Premiere Beverly better, just because of her possible attribute subtractions.

First, Beverly retains all of her skills, and is still a super-MEDICAL personnel. Perhaps more importantly, her additional MEDICAL isn't her first listed skill, so she'll be a great help in overcoming Tsiolkovsky Infection.

One of her downloads is the Medical Tricorder, allowing personnel such as Dr. Reyga and Richard Galen to gain the skill of MEDICAL. Or, she can download the EMH. First, even if you download the EMH your total INTEGRITY and CUNNING still increase. Second, the dilemmas that target individual INTEGRITY and CUNNING are pretty much all planet-only ones, which the EMH can't help you with. Finally, if you don't use the EMH, she doesn't take an attribute reduction.

Combos:

Beverly Crusher + Evaluate Terraforming:
Still works quite nicely.

Beverly Crusher + Genetronic Replicator:
As long as Beverly remains safe, so does your Away Team.

1.20 STCCG.guide/Card Extra/Black Hole

Black Hole
by W. Marc Crusher

from the Fajo Collection

Well, I guess I just have to write about this ;-) Decipher did a great job with making a crude graphical design into one of the most interesting cards in the game. By itself, the Black Hole is not that much of a threat to anything on the spaceline, although it can well complement a fast deck because a slower deck might run out of missions on the spaceline before it can get to 100 points. Just in this function, the Black Hole is an interesting addition to a deck if you have any fears about your opponent playing a stall deck that infinitely recycles its draw deck through Regenerates.

But the true fun of the Black Hole comes through combos. What more fitting end for a loaded ship of your opponent than winding up in a Black hole (from your viewpoint of course ;-). However, this requires some setup. The cheap way is a Cytherians or Conundrum, but you can't time that to make absolutely sure your opponent's ship will have to stop at the Hole. A Blade of T'Kon does the trick, but the best combo involves two underused cards - Wormhole and Incoming Message. Tent for the appropriate Incoming Message and put a Hole on the spaceline.

As soon as he moves his ship, play the Wormholes and follow it up with an Incoming Message. Of course your Wormhole will sling the ship to the other side of the Black Hole, exactly one RANGE of the ship away. He'll have to move and *SLURP* ;-)

And here's another fiendish combo:

In a battle of two slow decks, try Black Hole + Persistence of Memory + Lakanta or WNOHGB.
You can still get to both ends of the line, but your opponent has a looong way home !

1.21 STCCG.guide/Card Extra/Blended

Blended
by Chuck Kallenbach II

from First Contact

Dilemmas have been characterized in the past as "killer," wall," or other types. First Contact explores a type we call "filters." These dilemmas try to stop one or more personnel, forcing the others to continue to further peril. Existing dilemmas that act like filters include Alien Abduction and Parallel Romance. Blended is a mixtures (no pun intended) of a wall and a filter.

Combos:

Parallel Romance + Blended + Chalnoth:

Delay a happy couple, party at the Crash & Burn Bar to delay a few more, and then hit'em with an anarchistic lupine humanoid. Bonus points? I don't think so.

Blended + Brain Drain + Cardassian Trap:

Make sure only one empath gets through (if any), and drain the Empathy before the trap is sprung.

Blended + Shaka, When The Walls Fell:

There's no way to get to Shaka with two different diplomats. A guaranteed one-turn stopper, especially for that red-shirting Dathon.

Zaldan + Empathic Echo + Blended:

Knock off a couple of diplomats, stop a few empaths and they'll need Scotty to get past Blended.

1.22 STCCG.guide/Card Extra/Borg Cube

Borg Cube

by Sandy Wible

from First Contact

Here's the answer to the question, "what're those new circle icons on Locutus for?". (At least it's one of the answers to that question!) This card contains a wealth of new icons: communication, navigation and defense subcommands; Borg affiliation icons; the expansion set icon (a small Borg cube appearing on all 130 cards in this set) and the mysterious new Delta Quadrant icon (which will come into play in a future expansion set).

This enormous ship requires a minimum of seven Borg to staff it, but the WEAPONS and SHIELDS are well worth the extra staffing. Just be careful if your opponent sets his sights on that 45-point "bounty"!

1.23 STCCG.guide/Card Extra/Borg Queen

Borg Queen

by Wesley Crusher

from First Contact

"I am the Borg... I am the collective." Indeed, the Queen is more than just a cool personnel or a not-so-universal K'ChiQ. Her Majesty the Queen is the key to the Borg, replacing a whole handful of Interrupts and other cards. First, she can select every skill. And there is a whole lot of skills you might want to have. Empathy (Frame of Mind, Thought Fire), Diplomacy (Shaka), OFFICER (Maglock). All the typical kinds of skills you will not find in a drone. So why go out of your way to assimilate someone or play an Adapt: Negate Obstruction? The Queen (with a little help from 9 of 11) allows you to pass these cards the conventional way. Besides this, you can use her to build up much faster. Download any Borg Drone, including the one you need just now for the cost of one card draw?

Download two Borg Drones per turn with a little help from the Traveler? Change Objectives at will by downloading A Change of Plans and returning the original objective to your hand for later use? Just make sure your Queen is safe aboard a cube and that you don't run into an untimely Barclay's Disease or Yuta. You might even seed and trigger a Yuta yourself early, just to be able to use those Adapt: Negate Obstruction cards later for her Majesty's protection. Oh, don't be afraid of stocking several Queens. With all the deck manipulation they also make excellent probe cards later. Three Queens in a 45-card draw deck is not overkill (that is if you have three... - but that's what trading is for ;-)

By: Chas (Going4God2@aol.com)

One of the obvious good things about the Borg Queen is her ability to select any skill she wants. Combine this with Interlink Drone's skill sharing ability and your Borg can have a pretty good time!

Some good combos:

Queens Borg Cube + Borg Queen with SCIENCE + Interlink Drone + 2x Eighteen of Nineteen + 3x Thirteen of Nineteen + Captain's Log + Metaphasic Shields =
say hello to my 11-31-38 Borg Cube!!!

Borg Queen with ENGINEER + Interlink Drone + any four drones =
what was that about Theta Radiation Poisoning?

Borg Queen with computer skill + Interlink Drone + assimilate starship + any poor scout with a blue subcommand icon =
no need for any unnecessary risks for your drones with computer skill

Borg Queen with OFFICER + Interlink Drone + Eight of Nineteen =
Maglocks? no problem!!!

1.24 STCCG.guide/Card Extra/Borg Scout Vessel

Borg Scout Vessel
by Alidar Jarok

from First Contact

"That other" Borg ship is really quite useful (and almost as powerful as a Cube) if played correctly. This is the ship you want in your opening hand if you want to Retask a Cube. This is usually the limit that most players use this card, even though it can do much more.

It can report with a crew to any spaceline end, so you can report it with four or five drones and start to Establish Gateways with quite a bit of success. Or, if the planet you want to assimilate is on the opposite side of the spaceline as your Cube, report a Scout Vessel there and use the Transwarp Network Gateway it creates to move your Cube there. Also, you can use it to clear away dilemmas so your Cube can continue unharmed, or can leave it behind to probe while your Cube moves to your next target.

Combos:

Seeded Establish Gateway + Borg Ship + Borg Scout Vessel + any Navigation Drone + Retask:
A good way of getting a fully staffed Cube in the Alpha Quadrant on your second turn.

Borg Scout Vessel + any scouted mission with an incomplete Objective:
Cytherians send your Cube on the scenic route? Report a Scout Vessel and use it to probe next turn.

1.25 STCCG.guide/Card Extra/Borg Servo

Borg Servo
by Alidar Jarok

from First Contact

A quick way to make your opponent meet a fate literally "worse than death." Not only do you get a personnel for yourself with skills that will likely help your collective, your opponent won't be able to report that personnel while the new drone lives.

Getting this to work isn't all that difficult, as Cybernetics is needed. Each affiliation only has one Cybernetics, plus there are two Non-Aligned ones (one of them being Dr. Soong). With so few available to each affiliation, it shouldn't be too difficult to single them out. Also, the MEDICAL can be taken care of with dilemmas like Tarellian Plague Ship.

Combos:

Borg Servo + Brain Drain:
Dr. Soong forgets how to program, then suddenly *he's* "reprogrammed."

Undetected Beam-In + Scout Encounter + Borg Servo + Assimilate Starship:
Nice Decius, mind if I have it?

1.26 STCCG.guide/Card Extra/Borg Sphere

Borg Sphere
by Evan Lorentz

from First Contact

Some of your aggressive opponents may get a notion to come attacking your Borg Cubes. Between the 45-point "bounty" on the big ship, and the possibility of shutting the Collective down with Alas, Poor Queen, a Borg player would be wise to have an escape plan. Borg Sphere is the perfect card for the job. Since it can be carried about your Cubes, you'll have somewhere to run if an enemy fleet comes calling. (And Launch Portal will help keep you even more safe.)

Too bad it can't land, though -- it would roll around to much.

Combos:

Borg Sphere + Launch Portal:
Extra protection for your valuable Queen and crew.

1.27 STCCG.guide/Card Extra/Conundrum

Conundrum
by Aaron Martinez (fmart@whc.net)

from Alternate Universe

The Ultimate Borg Card!!

Simple strategy. Seed Conundrum as the last dilemma at a space mission. Before you scout that mission with your Cube, drop off a Sphere with a drone on it. When Conundrum is activated, your Cube goes blasting away at the enemy, while your Sphere sits back and probes for that objective! You won't have to wait for Eliminate Starship, and you choose when you want to do it! Nasty, huh?

1.28 STCCG.guide/Card Extra/Crystalline Entity

Crystalline Entity
by Neil Kirby aka Solok (nkirby@iquest.net)

from the Basis Set

If ever a card needed reappraising with all the recent changes this is it. Until recently, Crystalline Entity (CE) had 2 uses; binder fodder and an easy 5 points. Who sends an away team down without SCIENCE & MEDICAL (apart from me that is :(), and how many ships are there with shields of 6 or less whose crews lack a musician? Not a lot. A sad comedown for a being that destroyed a colony and nearly destroyed the Enterprise.

Now the arrival of Lore and a recent rule change give this card back some teeth. Firstly, Lore. Doubles the requirements needed to pass CE. So now your opponent needs to supply 2 SCI + 2 MED to get past it. Still quite plausible, but might be useful with a filter like Blended (to get rid of Spock), and a selective killer like Yuta to precede it. Nice, but not stunning.

In space however, the recent ruling that you must attempt a mission from a ship really boosts this card's potential. Without shield enhancers of some description (Captain's Log, Metaphasic Shields etc), only Borg cubes have the capacity to resist this dilemma; even the mighty Husnock ship ends up as toast as its shields are "only" 12 (and outpost shields won't save you here as it's not a ship-ship battle). So you can seed it at a space mission and be reasonably confident of it hitting your opponent hard. To add a bit of spice to the card, toss in a Shipwreck. Shield enhancers? What shield enhancers? And the shipboard barbers shop quartet? Precede the Entity with Ooby Dooby - unless all his crew have suddenly become musical, he's got problems. And what if they survive all this? Well, they still only get 5 points and a great deal of angst.

So take out your Crystalline Entities, dust them off, and let Lore play! You know your opponent will thank you for it.

Combinations:

Ooby Dooby + Crystalline Entity + Lore + Space Mission:
I thought your Husnock ship was tough

Ooby Dooby + Crystalline Entity + Lore + Space Mission + Shipwreck:
I think the warranty just ran out on your shield enhancers

1.29 STCCG.guide/Card Extra/Darmok

Darmok
by Decipher

from First Contact

No ship in the STCCG universe has as much flexibility as the Darmok, one of the twenty black border cards found in the Star Trek Official Tournament Sealed Deck. When reporting for duty, you get to choose one of three special equipment functions - a Tractor Beam, Holodeck or Particle Scattering Device.

What this means for sealed deck play is now you can match a ship's function to the cards you get in your sealed deck booster packs. Got a lot of holograms? Now you have at least one ship with holodeck capabilities so you can use them. Need to tow a Radioactive Garbage Scow? No problem, give your ship the tractor beam, and you can move it away. Or if you happen to get a Particle Scattering Field Event card, the Darmok can cause your opponent lots of beaming headaches. Or just give the ship the Particle Scattering Device to make your opponent afraid to beam anywhere, just as a bluff! But remember, once you pick the special function at reporting, that's what the ship will have for the rest of the game, so choose wisely.

In standard Star Trek Swiss tournaments, and in casual play, several copies of the Darmok can make a really nasty Particle Scattering Field deck. In addition, as a stand-alone card, this ship is easy to staff and has respectable RANGE, WEAPONS and SHIELDS numbers.

Combos:

Darmok and Particle Scattering Field

Darmok and Hologram characters

Darmok with Plasmadyne Relay

1.30 STCCG.guide/Card Extra/Data

Data

by Bill Martinson

from First Contact

Compared to premiere Data, this version has slightly lower INTEGRITY (due to that emotion chip causing him to hesitate once in awhile and the fact that he considered joining the Borg for 0.68 seconds). He also has the Enterprise-E icon, lacks Music skill and is a nemesis of Lore -- each of which can be an asset or a liability, depending on the situation. For example, the nemesis icon makes Data a target of Lore's uncontrollable aggression, but it also gives him the ability to deactivate his evil twin.

So which version of Data do you want in your deck? How about both! Start out with premiere Data and wait for your opponent's Lore to make an appearance. Your premiere Data has no emotion chip and is safe from Lore's fury. But then you use the persona replacement rule to swap in First Contact Data and get the drop on his evil twin!

Comobs:

Data (premiere) + Data (First Contact) + your Lore:
Gee, so sorry to dismantle your evil android... NOT!

Data + Fractal Encryption Code:
You're trying to assimilate the Enterprise? Not on my watch!

Data + Android Headlock:
Prepared for Lore, Borg, Rogue Borg, holograms, Jem'Hadar...

1.31 STCCG.guide/Card Extra/Deactivation

Deactivation

by Neil Kirby

from First Contact

Another FC card with an array of "or's", but one with a variety of

interesting uses that should find a lot of play, possibly becoming a staple in many decks, eh Sirna? Let's have a look at its uses...

First up is (IMO) possibly the least valuable... nullifies Auto-Destruct Sequence (unless Fractal Encryption Code present). With the Borg attempting to assimilate starships left, right and centre, it becomes a bit more useful to destroy your ships, but it's still a rather rare occurrence in my somewhat limited experience, so it's ok but hardly spectacular.

Second is nullifies Red Alert or Static Warp Bubble. Now we're talking! These cards already have their own specific counters in addition to the general Kevin Uxbridge route, but one card that can get rid of both of these annoying cards (annoying when played by your opponent at least) is really handy. What's more Deactivation is an Interrupt, so doesn't cost you that precious card play on your turn, and is immune to The Line Must Be Drawn Here. Better and better.

Third is the ability to erase an away team of holographic personnel. Erase, note, not merely deactivate. Now here I could get a bit upset as I'm rather fond of using holograms as red-shirts, so another card that hits that strategy isn't good news. But it certainly should make us think twice about holo-exploitation so I'll be noble and say it's good for the game.

Lastly are those two words at the end of the card - "Captain's Order". Aah, sweet. No more sweating when your opponent pops out his Red Alert because your Tent's closed and you don't know if Kevin Uxbridge is going to show up on time. Smile sweetly, play your Ready Room Door, and then *slowly* rummage through your draw deck for Deactivation, savouring the moment. Your Armada will be running a little late tonight I'm afraid, my friend.

Deactivation - versatile & common. Don't leave spacedock without it!

1.32 STCCG.guide/Card Extra/Dead End

Dead End
by Alidar Jarok

from First Contact

Wasn't it annoying? Your opponent would seed his Flute or Kurlan under an easy mission. Then, it's a race to get the necessary personnel for that mission, solve it, and then to use the extraordinary powers of the artifact to overwhelm you. With a Flute, all he did was report McKnights. With a Kurlan, it's off to find a Borg Ship. Same thing, same strategy, over and over.

No more. If seeded wisely, this card can really cripple one-sided decks. Like other First Contact cards, this dilemma encourages a balanced deck. If the entire purpose of your opponent's deck is to solve Homeward and collect the Flute and nothing else, then this card will really throw a wrench into his game plan. With that mission shut out until your opponent likely solves two others, well, hope he has a backup plan...

Remember, this card is unique, so only one may affect each player at once. Any duplicates encountered elsewhere while one is in play are immediately discarded. Remember this when you seed and when you begin to attempt missions.

This is a very good choice for a Borg player, as it won't affect the Borg at all (they scout missions, not attempt them).

Combos:

The Sheliak + Dead End:

Better get a move on if you really want those points from Espionage Mission...

The Higher... The Fewer + Edo Probe + Dead End:

If encountered early, make your opponent score even more points before he can solve that mission.

1.33 STCCG.guide/Card Extra/Deanna Troi

Deanna Troi

by Alidar Jarok

from First Contact

Everyone can argue which bridge crew benefited and which ones didn't in First Contact, but I never heard anyone suggest that Deanna falls into the latter category. She keeps her Diplomacy and Empathy, but she also gains the skill of Navigation (which two other bridge crew lost). Her Diplomacy is still as useful as ever against dilemmas such as Cardassian Trap and Thought Fire.

Perhaps her best skill is her ability to unstop her Away Team once per game. If a dilemma stops you, continue on. Mission Debriefing going to keep you from winning late in the game? Ignore it after completing a planet mission. Just led a raiding party on a Borg Cube? Beam off and get away before they can counterattack. Run into a Q/Sheliak? Beam up quickly!

Combos:

Deanna Troi + stopped Away Team:

No matter how you get stopped, once per game you can unstop them all. Sort of like a mini Distortion of Space/Time Continuum built in.

Deanna Troi + First Contact:

She can complete a mission untargetable by the Borg all by herself. Plus, if you seed a Mirasta Yale underneath, it essentially turns into a 35-point mission, plus you get a good personnel out of the process.

1.34 STCCG.guide/Card Extra/Disengage Safety Protocols

Disengage Safety Protocols
by Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

Personnel battles became a much more important element of the game in First Contact. But the set also brought another change made for storyline consistency: holographic personnel are no longer able to kill opposing personnel.

That's where Disengage Safety Protocols comes in. With this Event in play, your holograms can go back to their old tricks, but with all the new First Contact twists. The new Tommygun becomes quite a threat, especially against the Borg, who cannot Adapt to it like other weapons.

Combos:

Disengage Safety Protocols + Tommygun:
Mortally wounds a personnel before the battle even begins.

Disengage Safety Protocols + Fek'lh'r:
Will stun anyone, and mortally wound most. (Throw in Kahlest, and you can mortally wound even an opponent with a STRENGTH of 8!)

1.35 STCCG.guide/Card Extra/Don't Call Me Ahab

Don't Call Me Ahab
by W. Marc Crusher

from First Contact

One more of those Filter Dilemmas that allow you to stop a number of crew before hitting the remaining personnel with something truly nasty in order to hopefully eliminate them or at least get a turn. However, unlike the ones like Blended, this is pretty much tuned to stopping two affiliations (Federation and Klingon) and leaving all the others mostly unharmed.

The Federation First Contact decks have to fear most from this card, especially if your Beverly is your only MEDICAL personnel. The Klingons might at least have one OFFICER with the high INTEGRITY while Romulans and Borg will often have no cards to match the description (the Borg could have Locutus, but you will usually want to have him continue to meet some nasty so you can eliminate him).

Uses? Put this in front of a Shaka or Maglock to gain one turn by stopping that Diplomacy x2 Picard or Dathon. Throw it in with a few other Filters in the hope of stopping enough crew to get your Barclay's Disease or Nagilum to work. Or just gain a turn. If you put this under Wormhole Negotiations and keep a number of Treachery or Honor ready, you might quickly sneak in to get the mission while your opponent spends a turn getting his vital Diplomacy unstopped. A filter that works best in a mission stealer deck and of course as a Federation

stopper. Not as effective as some of the other filters for general use.

1.36 STCCG.guide/Card Extra/Dr. Q. Medicine Entity

Dr. Q. Medicine Entity
by Robert Gauss: robbway@aol.com

from Q-Continuum

Use Dr. Q in your Continuum, typically, whenever your opponent uses Supernova on you. Then next Q-flash, simply move the Supernova to his outpost for a little "quid pro quo." The beauty of it is, if he or she survives, you may get a chance to do it again. This strategy packs extra sting if you plant a Mona Lisa at your outpost and your opponent thinks the -25 is worth the risk of putting you out of commission!

Dr. Q + Incoming Message

The Continuum will also help preserve the Dr. Qs until needed by stopping the Flash. With luck, your opponent will think twice about using Supernova with a Continuum around!

1.37 STCCG.guide/Card Extra/Edo Probe

Edo Probe + Radioactive Garbage Scow
by Dave Cain : cainda@wckn.dorm.clarkson.edu

from Alternate Universe

Seed Radioactive Garbage Scow first and then seed Edo Probe so it will come up as the first dilemma. If they continue with the mission they fail when they get to the Garbage Scow and lose the 10 points.

Another addition to this combo would be a Destroy Radioactive Garbage Scow as soon as they encounter the Garbage Scow. So even if they can complete the mission it is worth 10 less points.

Edo Probe + Cytherians
by Jason Winter : Q@decipher.com

Seed the Cytherians first, so that the Edo Probe is revealed first. When the Edo Probe comes up, ask your opponent (in your best Jim Carrey voice) "Do you feel lucky? Huh?"

If he does elect to continue, he'll hit the Cytherians and be forced to take off for the deepest reaches of space, which will trigger the Edo Probe and make him lose 10 points. Granted, he'll gain 15 when he completes the Cytherians, but the overall net gain is only 5 points. That's probably worth taking out one of your opponent's ships for several turns. For added fun, throw in a Q-Net to delay him indefinitely.

1.38 STCCG.guide/Card Extra/E.M.H. Program

E.M.H. Program
by Mark Tuttle

from First Contact

Affectionately known as "The Doctor" to Voyager fans is at first glance not a terribly useful card. Ah! But remember, the good Doctor came to the aid of Dr. Crusher, when threatened by the Borg. The E.M.H. Program has some negatives, like only having one per ship or outpost and not being able to join your Away Teams but he's still a MEDICAL with a fairly high Cunning rating. Plus, he's easily obtainable since Beverly Crusher can retrieve him as a "Special Download".

My favorite use of the E.M.H. Program involves his very unique ability to "suspend play" as he is downloaded. Imagine this, you've already gotten the "Kurlan Naikos" from your "Q's Planet". The Kurlan Naikos TRIPLES your Weapons, Shields and Range when you have all seven Classifications on your ship. Pretty powerful in a "Borg Hunter" deck. Now, you're flying around when your Borg opponent asks "What's your power on the Enterprise-E?" Well, let's see, you have Weapons 13, plus an additional +3 for "Captain's Log" and another "+1" since Admiral Hayes is on board. That's a total of 17. Your opponent, thinking you easy prey with his 36 power Borg Cube plays "Eliminate Starship" as his Objective.

You only have 6 of the needed 7 Classifications on board for the Kurlan Naikos ("You left spacedock without MEDICAL???"). As he announces battle, you "suspend play" and download the E.M.H. Program to your ship. Now, your 17 Weapons Enterprise-E has weapons of 51, AFTER your opponent has already initiated battle. The Borg Weapons bounce harmlessly off your shields and they turn tail and run, easily caught by you next turn, for a big 45 point score.

1.39 STCCG.guide/Card Extra/Eighteen Of Nineteen

Eighteen Of Nineteen
by Bill Martinson

from First Contact

Aside from this drone's obvious uses for ship staffing and regular skills, his special skill is terrific -- especially since RANGE is the most difficult (and expensive) ship attribute to enhance. But this guy's a bargain. "Buy one Astrogation Drone at the regular price and receive +1 RANGE absolutely FREE." And it's cumulative!

Combos:

Eighteen Of Nineteen + FGC-47 Research + Nine Of Eleven (Interlink Drone) + any 3 other Borg:
slow down the opponent while you breeze through with span 1.

Eighteen Of Nineteen in hand + Borg Cube affected by opponent's Cytherians: Looking ahead, you see you're going to land right on that Paxan "Wormhole" or blow through a Subspace Warp Rift. Just report Eighteen Of Nineteen directly to the cube at the start of your turn to give it a different stopping point.

Eighteen Of Nineteen + Eighteen Of Nineteen + Eighteen Of Nineteen + Eighteen Of Nineteen:
Don't worry. it's just my RANGE 12 Borg Cube!

1.40 STCCG.guide/Card Extra/Eliminate Starship

Eliminate Starship
by Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

When your affiliation's flagship has SHIELDS and WEAPONS of 24, it's a waste not to use that power. With this objective, your Borg may initiate a battle against one of your opponent's ships. It's a great way to tip the scales back in your favor if your opponent has already scored by the time you make it to the Alpha Quadrant. With the Tachyon Drone around, even a cloaking device won't save them.

Combos:

Eliminate Starship + Secret Salvage:
May as well score some points while you're out destroying things.

Eliminate Starship + Mission Debriefing:
Swoop in while your opponent's Away Team is stopped on a planet from a mission attempt and destroy their ride.

1.41 STCCG.guide/Card Extra/Establish Gateway

Establish Gateway
by W. Marc Crusher

from First Contact

This is the most basic objective for a Borg player - even more basic than its counterpart "Assimilate Planet", because you'll need it to complement any Retask strategy and, even more prominently, you can seed it - unlike the Assimilate Planet card.

This card allows you to scout any space location for 25 points. Pretty basic and not much to it. It is usually easier to complete than a Planet where you can encounter nasties like Alien Parasites but it is also a bit riskier as you will have to pit your entire crew against the Dilemmas your opponent has in store for you - and if it that is a Yuta, combined with Alas, Poor Queen, you just might be in trouble ;-)

Mind also that, unlike Assimilate Planet, Establish Gateway is non-exclusive, giving your non-Borg opponent a free shot at a space mission potentially worth much more than 25 points after you took all the trouble to get through the Dilemmas.

And a last pointer: Make sure you do have enough Transwarp Network Gateways in your deck when using Establish Gateway. As you have to download a Gateway upon completion, you will easily give your opponent a free peek at your entire strategy if you don't stock enough Gateways to satisfy these mandatory downloads. 45-point "bounty"!

1.42 STCCG.guide/Card Extra/Fifteen of Seventeen

Fifteen of Seventeen
by Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

The Countermeasure Drone is one of the most potent tools you have in facing dilemmas. No wall dilemma need ever stop you more than a turn with a Countermeasure Drone on your side. Just download the necessary Adapt: Negate Obstruction at the end of the turn when you were stopped. Next turn, adapt and nullify.

Don't always wait until trouble is staring you in the optical implants, though. There are several dilemmas that are particularly nasty against the Borg (Cytherians, for example). Make sure that only one copy of these bad dilemmas will bother you per game by downloading an Adapt with your Countermeasure Drone. Hold onto it in case you should face that card again.

Countermeasure Drones are also great against a sudden invasion of your Borg ship. Download the Adapt: Modulate Shields to render your opponent's phaser or disruptor irrelevant.

Combos:

Countermeasure Drone + Adapt: Negate Obstruction:
Shaka is irrelevant.
Primitive Culture is irrelevant.
Cardassian Trap is irrelevant.
Maglock is irrelevant.

Countermeasure Drone + Adapt: Modulate Shields:
Phasers are irrelevant.
Disruptors are irrelevant.
Varon-T is irrelevant.

Countermeasure Drone + Interlink Drone + your Hive:
Coalescent Organisms are irrelevant.
Alien Labyrinths are irrelevant.
Birth of "Junior" is irrelevant.
Ancient Computers are irrelevant.

1.43 STCCG.guide/Card Extra/Geordi La Forge

Geordi La Forge
by Alidar Jarok

from First Contact

A lot of new things happened with this card: Geordi got new eyes, so we get a new card. He helps staff the new Enterprise-E, plus he has a few new abilities.

Geordi still maintains his super-ENGINEER status, and retains his Computer Skill and Physics. He does, however, replace his Navigation for Leadership. This doesn't pose too much of a problem, as the Feds have three Navigation x2 personnel at their disposal, plus Deanna gained the skill too. The Leadership is useful in a variety of ways and gives him a "planet" skill mixed in with his "space" ones. Finally, he can now download Optical Implants, which can help keep your crew safe.

Combos:

Geordi LaForge + Optical Implants:
Look at that first dilemma under the planet mission - can it kill you? Better formulate an Away Team to make sure it can't.

Geordi LaForge + Optical Implants:
So, a bunch of Borg are stopped on a planet due to hitting a wall while scouting. Think you have a good chance of killing them off? Use Geordi to figure out exactly what your chances are.

Geordi LaForge + Nutational Shields:
An added margin of safety with the Borg roaming around now. On many Federation ships, this will result in damage due to a Cube, not destruction. Add a Scotty, Brahms, and Cochrane in your deck too, and non-Borg ships will be forced to build up a force to challenge your ship.

1.44 STCCG.guide/Card Extra/Guilty - Provisionally

Guilty - Provisionally
by Philip Starr: novawolf@earthling.net

from First Contact

Use this Dilemma if you are playing as Federation. This way, after your opponent hits it (and says "Guilty-Provisionally"), if your opponent then attacks you, you can cancel it. Since the Federation can't normally attack anyway, if you later try to complete the mission, your opponent's forces shouldn't worry you.

1.45 STCCG.guide/Card Extra/Hawk

Hawk
by Wesley Crusher

from First Contact

Back in the early days of STCCG, the Federation was known for one thing - speed. More skills, faster ships, more missions you could do with a single personnel. Now speed is back. Less prominent, a bit less obvious, but it is there. Hawk alone turns FGC-47 into an inverse Warped Space with the 3 point Span advantage. Add Study Nebula and maybe a universal Nebula or two and suddenly the trip will be much shorter for you than for your opponent. Which also makes a "Hawked" Runabout with a Plasmadyne (Range 9!) an ideal vessel for a quick 15-point sidetrip with the Cytherian Travel Agency:-)

Unfortunately there is no mission requirement of Navigation on a Nebula yet, but you can always add one if you want to give Hawk some extra room for creative skill use - the occasional Null Space turns into 5 free points wherever you can grab them. Well, let's see what Nebulae the future has to give us. I'm sure with Tuvok and Hawk (Nebula Dream Team), there is a lot of nebulous fun at the galactic Event Horizon. Now if there only were a few nebulous planets for balancing purposes...

Oh, Hawk is also a very good complement for the Ooby Dooby Disco Kids crew - these kids love playing around at Nebulae, skill-wise!

1.46 STCCG.guide/Card Extra/Heisenberg Compensators

Heisenberg Compensators
by Matt Zinno aka Comm. Decker (matzinno@math.columbia.edu)

from Q-Continuum

Besides its old uses (helping the Telepathic Alien Kidnappers is my favorite), turning the draw decks over now has a very profound effect on probing! There's no more guesswork involved -- you can see your probe card before you probe. If you don't like it, try to download something first, necessitating a reshuffle.

Combos:

Heisenberg Compensators + probing -
see your probe card in advance, try to change it with downloads.

Heisenberg Compensators + Telepathic Alien Kidnappers -
know what card types are going into your opponent's hand so you can remove them.

Heisenberg Compensators + Telepathic Alien Kidnappers + Static Warp Bubble -
The Static Warp Bubble, if not nullified, eventually gets your opponent down to one use-it-or-lose-it card which he draws at the end of each turn and must play by the end of his next turn, or it will be discarded. But with Heisenberg Compensators, you know what the card is, and with Telepathic Alien Kidnappers you can get rid of it at the end of YOUR turn, before his card play. All he can play are interrupts, during your

turn!

1.47 STCCG.guide/Card Extra/Hide And Seek

Hide And Seek
by Decipher

from Sealed Deck

So what's a Q-Continuum card doing in the Star Trek Official Tournament Sealed Deck? Quite a bit, actually. What you are seeing is the second dual-type card. This Q-Dilemma/Event gives you a lot of flexibility in a sealed-deck environment and breathes new life into the Q Continuum side deck of your regular tournament deck.

In a sealed-deck environment, you'll probably be taking advantage of the dilemma half of this card, since it can be seeded like a regular dilemma. Very simply, it gives you the ability to stop some or all of your opponent's Away Team members, limiting her chance of successfully completing that mission this turn.

Outside the Sealed Deck tournament, this card also becomes a valuable weapon in the war on Q "bypass" strategies. The first option you have is to place this card on the table as a Hidden Agenda event. Although this takes up a seed slot, you have the flexibility to use it at any time.

Have you been looking for a new reason to incorporate a Q-Continuum side deck? Throw a couple of copies of this card in your Continuum to back up the one you seeded as a Hidden Agenda. This way during a game, you can use the seeded copy to stop your opponent's first attempt at Q bypass. That copy of Hide and Seek will be discarded, but that's where the backups in your side deck come in! By the time your opponent attempts Q bypass at a different mission, chances are another copy of Hide and Seek will have come up from your Continuum. If the extras come up more often than you need them, or if your opponent isn't playing a Q bypass strategy, you can always choose to have the extra copies function as dilemmas.

Combos:

Hide And Seek + Sealed Deck Environment =
An effective dilemma to slow down your opponent.

Hide And Seek + Q Flash =
Flexibility in accessing either text of the card. Pull out those Q Flashes!

Hide And Seek + Hidden Agenda option =
Use it as a safety net in case your opponent tries to bypass the dilemmas via Q.

1.48 STCCG.guide/Card Extra/Iconian Gateway

Iconian Gateway + Outpost
by Jason Winter : Q@decipher.com

from Alternate Universe

A combo featuring an outpost? Is he mad?

Not quite. The Iconian Gateway can be a nice way to get around, but it's a one-way trip. Once you've sent your people through to another planet, they're stuck there, just like one big Love Interest (which isn't a suitable topic for a family game). So, if you were wise enough to stock an extra outpost in your deck, you can build it on the turn after using the Gateway and your crew will be safe.

Wrong Door + Qualor II + Iconian Gateway
by Ryan Matthews : ram@kozmo.yakima.net

Play an Iconian Gateway and just taunt your opponent into using it. When he does, redirect him (with the Wrong Door) to Qualor II and watch all his affiliated personnel go into stasis!

1.49 STCCG.guide/Card Extra/Jamaharon

Jamaharon
by James Andrews : jandrews@ti.com

from Alternate Universe

Here's an interesting way to play with no ships. Seed your Iconian Gateway under Risa Shore Leave, and place your outpost there. After completing the mission, play the gateway on Risa and send male redshirts through to other planets to eliminate the dilemmas. When one happens to survive, bring him back to Risa with Jamaharon, and use him again elsewhere.

This strategy combines well with missions that can be completed with one personnel, i.e. Troi (or Rakal) and First Contact, Bev Crusher and Evaluate Terraforming, Rachel Garrett and Restore Errant Moon, Data and Investigate Time Continuum. Colonies are also highly recommended.

It takes some effort, but it's ideal against an opponent who consistently uses Wormholes, Borg Ships, Rogue Borg Mercenaries, Temporal Rifts, or an armada strategy to immobilize or eliminate your crew.

1.50 STCCG.guide/Card Extra/Jean-Luc Picard

Jean-Luc Picard
by Jason Winter : Q@decipher.com

from First Contact

As if you needed anything else to do with Picard! And here's a mission that requires Diplomacy + Honor + Navigation. Picard has all three of these skills, and anytime you can do a mission with one personnel, that's a Good Thing.

Granted, Cloaked Mission is a Klingon mission, so this could cause some difficulty. But if you're playing a dual Klingon/Fed deck or have some Espionage cards, this is too good to pass up.

Jean-Luc Picard
by Evan Lorentz (a.k.a. "Mot the Barber")

The main man of the original set is still the one to have in First Contact. Jean-Luc Picard has changed a bit over the years, but is still incredibly valuable. He still has the Diplomacy and Leadership skills so important to many Federation decks. As the captain of the Enterprise-E, he can be downloaded through the Ready Room Door to staff her. And speaking of downloading, he has two special download icons -- one which is very useful now, and one that promises to be valuable in a later expansion.

Combos:

Jean-Luc Picard + Ready Room Door:
Use the Door to help you staff the Enterprise-E, and later, bring out the Captain's Log with the same doorway for a ship with a fearsome RANGE 10, WEAPONS 12, SHIELDS 13.

Jean-Luc Picard + Sense the Borg:
Jean-Luc's special download is actually the ability to download any of over a dozen cards: Weak Spot, Hugh, Borg Neuroprocessor, or any Captain's Order or matching commander through the Ready Room Door.

1.51 STCCG.guide/Card Extra/Kathleen Tonell

Kathleen Tonell
by Neil Kirby, aka Solok I

from First Contact

So, pictured we have a young woman who looks like she could use a tissue, and clearly went on to greater things after the film according to her card text. So what's useful about her?

Kathleen Tonell's arrival on the STCCG scene is very timely for a number of reasons. Her one skill, anthropology, has always been handy but rarely critical, but the advent of FC changes that picture somewhat. First reason - Primitive Culture, with its gazillion "OR"'s but few really good ways to get past it. The easiest....CIVILIAN + Anthropology - hey she fits! She's also handy with Worshippers that seem to be crawling out of the binders again now that Balancing Act ensures that you'll have a place to seed it. Well, there are other ways of getting those skills, the best being IMO Madam Guinan or the affiliated Anthropologists. But here Kathleen's limitations actually help you out - she only has this one skill.....

mission specialist no less. Hence she comes when called, no tenting to find her or praying for a good draw.

Who does that help most? Well, the Feds have Darian Wallace who is similarly gifted in AMS terms, so her main benefit is for the Romulans (especially, with the Klingons following close behind.

So there you are - Kathleen Tonell, your local friendly anthropology AMS for all seasons. I just hope she gets over that cold soon so she can go on to cause peace in the 22nd century.

Combo:

Kathleen Tonell + Assign Mission Specialists -
even I can work that one out.

1.52 STCCG.guide/Card Extra/La Forge Maneuver

La Forge Maneuver
by Evan "Mot the Barber" Lorentz : evanl@earthlink.net

from First Contact

Tired of your Klingon or Romulan opponent cloaking all of their ships for protection every time a Borg Ship goes marauding down the spaceline. Spring a La Forge Maneuver on them for a nasty surprise. When the Borg move to the planet location their cloaked ship is at, play the La Forge Maneuver to allow the Borg to detect the cloaked ship and fire on it!

1.53 STCCG.guide/Card Extra/Lack of Preparation

Lack of Preparation
by Sandy Wible

from First Contact

This dilemma is the kicker in anti-redshirting strategies. Not only is the red-shirt "stopped" and prevented from continuing, but your opponent will lose 10 points. In addition, the dilemma is not discarded! If your opponent tries to red-shirt that mission again, he will lose another 10 points! This dilemma naturally works well when it is seeded as the first one encountered. However, astute players will also discover another way to use Lack of Preparation when it follows another dilemma!

1.54 STCCG.guide/Card Extra/Launch Portal

Launch Portal
by Alidar Jarok

from First Contact

Finally, Engage Shuttle Operations becomes much easier to get into play. If you have a "Planet" deck, you'll need a landed ship. The Vulcan Lander isn't completely reliable due to Montana Missile Complex, so shuttles would be a good backup. Also, don't let Barclay's Transporter Phobia or atmospheric disturbances stop you; just don't beam down! With Launch Portal, Engage Shuttle Operations can now affect scout ships as well, giving the Borg and Romulans better ships to land than shuttles.

Another aspect of Launch Portal is that you can use it to escape from a doomed ship. In an instant, you can download Engage Shuttle Operations (or Escape Pod), download a scout, shuttle, or Sphere, and launch the ship with the crew. If your Bortas is taken out by a fleet while on its way to the planet you need to solve to win the game, you can launch your escape vehicle and complete the mission next turn.

Combos:

Launch Portal + Borg Sphere:

Your Borg Cube ran into a dilemma it did NOT want to encounter. Better save the crew so that you may keep scouting!

Scout Encounter + Launch Portal + nearby Planet:

When your opponent hits the Scout Encounter, download the Pi with Jaron and Vekor and immediately move it to Planet. Play Launch Portal to download Engage Shuttle Operations and protect it, then land the Pi on your turn and solve Planet. 20 quick points!

1.55 STCCG.guide/Card Extra/Lightner

Lightner

by Alidar Jarok

from First Contact

One of my favorite personnel from First Contact, Lightner fits in a Federation space deck rather well. Many Federation missions require Astrophysics, so Lightner can be of some help in solving them. Plus, he's the only SECURITY personnel with Astrophysics, so he can help streamline your deck.

His Youth will help out with a self-seeded Ooby Dooby among other things. Plus, he has the ability to download the new Starfleet Type III Phaser Rifle, which can give the Federation some much-needed STRENGTH. With him and the Rifle, you can now go drone hunting on a Borg Cube with some success. Also, the download can help you meet the STRENGTH requirement of a dilemma if you find that you don't have the necessary STRENGTH.

Combos:

Lightner + Borg Drones:

So, a bunch of drones ran into a wall dilemma? The galaxy could use less

drones in it... Just beware of Adapt: Modulate Shields.

Lightner + Nausicaans:

Nausicaans don't respond to Diplomacy. However, they do respond to STRENGTH. Download the Phaser Rifle to make the fight a little more lopsided.

1.56 STCCG.guide/Card Extra/Lower Decks

Lower Decks

by Austin Bozard

from Alternate Universe

Like playing as the Borg but HATE the incredibly low (Cunning/Strength) stats? Then just use Lower Decks to give the stats the boost they need. It says "all non-holographic universal personnel" - and that includes all the Borg Drones. This card is perfect for those away team battles that the Borg seem almost always to lose.

1.57 STCCG.guide/Card Extra/Magic Carpet Ride OCD

Magic Carpet Ride OCD

by Allen Gould

from First Contact

Have you ever had one of those days, where your opponent flew through your carefully selected dilemmas like they weren't there? Or maybe you had your armada ready and waiting, but couldn't get that pesky Enterprise to come and play? If so, it's time for a ride - a Magic Carpet Ride.

The key word on this card is "owner" - no matter who ultimately solves the mission, you control what happens. This makes this a great one-way dilemma, since you can ignore it yourself, while still sending your opponent away.

Combos:

Mission Debriefing + Magic Carpet Ride OCD + planet mission with your armada: Sure, he scored a few points. He might even have picked up a Kurlan Naikos to pump his ship up to insane proportions. But he'll be stopped, and at a planet of your choosing. And he won't have time to add that Kurlan he picked up to his ship before you reduce it to component atoms. Pity.

Magic Carpet Ride OCD at your opponent's mission + Ressikan Flute at yours: some rock 'n' roll for your opponent, some classical for you. :-)

1.58 STCCG.guide/Card Extra/Maglock

Maglock
by Bill Martinson

from First Contact

Tired of your opponent "red-shirting" his first space mission from his outpost? This'll slow him down for awhile.

This card is also a good Borg stopper, because the Borg are **very** short on OFFICERS. Unless they have the Interlink Drone to let two other Borg share skills from Locutus or an assimilated OFFICER, they will have to adapt to this dilemma -- costing them both a card and a turn. (And if they do have Locutus on board... well, thats why you stocked Cardassian Trap, right?)

Combos:

Interphasic Plasma Creatures + Maglock
Now he needs three OFFICERS with STRENGTH of at least **eight**!

Rascals + Maglock
Heavy lifting and adolescents don't mix

Military Privilege + Maglock
Convert those OFFICERS to CIVILIANS

Cardassian Trap + Maglock
It's pretty hardfor the Borg to interling with their unique assimilated OFFICER of Locutus if he's cooling his heels on your side of the table.

1.59 STCCG.guide/Card Extra/Mercy Kill

Mercy Kill
by By Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

Here's a card both Borg and non-Borg players can agree on. Non-Borg players can use this to escape "a fate worse than death." Once the Borg assimilate your personnel, you'll never see them again. If you Mercy Kill them, they'll at least be back in the discard pile where you can Regenerate them later. Not to mention it's great when a Drone is running back to their ship with their freshly abducted Counterpart target. Play Mercy Kill to kill the just-abducted prospect, saving him and nullifying the Borg's Assimilate Counterpart objective.

For the Borg, this card has probe rigging written all over it. Stock Zalkonian Storage Capsules, and load them with cards that have the icons you need for your probes. Just before you probe for your objective, Mercy Kill your Capsule, and choose to put the cards stored there on top of your deck to guarantee a successful probe. Better than Kevin Uxbridge, since there's no danger of you taking a point loss on a Mercy Kill.

Combos:

Mercy Kill + my Borg opponent's just-abducted Counterpart:
Time for A Change of Plans.

Mercy Kill + Intermix Ratio:
Shut us both out of bonus points until I've hunted down a few Borg Ships with my Kurlan Nasikos -- then suddenly lift the bonus point restriction!

Mercy Kill + my Revolving Door:
Useful if I've found it moved by Wrong Door someplace I'd rather not have it.

Mercy Kill + Zalkonian Storage Capsule:
Probing made easy.

1.60 STCCG.guide/Card Extra/Mirror Image

Mirror Image
by Paul Rundle (aka "The Expendable Crewman")

from First Contact

After reflecting (Ha ha!) upon it for a while, I have concluded that Mirror Image is actually a very interesting little card. It really isn't something that would be very useful as far as advancing a strategy, but it is very helpful as an "emergency counter". The fact that you may seed it gives you the choice of forfeiting a dilemma slot, allowing your opponent to easily complete that last mission that he needs to...wait! That's not what I meant! What I meant to say was that seeding it allows you to have it ready instead of hoping that, by sheer luck, you will somehow get it into your hand despite the fact that because you need it, it is the exact last card in your deck. Once you have it out, though, there are a few neat things that you can do with it:

Combos:

Mirror Image + Opponent's Red Alert/Kivas/Traveler/Masaka -
This is the card's basic use. A warning, though: some players hate it when you turn their own cards against them, so always keep this polite and civilized response handy for when they yell at you: "That sure wasn't MY card. It's your own darn fault."

Mirror Image + Traveler/Kivas + Opponent's Persistence of Memory -
Your opponent will quickly find that, because The Traveler and Kivas Fajo now count for all players, he just wasted an Artifact. Resist the urge to mention this to him often.

Mirror Image + Traveler/Kivas + A Lead That You Are In Danger Of Losing -
The new rules state that games do not end until BOTH players' decks run out. If you have a small lead that you would like to keep, help both decks dwindle by using these cards to cause both players to run out their decks quickly.

In closing, I would just like to say this:
etipseD eht tcaf taht rorriM egamI si ylthgils draH ot daer, ti si a erus

teb taht ti si gnisuac ruoy tnenoppo a reggib ehcadaeh naht eht eno taht
uoy yltnerruc evah morf eye niarts.

1.61 STCCG.guide/Card Extra/Mission Debriefing

Mission Debriefing
by Chuck Kallenbach, Game Designer

from First Contact

Remember those "speed" decks that solved two or three missions in a single turn? Mission Debriefing slows down that strategy. Spend a seed slot on this Hidden Agenda card and surprise your opponent.

For combat decks of any kind, the additional "stops" made by your opponent give your ships and Away Teams an extra chance to initiate battle.

Combos:

Mission Debriefing + Ready Room Door:

It's a Captain's Order card, so you can get it whenever you need it and it won't cost your card play.

Mission Debriefing + anti-beaming cards:

Use Atmospheric Ionization or Particle Scattering Fields to hold the enemy in place while you gather forces for the attack.

1.62 STCCG.guide/Card Extra/My First Raygun

My First Raygun
by Alidar Jarok

from First Contact

I wasn't too impressed with this dilemma at first, but now I'm really beginning to like it. The important thing to remember here is that your opponent's discarding a card when this is encountered, which in some cases is more important than killing a random personnel. But no matter what the result of the probe is, one personnel won't be continuing the mission for at least the remainder of the turn.

Combos:

Thought Maker + My First Raygun:

Rig your opponent's deck beforehand to put their most important card on the top of the draw deck. Better to put the card on top and have it discarded (if a personnel) than put it on the bottom of the deck and have the deck reshuffled due to a download.

1.63 STCCG.guide/Card Extra/Ocular Implants

Ocular Implants
by Kathy McCracken (a.k.a. "Major Rakal")

from First Contact

This card gives you a built-in, reusable mini-Full Planet Scan, coupled with the opportunity to scope out your opponent's Away Team. Though Geordi seems a fitting target for the event, it's usable by all affiliations with either a universal Soong-type Android or any Borg.

Not sure if you want to attack that Away Team? Have your enhanced personnel check for STRENGTH-enhancing equipment or drones first. (And don't forget that his intruders on your ship also constitute an Away Team.) Or maybe you know the next dilemma he will encounter is Yuta, and you want to refresh your memory for a couple of key Yuta numbers. On a ship you could play a Long-Range Scan, but there is no equivalent for a planet mission (except as a side effect of Brain Drain). Scan the cards with Ocular Implants, and Amanda can't touch it.

The major use is likely to be for glancing at the bottom seed card under a planet mission. It can speed up your mission attempt by a turn if it alerts you to a wall dilemma that you can overcome with the right mix of personnel, or avert disaster by warning you off from a Sheliak or Alien Parasites. Seed your artifact first, because it won't do you much good to have it on the bottom, blocking you from seeing the first dilemma. Also keep in mind that an unpassed wall dilemma is replaced under the mission, so on your next turn you still won't be able to see what comes next.

Combos:

Ocular Implants + End Transmission:
If the first dilemma is passable but looks like a setup for something nastier, end your turn after passing the first. On your next turn, peek at the new bottom card before proceeding.

Ocular Implants + Disruptor Overload:
Eliminate that pesky Disruptor or Phaser Rifle hiding in your opponent's Away Team, before unleashing your assault team.

1.64 STCCG.guide/Card Extra/Ooby Dooby

Ooby Dooby
by Wesley Crusher

from First Contact

This is one of those Dilemmas you can use against your opponent or, for good measure, to help yourself. Against your Flute-happy adversary it will just be devastating, not only through the filter effect that will neatly split his crew, but also through the sudden loss of most of his hand. This will also teach him playing too much Bridge Crew !

On the other hand, I just see them coming... the children's army! Led by Wesley Crusher, a squadron of Calloways, Giustis, Linda Larsons and Sito Jaxas, complemented by Ensign Tuvok and T'Shanik for some SCIENCE storms the Dancing floor (high on AMS for extra speed) and throws a card-drawing party ! How's that for a disco ? (Add Sarjenka to avoid the hangover caused by unplanned Dilemmas hitting any adults accompanying the horde).

Definitely a card that affects the Federation mos - either way :-)

Combo:

Wesley + Ensign Tuvok + Calloway + Sito + Sakkath + Kareen Brianon + Ooby Dooby:

How about a Naiskos *and* 6 free cards to defend it?

1.65 STCCG.guide/Card Extra/Orb of Prophecy and Change

Orb of Prophecy and Change
by Aaron Martinez (fmart@whc.net)

from First Anthology

Probably the best-known strategy for this card is to eliminate bad card draws, but there are two other ways to use it. First, use it to control probes. Second, use it to move the top card of your draw deck to the bottom, draw a different card, then use Remodulation to get the card you just moved. It is an interesting way to bring new life to this Artifact.

1.66 STCCG.guide/Card Extra/Pattern Enhancers

Pattern Enhancers
by Bochra

from the Basis Set

Pattern Enhancers is often called a useless card, but it can be the key in any planet occupying deck. The surprise is when working this card together with Atmospheric Ionization to your own advantage.

Placing Atmospheric Ionization on your opponent's planet mission would not only slow his deck down, it would control the number of his personnel on the planet. This means that with Pattern Enhancers in play, you can outnumber not only your opponent's team, but his reinforcements too. So beam down with your high-strength personnel with insane attribute modifiers and blast his team away. With the new battle rules, you actually have a chance at wiping him completely off the surface. And if something goes terribly wrong, with Pattern Enhancers your large team can make a quick getaway.

Combos:

Pattern Enhancers + your opponent's planets covered with Atmospheric

Ionization -

For the daring, go for total occupation. Drop off a force at every planet, totally blockading them off.

Pattern Enhancers + Distortion Field overlaps -

Block off important missions and steal them at your leisure.

1.67 STCCG.guide/Card Extra/Paul Porter

Paul Porter

by Nick Locarno (fom277t@cnas.smsu.edu)

from First Contact

We only saw Paul Porter in the First Contact for a few moments, and he was the first to meet his demise with the Borg. With such a small part, one might think that he would be a prime candidate to be a single-skilled mission specialist. Paul's card reveals much more of his story.

Paul is senior systems ENGINEER on the Enterprise-E and has a command icon. This can be useful for staffing a variety of ships, and he can staff the Bozeman on his own. Paul also has three skills -- geology, physics, and computer skill -- as well as the ability to download any PADD.

With a little help in boosting an away team's attributes, Paul is instrumental in completing a variety of missions, including Sensitive Search (download a PADD to help with cunning), Survey Instability, and Test Mission. Paul's special download ability could also be useful if you get trapped by Samaritan Snare/Lack of Preparation combo. Just use Paul's download icon to get a PADD and you have the ENGINEER and the equipment.

With attributes of INTEGRITY 7, CUNNING 6, and STRENGTH 6, Paul is fairly average for Starfleet. An INTEGRITY of 7 is strong and comparable with other Federation personnel. His cunning can be boosted by downloading the PADD. A strength of 6 may seem mediocre, but compared with many other Federation ENGINEERS, he stands a better chance than most others of surviving a personnel battle. Combos:

Paul Porter + Federation PADD + Sensitive Search

Paul Porter + Rager + Montgomery Scott + Explore Dyson Sphere - Score 40 points with three personnel (Rager has a 5 pt. bonus with this mission).

Paul Porter + opponent's Samaritan Snare -

The Federation must attempt Samaritan Snare if they stop at that location. Use Paul's game text to download a PADD for equipment discard and complete the mission.

1.68 STCCG.guide/Card Extra/Paxan Wormhole

Paxan Wormhole

by Eric Martin : martinjv@msn.com

from First Contact

This is a nasty combo of dilemmas that my friend Mike Rudolf and I use when our opponent uses the Paxan "Wormhole", seed the Edo Probe, System-Wide Cascade Failure, and Chinese Finger Puzzle, which holds them their for at least one turn. Chances are they won't be completing that mission any time soon, and they will also lose 10 points.

1.69 STCCG.guide/Card Extra/Persistence Of Memory

Persistence Of Memory

by Allen Gould, a.k.a. "Allen Gould"

from the Fajo Collection

One of the neater toys in the Fajo Collection, this interesting little piece of artwork lets you mess with your opponent's mind, and cards. And trust me - the memory of that *will* persist. :)

While the artifact doesn't do much on its own, it does reverse ten of the most common and/or powerful cards you'll see in the game. You can warp your own cards, but of course, it's much more fun to watch your opponent's face when that card ends up being more trouble than it's worth..

Want card advantage? Turn your opponent's Static Warp Bubble, Kivas Fajo - Collector, or Traveler against him. Black Hole sucking your missions away? No problem - now it spits out Space locations. And heck, he didn't need the double turns from that Horga'hn, did he? (They're much more useful to you, anyways.) And those Devidian Doors don't quite work as expected, when he has to pick up his personnel, and *still* show the Door..

But this doesn't even touch the truly fun uses. The Supernova with Persistence restores the mission - but *only* the mission. No pesky dilemmas or Q-Flashes to tie up your Away Team. And the reversed Anti-Time Anomaly becomes a mass Devidian Door for all your dead personnel, regardless of duplication - perfect for replenishing that Away Team. Or, suffering from bad shuffle? Persistence your own Thought Maker, and you get to give yourself whatever cards you want, in the order you want. Or Disruptor Overload a Mona Lisa, then Persistence it to stick your opponent with the 25 point loss.

Card Combos:

Persistence of Memory + ... well, just read the card.

1.70 STCCG.guide/Card Extra/Planet

Planet

by Katy McCracken (a.k.a. "Major Rakal")

from First Contact

Here's the planetary counterpart to Patrol Neutral Zone: a universal planet mission with a point box. If you're playing two planet/four space and one of your planets is a duplicate, you can substitute this without fear of a Balancing Act 50-point penalty. It's low point value makes it irrelevant to the Borg, too.

Like Patrol Neutral Zone, it has one simple requirement (a single skill) and one trickier one: a landed ship. Time to dust off those Engage Shuttle Operations, Type VI Shuttlecrafts, and Yridian Shuttles. Now you can actually have a reason to use them.

And because Planet may be attempted by any Away Team, the non-aligneds just edged another step closer to a viable all-non-aligned deck. Just add a few point dilemmas like Sarjenka or the Royale Casino sidegames (with Mickey D., of course).

Combos:

Planet + Assign Mission Specialists + Dr. Farek:

5 extra points makes Planet just a little more worthwhile.

Planet + Barclay's Protomorphosis Disease + Vekor + SECURITY Soong-type Android:

A respectable 30-point non-aligned mission to go with Qualor II Rendezvous.

1.71 STCCG.guide/Card Extra/Prepare Assault Teams

Prepare Assault Teams

by Chuck Kallenbach II

from First Contact

This card has several gameplay innovations introduced in the First Contact expansion set. This new Objective card contains a Hidden Agenda icon as well as a countdown box. Check the FC rules on the web to find out how these new rules work and see what strategies you can come up with using these cool features.

1.72 STCCG.guide/Card Extra/Primitive Culture

Primitive Culture

by Kathy McCracken (a.k.a. "Major Rakal")

from First Contact

With 7 OR's, this classic wall dilemma presents more ways to get past it

than any other. The catch is that almost every one is affiliation-specific, and two can't be used yet at all. Vorta and 4 Jem'Hadar clearly is the method of choice for the yet-unseen Dominion affiliation, while 2 Obsidian Order must wait for the likes of Elim Garak and Enabran Tain to appear. 6 Klingons or 4 [Def] Borg are about as specific as you can get; even the Federation can't muster that many Klingons. But while any 6 Klingons will do, or any 4 [Def] Borg, the Romulans can barely pass this with their present total complement of 2 Tal Shiar.

The remaining three sets of conditions present multi-affiliation possibilities, however. While Acquisition and 2 Greed is obviously the key Ferengi option, the non-aligned Kivas Fajo can pass this dilemma singlehandedly. 3 Vulcans will be easiest for the Federation, but Tallera, T'Shonra, Solkar, and Sevek are all non-aligned and may be used by any non-Borg affiliation. And finally, it is possible for any affiliation (except perhaps Borg) to come up with Anthropology and CIVILIAN.

Combos:

Primitive Culture + The Higher...The Fewer + Cardassian Trap:

Drain your opponent of a few points, then trap one of his personnel. There's an excellent chance of at least one of the Away Team being unique (except for Borg, in which case the Trap becomes another wall dilemma). If you're worried about Empathy (especially against Romulans), throw in Empathic Echo before the Trap.

Primitive Culture + Bendii Syndrome + Alien Parasites:

With Vulcans available for everyone, you have a good chance of lowering the AT's INTEGRITY enough to trigger an Alien Parasites infestation. Or, if your opponent uses Kivas Fajo to pass Primitive Culture, his utter lack of INTEGRITY will be no help at all. And a Romulan Away Team with Major Rakal and Telak won't do much better.

1.73 STCCG.guide/Card Extra/Qualor II Rendezvous

Qualor II Rendezvous

by Jason Winter : Q@decipher.com

from Alternate Universe

A bit of a no-brainer, but fun anyway. Love Interests are good enough cards as it is, but if you can arrange to have Qualor II at the end of the spaceline, they're even better. If your opponent's affiliated personnel hit your Love Interest, they'll run off to Qualor II where they'll be placed in stasis until the mission can be completed. What more can I say?

Qualor II Rendezvous

by Ryan Matthews : ram@kozmo.yakima.net

Play an Iconian Gateway and just taunt your opponent into using it. When he does, redirect him (with the Wrong Door) to Qualor II and watch all his affiliated personnel go into stasis!

1.74 STCCG.guide/Card Extra/Queen's Borg Sphere

Queen's Borg Sphere
by Alidar Jarok

from First Contact

Borg Spheres aren't given the credit they deserve, and this one deserves quite a bit. First, unlike the generic version, this one can move across every mission (with the possible exception of FGC-47 Research). Also, this ship helps you download two good cards: the Borg Queen with Ready Room Door and Temporal Vortex, which is useful if you want to disrupt the timeline.

Not only this, but the Sphere can help greatly during scouting. Launch it before scouting to clear away dilemmas for your Cube. Or, send it to Establish a Gateway at a space location that your opponent already solved while your Cube moves into position to assimilate its next target. Also, after your Cube clears away the dilemmas on any location, leave the Sphere there to probe while your Cube again heads off towards its next "objective".

Combos:

A Retasked Cube + Queen's Borg Sphere + Ready Room Door + Borg Queen:
A reasonably reliable way to get a staffed Cube into the Alpha Quadrant with a Queen on board on your third turn.

Queen's Borg Sphere + Borg Queen + Locutus of Borg:
Send these two to the safety of the Sphere while your drones on the Cube scout the potentially dangerous space location. You'll still be able to Interlink them if Nine of Eleven is on the Cube.

1.75 STCCG.guide/Card Extra/Rascals

Rascals
by Greg Christensen

from Alternate Universe

Combine this card with Rogue Borg Mercenaries, and just 2 Rogue Borg can take out those strong nuisances like Roga and Data!

Rascals
by Paul Rundle

Seed Rascals under one of your space missions along with a Garbage Scow to keep you from encountering any harmful dilemmas. Then complete Investigate Legend with your four new youngsters for a quick 40 points.

Rascals
by Bill Rinner

Looking for a great combo on a space mission? Seed a Tarellian Plague Ship with a Rascals right after it. They will automatically lose one medical personnel, making the Rascals dilemma even harder to beat, since it requires 2 Medical.

1.76 STCCG.guide/Card Extra/Ready Room Door

Ready Room Door
by Chuck Kallenbach II

from First Contact

This doorway introduces a new subset of cards, called "Captain's Order cards," which may be downloaded by Ready Room Door. Any type of card may have this designation. In addition to the cards listed here, several other First Contact cards are also Captain's Order cards.

Remember that any cards you can download can be kept in your Q's Tent. It's possible now to play with no Q's Tent cards in your draw deck. Stock your tent with matching commanders and Captain's Order cards, and include a few Ready Room Doors in your draw deck. They're immune to Wrong Door, unlike Q's Tent played from your hand.

Combos:

Ready Room Door + Wrong Door:

While it's true that this doorway can protect one of your events from nullification, your opponent can still close the Ready Room Door with Revolving Door. Use Wrong Door to redirect the Revolving Door... perhaps to the opponent's Q's Tent?

1.77 STCCG.guide/Card Extra/Retask

Retask
by Mark Tuttle

from First Contact

What can be said about one of the standout cards of Star Trek: First Contact? Well, a lot really. There's no question that the Borg require a little more effort to get into play than any other affiliation. What if you could get a FULLY STAFFED Borg cube on the spaceline in your second turn? It's actually very easy with Retask. Retask takes the Borg Ship dilemma, a card that has been a staple for space decks since Premiere was released, and allows you to replace it, by downloading a Cube, with a staff of seven Borg to fly it. The Borg Ship dilemma is discarded, and you now have a fully controllable Borg Cube to do with as you wish. Best of all, you can get this out quickly:

1. Seed the Borg Ship dilemma under a space mission closest to the end of the spaceline. Make sure you can seed this last, so it's the first to be revealed.

2. Report a Borg Scout Vessel and a nav drone to the end of the spaceline, moving to the Borg Ship dilemma seeded mission if necessary.
3. Have "Establish Gateway" as your starting Objective. Scout the location and reveal the Borg Ship dilemma. Your Scout will be destroyed immediately, but that's ok.
4. Q-Tent a "Retask" and get it on your next turn. Play "Retask" and you've traded 1 Scout and 1 nav drone for a fully stocked cube, all in two turns if you get the right draw!!

By the way, "Retasking" a Borg Ship dilemma is also a very nasty surprise to pull on your friend's "Borg Hunter Deck". It's a good bet he wasn't expecting the Borg to fight back! 45-point "bounty"!

1.78 STCCG.guide/Card Extra/Risa Shore Leave

Risa Shore Leave
by Jason Winter : Q@decipher.com

from Alternate Universe

And finally...Find the combo!

With the cards currently available, there is only one way for the Risa Shore Leave mission to be completed with only two personnel. Can you figure out which two it is? For those of you who don't have the card, Risa Shore Leave is a Federation mission with the requirements of Music + Youth + CIVILIAN x2 + Female + Male. A warning: If you thought Targs and Parallel Romances were icky, wait until you see who the lucky vacationers to Risa are! ↔

1.79 STCCG.guide/Card Extra/Salvage Starship

Salvage Starship
by By Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

This card is the "two" in one of the most powerful one-two punches the Borg can deliver. One of the balances for Borg affiliation is that while they do have cards that allow them to initiate battle, they do not score points in those battles. Well, with Salvage Starship, you can. Just be sure to attack an opponent while they are at a space location (a Hail might help you here), and then play Salvage Starship to scoop up the points -- and any special equipment on the ship. Salvage the Terix. Borg Cubes with cloaking devices. Salvage the Tama. Borg ships with Particle Scattering Fields. Salvage the T'Ong. Borg Cubes that report at the end of the spaceline with up to three personnel.

Combos:

Eliminate Starship + Salvage Starship:
30 points doing something you want to do anyway.

Eliminate Starship + Secret Salvage:
A nice extra 5 points to start off the game. Will come in handy if you get snagged on The Line Must Be Drawn Here.

1.80 STCCG.guide/Card Extra/Samuel Clemens

Samuel Clemens
by Riley Aumiller : riley@imsa.edu

from First Contact

For a quick 10 points, try this strategy. Use a Cryosatellite to seed Samuel Clemens and a Betazoid Gift Box under one of your space missions. Use the Gift Box to get the Devidian Door and play a personnel using the Devidian Door. Then, use the Pocketwatch to force yourself to show the Devidian Door immediately, and get 10 points from Samuel Clemens.

1.81 STCCG.guide/Card Extra/Scorched Hand

Scorched Hand
by David "Tomek" Bowling

from First Contact

Ever been in a game where your opponent spends their first three or four turns using Kivas Fajo to get half their draw deck in hand? Now you can fight fire with fire and "scorch" that hand.

With Scorched Hand, any strategy dependent on accumulating a large hand size can be crippled when all but six cards are returned to the draw deck. Any hand with a card advantage of +6 is just asking to get scorched.

How does a hand get to +6?

- * Two Kivas Fajos will get it there
- * Six turns under the influence of the Traveler will get it there
- * A Betazoid Gift Box and a Kivas Fajo will get it there

You get the idea. Get carried away with hand size enhancement cards now and you're playing with fire.

Combos:

Opponent's Fajo + Opponent's Fajo + Opponent's Fajo + etc... + Scorched Hand:
Did you really want all those cards in your hand?

Or if you want to be mean...

Opponent's Betazoid Gift Box + MY Kivas Fajo + Scorched Hand:
I don't think you want those cards you just chose.

1.82 STCCG.guide/Card Extra/Scout Encounter

Scout Encounter
by Alex Jackson

from First Contact

Who said that romulans were neglected in first contact? Scout encounter surely revokes that complaint! The romulans have a new dilemma that is exclusively for romulan and borg players. Simply download a scout vessel and one or two crew members to that location for an interesting surprise for the opponent! The dilemma opens up completely different combo possibilities and then some.

For example: Under a space mission your opponent finds a scout encounter. And a romulan scout vessel with shields three seems harmless enough. It stays there. Is it planning to attack? The opponent continues- Quantum Singularity Lifeforms!- Everything is in stasis! This is just the cure for mega crews/ armadas that parade around solving missions left and right. And ghost ships make wonderful practice targets for your warbirds :-)

Combos:

Scout Encounter + Quantum Singularity Lifeforms =
Place everything in stasis!

Scout Encounter + Romulan Engineer + Outpost =
So you thought the sheliak ended me? Think again!

1.83 STCCG.guide/Card Extra/Senior Staff Meeting

Senior Staff Meeting
by Wes Brown Drayson@AOL.com

from Alternate Universe

A little while back, I saw a couple of card extras posted listing a fun way to use this card in a defensive fashion -- preventing your opponent's Borg-hunting deck from encountering any Borg.

Good tip. However, I use this card in what I consider to be a much more powerful fashion. It is particularly useful in Federation decks at the moment, but if the first glimpse at the Fajo Collection is any indicator, we're going to be seeing more and more double classification

personnel soon, which should make this card more useful to all and any affiliations.

To me, Senior Staff Meeting is the ultimate dilemma combo-breaker. If you negate your opponent's Tarellian Plague Ship, his Barclay's Protomorphosis disease is probably passable now, isn't it? And I've found lots of people who haven't built their decks to face ones that use no planet missions; therefore, they rely a bit too heavily on their Borg Ships, usually just seeding the one Borg as the only dilemma at a mission. They're none too pleased when I Senior Staff Meeting it away to their discard pile and complete the mission with a handful of personnel, completely unhindered by dilemmas.

Senior Staff Meeting allows me to do two big things in my deck. First, it lets me run the entire deck with a bare minimum of personnel. By keeping them alive, I get more use out of the ones I have, keeping spares in my Q's Tent just in case. This also allows me to fill my draw deck out with other fun cards. Additionally, Senior Staff Meeting makes my deck move much faster. Once I have one personnel of each classification down, I board a ship and go, happily SSM'ing away the first dilemma at any missions I decide to attempt.

No, this strategy is not foolproof. Nothing is. But nothing can compare to the look on your opponent's face when you break up his big dilemma combo, or nullify the Borg Ship he had seeded first under a space mission.

Senior Staff Meeting
by Evan "Mot the Barber" Lorentz : evanl@earthlink.net

Using the Kurlan Naiskos in Borg-hunting decks seems to be all the rage right now. Well, you can throw a nasty little wrench into that strategy using the Senior Staff Meeting. Wait until the opponent has obtained and played their Naiskos and moved toward a mission where they've seeded a Borg Ship they intend to destroy. Just before they attempt the mission to unleash the Borg, play a Senior Staff Meeting on their ship! They'll have all the necessary classifications present (they have to for the Naiskos). You graciously rid them of the first dilemma -- their seeded Borg Ship. Not only do you deny them the 45 points they'd been counting on, but you then force them to face dilemmas they probably haven't built their decks to handle!

Senior Staff Meeting
by Bill Rinner : COLORADORIN@worldnet.att.net

I recently participated in a tournament where the two things that kept me from winning, were Borg ship killing decks. After my frustrating defeat, I searched through my cards and found a way to stop those annoying Kurlan Naiskos/Borg Ship decks (besides Kevin Uxbridge).

Now usually, your opponent will seed the Borg ship dilemma after you have seeded your dilemmas at their missions, so they don't have to face all of those killer dilemmas you have waiting for them. So, just before they attempt the mission with their Kurlan Naiskos enhanced ship, play Senior Staff Meeting to force them to discard the first dilemma seeded at the mission: Borg Ship!

So long, 45 points! Hello killer dilemmas! Another addition to this combo would be a Destroy Radioactive Garbage Scow as soon as they encounter the Garbage Scow. So even if they can complete the mission it is worth 10 less points.

1.84 STCCG.guide/Card Extra/Sense The Borg

Sense The Borg
by Sean O'Reilly (gpdf59c@prodigy.com)

from First Contact

Since downloading cards or playing a doorway (on your own turn) does not count as a normal card play you can get even more personnel in play with Sense the Borg. A popular strategy is to play a Rogue Borg Mercenary on your opponent's ship to stop them from executing orders. When you play a RBM, then play Sense the Borg in response to download Ready Room Door which when played allows you to download Assign Mission Specialists which allows you to download two mission specialists. Stopping your opponent AND getting two personnel in play, not that bad!

Combos:

Rogue Borg Mercenary + Sense the Borg + Ready Room Door + Assign Mission Specialists + two mission specialist personnel.

Sense The Borg
by Alidar Jarok

This card, in effect, lets you download dozens of cards. In addition to the first three cards listed, Ready Room Door will let you download ships' captains or Captain's Order cards. One Captain's Order card is Assign Mission Specialists, which lets you download any two mission specialists, and there are quite a few of them in the game. All those cards to download, and it doesn't even count as your card play! And remember, the new Jean-Luc Picard can download this card.

The catch is that something Borg-related has to enter play. However, it doesn't have to be your opponent's Borg. So if you're playing Borg, you can use this card to report the Queen to her Cube as soon as you play the Queen's Borg Cube. Or, you can play a Rogue Borg to stop your opponent's ship, and play Sense The Borg to download one of many cards - use one stone to kill two birds!

Combos:

Sense The Borg + Queen's Borg Cube (or Sphere):
As soon as you play the ship, use Sense The Borg to download Ready Room Door, hence downloading the Borg Queen. Now it's time to take over the Alpha Quadrant!

Opponent's Lore + Opponent's Rogue Borg Mercenaries + FC Jean-Luc Picard:
So, your opponent played about 6 Rogue Borg on your Enterprise-E. Use Picard to download Sense The Borg, and use that to download Hugh.

Intruders? What intruders?

1.85 STCCG.guide/Card Extra/Sevek

Seveku
by Alidar Jarok

from First Contact

As with T'Shonra, Sevek probably gives more to the Klingons and Romulans at present than the Federation. A good MEDICAL personnel with an AU icon will be an asset on any Decuis or Fek'lhur. Plus, with his mindmelding ability, he can help out when you have a shortage of skills. Also, his Biology can be rather helpful with some missions and dilemmas.

Perhaps his best use is to command the Vulcan Lander and go Planet-solving. All that's necessary to complete the mission is him and the ship. Bring along a Dr. Farek or Inge Eiger (with AMS), plus dilemma-support personnel, and you'll have a decent Planet-deck to build off of.

Combos:

Sevek + Vulcan Lander + Planets:
A mobile Vulcan outpost that can help solve multiple Planets.

Sevek + Governor Worf + Bok + Ira Graves + Kurlan Naikos:
Put the group on the IKC Chang and throw in a Captain's Log. Not that bad of a ship...

1.86 STCCG.guide/Card Extra/Shipwreck

Shipwreck
by Alidar Jarok

from First Contact

This is definitely one of my favorite cards in the game. For one turn, every ship enhancement is nullified. Because of this fact, this card should find its way into every Borg deck. The biggest threat to the Mammon Machines that we call "Borg Cubes" are Kurlaned ships. Just let them come up and attack you. Respond to their battle by playing Shipwreck and send the Enterprise-E to the discard pile. The hunted turned into the hunter faster than you can say "Interrupt!" (Well, exactly that fast, actually.)

The other use, though less powerful, can come in handy on occasion. Nullifying the attribute enhancements of all the Enterprises in play will be more useful for non-Borg players. However, being able to cancel a download of an Enterprise can disrupt the speed of a Federation deck.

Combos:

Shipwreck + Borg-hunting Federation fleet:

Suddenly, the tough little Bozeman's only 5-8-7, and the Enterprise-E is a "measly" 10-9-10. Unfortunately, your Cube is suddenly downgraded to 8-24-24.

Shipwreck + Borg Ship:

What if you're not playing Borg when your opponent goes Borg hunting? That's not going to stop him. Make him regret he ever seeded that card...

Shipwreck + Salvage Starship:

So, you just took care of that pesky Khazara that just chased you. Then you start thinking, "My, a cloaking device would prove to be a tactical advantage for my Spheres..."

1.87 STCCG.guide/Card Extra/Shot in the Back

Shot in the Back

by Evan Lorentz

from First Contact

I have found this to be one of the most effective dilemmas from the First Contact expansion, almost a cross between a Chinese Finger Puzzle and a Yuta.

If your opponent is playing a SECURITY or OFFICER android, then you get to filter them out on their way to the next dilemma. This will remove among the highest CUNNING, highest STRENGTH personnel in that Team. (And unless we're talking Lore, among the higher INTEGRITY, as well.)

If your opponent isn't playing the right androids, then they're in big trouble. You can take your pick of the Team. And this will not stop them, which means they have to move on and face your next dilemma. It's the best of both worlds!

Combos:

Alien Abduction + System-Wide Cascade Failure + Shot in the Back:

Abduct Dr. Soong, then kill off an android... or if those guys aren't around, then you'll steal away the highest CUNNING, then kill the person of your choice.

Shot in the Back + The Sheliak + Q:

I haven't seen one Away Team, androids or no, survive this combo yet.

Lore + Shot in the Back + Crystalline Entity:

With you Lore in play, Crystalline Entity will take 2 MEDICAL and 2 SCIENCE. Not likely after a Shot in the Back!

Shot in the Back + Armus + Alien Parasites:

Slowly whittle them down below 32 INTEGRITY, then scoop 'em up.

Lore, among the higher INTEGRITY, as well.)

1.88 STCCG.guide/Card Extra/Sirol

Sirol
by Nick Peacock : rhumba44@aol.com

from First Contact

Sirol has all three skills necessary to complete Covert Installation, making for an easy 35 points.

1.89 STCCG.guide/Card Extra/Space-Time Portal

Space-Time Portal
by Decipher

from Sealed Deck

This doorway, like the Alternate Universe Door, meets your basic need for a way to play AU-icon cards. In sealed-deck play, this helps you make the best use of your Alternate Universe booster pack and ensures that all of your AU dilemmas are seedable. (And if you pull a heavy hitter like Major Rakal or Jack Crusher, so much the better!) Although the Space-Time Portal allows you to play only one AU-icon card per turn, in a typical sealed-deck environment this doesn't usually hinder you at all.

In regular play, the ability to move an entire ship with crew from your hand to the spaceline, and vice versa, can be very powerful -- especially since you can do it during your opponent's turn and at any spaceline (or timeline) location. Save up enough crew in hand to staff a scary AU ship like the Decius, then wait for your opponent to stray from his outpost and pay him an unexpected visit.

Which doorway to choose? Well, if you plan on playing more than one AU card per turn (perhaps you have lots of AU interrupts, or AU personnel with Red Alert!), go with the Alternate Universe Door. But if you don't mind the one-per-turn limitation, choose the Space-Time Portal and enjoy the extra benefits and protections it gives you. Or better still, seed *both* doorways at the beginning of the game; your Space-Time Portal will be ready for immediate discarding whenever you need it, and your AU Door will still be there to let your AU-icon cards enter play.

Combos:

Space-Time Portal + downloaded Alternate Universe Door -
Ah, I see you have a PNZ deck. How about if I nullify your Temporal Rift on *your* turn?

Space-Time Portal + Devidian Foragers -
Get a hefty boost to the STRENGTH of one of your AU personnel just before you initiate a personnel battle.

Space-Time Portal + ship in trouble -
Cytherians about to run you into the black hole? Or stuck behind a Q-Net?
Just return that ship to hand and report it again!

Space-Time Portal + Future Enterprise + all-AU crew -
Report your future dream crew for duty anywhere -- at interrupt speed!

1.90 STCCG.guide/Card Extra/Spot

Spot
by Kurt Mathews, aka Admiral McCoy

from The Fajo Collection

From the beginning, Spot may have been deemed one of the most useless cards in The Fajo Collection.

But lo and behold, Spot is an excellent "Borg Buster." Just have her pounce those pesky Borg Assault Drones. Throw in a Brain Drain or two as well. Now, how much strength did you say the Queen had?

Card Combos:

Spot + Brain Drain + Opponents Assimilate Counterpart Deck:
More fun than a barrel of Borg.

Spot + 10 Angry Klingons:
The cat came back, the very next day....(sorry, couldn't resist)

1.91 STCCG.guide/Card Extra/Starfleet Type III Phaser Rifle

Starfleet Type III Phaser Rifle
by W. Marc Crusher

from First Contact

An upgraded version of the standard Starfleet Phaser granting you a +3 on STRENGTH instead of the usual +2, but at the price of the loss of some Diplomacy skill as soon as you get off your ship and start tackling some planet missions.

Of course this is a decent defense weapon against a Borg player. Several smart Borg users build decks centered around assimilating planets and establishing gateways but then add some excuses to battle your crew in the form of an Assimilate Counterpart objective. Here the phaser rifle comes in as a rather serious discouraging factor as it offsets one and a half Assault Drones.

Plus, you can download one of these beauties as a little surprise to a less cautious opponent. Just keep Lightner around and make no effort to download the Phaser Rifle. Your opponent will probably assume you

just have him around for Astrophysics (stock Study Plasma Streamer to maintain that illusion) and attack. Bam, +3 and thank you;-)

Just make sure you leave this weapon aboard your ship during planetside mission attempts unless you are pretty sure you don't need Diplomacy or there is a really large risk your Borg opponent will come over and make short work of your Away Team should it get stopped.

Of course there is a way to maintain some diplomatic presence even with a Phaser Rifle - Picard (Premiere), Dathon, Pardek (under Treaty conditions), Riva and Sarek retain at least a minimum diplomatic skill. However, except for Dathon and Sarek, they require two people to overcome a Shaka and this leaves you wide open to a Zaldan right after it, so make sure that if you pursue this way you have some Exobiology or Wesley Crusher handy to deal with this threat.

1.92 STCCG.guide/Card Extra/Strict Dress Code

Strict Dress Code
by

from First Contact

My personal favorite dilemma in First Contact, this card is like an Armus in space. Basically, someone here dies. The question is who gets to choose them. Most of the time you'll take a Diplomacy personnel out of action, otherwise you'll likely get to choose any personnel in the crew to die.

Since I noted that more often than not a Diplomacy personnel will die, it's best to set up combos that punish a lack of Diplomacy. However, dilemmas that need SECURITY can really harm the Borg, as the two Defense drones will usually be the only source of Borg SECURITY for your opponent's ship.

Combos:

Strict Dress Code + Barclay's Protomorphosis Disease:
Takes care of most Borg crews. Just add dilemmas that harm non-Borg players as well, mix, serve.

Strict Dress Code + Shaka, When The Walls Fell:
Wait here until you get another Diplomacy...

1.93 STCCG.guide/Card Extra/Temporal Vortex

Temporal Vortex
by Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

As future expansions unveil more time locations, this card will only

grow more useful. Even now, there's still plenty of reasons to use Temporal Vortex. It will get a Borg player to the Montana Missile Complex for either of the time-disrupting Borg objectives, or return a non-Borg player's personnel to the present if they were forced to report there. Temporal Vortex will buy you precious time against two of the nastiest dilemmas out there: Borg Ship and The Sheliak. It will also frustrate your opponent's abuse of Distortion of Space/Time Continuum. Don't forget the ability of the Queen's Borg Sphere to download this card for immediate use at its location.

Combos:

Temporal Vortex + Montana Missile Complex + Stop First Contact:
Complete scouting in the present, and get a probe draw rigged and ready. You can go to the past, disrupt Earth's history, and be back before the Vortex closes.

Temporal Vortex + opponent's Sheliak/Q:
The 3 countdown is plenty of time to get out of this popular (and deadly) dilemma combo.

Temporal Vortex + your Sheliak/Q:
Keeps your opponent from using Distortion of Space/Time Continuum to get out of the same combo.

1.94 STCCG.guide/Card Extra/Ten of Nineteen

Ten of Nineteen
by By Evan Lorentz (a.k.a. "Mot the Barber")

from First Contact

This is one of the "don't leave Borg without it" drones. The Tachyon Drone's ability to force other ships to decloak ensures that you'll be able to bring the same destruction to bear on the Klingons and Romulans that you can on the Federation. Since most opponents will be off and running with points before you even arrive in the Alpha Quadrant, seeking out and destroying their ships may be the best way to catch up. And of course, you'll never be able to snatch a Counterpart if your opponent is cloaked.

Combos:

Ten of Nineteen + Eliminate Starship:
Cloaking is irrelevant.

Ten of Nineteen + Assimilate Counterpart:
Resistance is futile.

1.95 STCCG.guide/Card Extra/The Line Must Be Drawn Here

The Line Must Be Drawn Here
by W. Marc Crusher

from First Contact

A card we all waited for - make those pesky counter decks go an extra mission or two. One of its best features is that it's cumulative. For the price of having three less Dilemmas you can make your opponent regret the very first counter with a minus 15. And this helps in quite a few places. Have a Borg deck relying on Retask ? Better stock and seed at least 4 of this card to make your opponent pay for the loss of a vital card. Afraid of a Q deck ? Play Goddess of Empathy and stock a few Q2s.

If he doesn't play an Ux on the Goddess, you can safely leave your hidden agenda hidden and have fun with a Q2. If he does, well, make him pay for it. You will pay for your Q2s as well now, but you still won't be worse off than either getting even and eliminating his Q or draining him a net 15-25 (depending on the number of copies of this card you use) if he gets his Q. Either way, you've done some damage. (Another nasty no-win for your opponent is Sheliak/Q/The Line... x4 - either you munch his away team and hopefully outpost or he's paying 20 for a Q2.)

Defence against this: none. However if you have a deck that can do 120 points pretty easily, Ux some minor Event at the beginning, net the -20, wait until the countdown has expired, then counter away at will - this card is far more often seeded than played.

1.96 STCCG.guide/Card Extra/The Naked Truth

The Naked Truth
by Jefferson Ludes-Meyers

from First Contact

If you're wondering what to do with this card, look no further! Aside from the obvious (Mortal Q), you can give your opponent many other personnel that he/she won't like. If he's playing Federation, give him Nikoli Rozchenko or someone else with Treachery and play Incoming Message: Attack Authorization to make his small ship attack your bigger ship. If both of you are playing Klingon, play Korris or Konmel and kill the ship with one of your ships carrying K'nera. These are only examples, so look through your cards and find more good combos!

1.97 STCCG.guide/Card Extra/The Sheliak

The Sheliak
by Jeff Bernath (and many others): abernath@suffolk.lib.ny.us

from First Contact

Make sure The Sheliak comes up first. Now, if you're lucky enough to have this positioned under your opponent's Outpost, they usually are not that worried, because The Sheliak start on the the other side of the spaceline. However, you can make all that change very quickly.

Make Q come up next and, if you're lucky, he won't have any Q2s. Stock a couple of Amandas in your hand, just in case. Your opponent goes straight down at the end of the turn, and you're insured an easy victory.

1.98 STCCG.guide/Card Extra/Theta-Radiation Poisoning

Theta-Radiation Poisoning
by Evan Lorentz

from First Contact

Theta-Radiation Poisoning takes care of two problems at the same time. If your opponent runs into it at their outpost mission early in the game, they'll be forced to ferry their personnel away as they report them to keep them alive. It'll also hurt players using only one ship. 6 ENGINEER is pretty hard to come by, so players without multiple ships may have a serious problem. You might stock Disruptor Overload when using this dilemma, to get rid of any Medical Kits, or Engineering Kits or PADDs your opponent might be using.

Combos:

Theta-Radiation Poisoning + Disruptor Overload:
Good luck finding all those ENGINEERS.

Theta-Radiation Poisoning + Cytherians:
Go ahead and let the survivors have their 15 points.

Theta-Radiation Poisoning + Coalescent Organism:
More deadly than an assault team.

Your opponent's six missions + Theta-Radiation Poisoning + Outpost Raid + Sheliak/Q + Dead End + Coalescent Organism + Undetected Beam-In:
That should pretty well cover it.

1.99 STCCG.guide/Card Extra/Tommygun

Tommygun
by Alidar Jarok

from First Contact

This unusual equipment card has two good uses. First, it alone can stun a random personnel at the beginning of a battle, helping you come closer to winning the battle. Throw in a Disengage Safety Protocols, and you have yourself a mini Antique Machine Gun - instead of stunning a personnel, it kills him.

Second, holograms are no longer safe. Holos used to be perfect redshirts, as they're only deactivated, not killed, when they "die". The only way to kill a holo would be to destroy its ship. Now, this weapon will essentially take out all of your opponent's holos when you engage them in battle. If your personnel has a holo-heavy deck, this card can bring it down very quickly.

Combos:

Tommygun + Disengage Safety Protocols:
Kill a personnel at the beginning of every battle.

Tommygun + opponent's holographic personnel:
What holographic personnel?

1.100 STCCG.guide/Card Extra/U.S.S. Bozeman

U.S.S. Bozeman
by Bill Martinson

from First Contact

"Morgan Bateson reporting for duty!"

Nobody expects much out of a century-old Soyuz-class vessel. But this baby has been upgraded to defend against the threat of the Borg. Attributes of 5-8-7 are pretty respectable for a ship with just a single staffing icon, and these numbers almost match the famed K'Vort-class birds of prey for sheer battle efficiency. Put the Bozeman up against a Borg Ship dilemma or a Borg-affiliation ship, and now we're talking 5-10-9 -- and that's before Captain's Log does its thing!

Combos:

U.S.S. Bozeman + Plasmadyne Relay:
Attributes of 7-8-9 for a single command icon ain't exactly chopped liver.

U.S.S. Bozeman + Morgan Bateson + Captain's Log + Ready Room Door:
WEAPONS 13 and SHIELDS 12 against the Borg (just enough to survive an encounter with the Borg Ship dilemma), using only one ship and one personnel! (Add the Plasmadyne Relay again, and you'll probably live past a scrape with most any Borg-affiliation cube.)

U.S.S. Bozeman + U.S.S. Enterprise-E + a few WEAPONS enhancements:
Bring on the Borg!

1.101 STCCG.guide/Card Extra/Transwarp Network Gateway

Transwarp Network Gateway
by Sandy Wible

from First Contact

This Doorway card has several beneficial functions for the Borg. Seeding this card establishes your Transwarp Network immediately. Your Borg ships could even move from the Delta Quadrant to the Alpha Quadrant on the first turn of the game!

Furthermore, you may use additional copies of this doorway or the Transwarp Conduit interrupt throughout play to speedily move about the spaceline. This doesn't use RANGE from your ship, so it amounts to incredible mobility for the Borg. However, your opponent may potentially be able to sneak through... once in play your Transwarp Network can be used by your opponent by anticipating and stocking Transwarp Conduit interrupts in his or her deck.

A second function gained by playing the doorway is flexibility in obtaining your Transwarp Conduit interrupts. Occasionally you may wish to have the increased RANGE provided by it rather than moving through your Network. This is usually when you are moving down the spaceline to build your Network but it is not in place yet.

1.102 STCCG.guide/Card Extra/Two of Seventeen

Two of Seventeen
by Alidar Jarok

from First Contact

The Unity Drone is similar to the Interlink Drone, except that he can boost a hive's CUNNING as opposed to skills. He is most useful when scouts run into wall dilemmas, as a number of them require a certain amount of CUNNING before they can be passed. Such dilemmas include Shaka, When The Walls Fell and Hidden Entrance.

Though the scout individually has his own CUNNING, he may apply the hive's total CUNNING when it comes to meeting the requirements of the dilemma (as long as the necessary Communication Drones are at each location). Having the Unity Drone along will save the Borg time when scouting missions with such dilemmas.

Combos:

Two of Seventeen + Nine of Eleven + Locutus of Borg + your hive:
Shaka is irrelevant.

Two of Seventeen + Nine of Eleven + Fifteen of Seventeen + your hive:
Hidden Entrance is irrelevant.

1.103 STCCG.guide/Card Extra/Visit Cochrane Memorial

Visit Cochrane Memorial
by W. Marc Crusher

from First Contact

This is a cool speed tool for any Federation player and, somewhat unfortunately, a rich kid's toy due to the fact that its most powerful positive effect is amongst others triggered by the Fajo Collection icon.

What the Memorial gives you is no less than free card draws or plays, and thus more speed to your deck. And with speed being the essential thing in winning the Star Trek Customizable Card Game (after all it is about getting 100 points before your opponent does), more speed means more winning chances. But as most things in life, Visit Cochrane Memorial doesn't come without a price. First, you need to build it, meaning you either need to seed Espionage Mission, a mission you cannot solve as a Federation player, or you must first have Zefram Cochrane in play. I'd usually rather go for the latter version, Zefram is a decent card and I don't give my Borg opponent a free homeworld to assimilate.

Of course, any deck designed to make good use of the memorial can also use the First Contact Reg Barclay, doubling the output in terms of free card draws, card plays and even free downloads (Jokers - you get exactly the card you need. Get two or three of these early and watch your deck work!)

Another risk is the occasional discard. Don't use too many non-aligned personnel and also don't even think of using Visit Cochrane Memorial with an Assign Mission Specialists deck - too many Ready Room Doors. Basically, if you're going pure Federation and don't have more than 10% non-aligned cards, you are fine.

Oh, one more: The "Play a card" outcome is mandatory, so if your only playable card in hand is a Mercy Kill and your only Event on table is an un-mirrored Traveler you might want to skip that probe draw.

Combine this with the Orb of Prophecy and Change to rig your probe draws and a liberal sprinkle of Fajo cards and Equipment to get a permanent Betazoid Gift Box... It might be worth it.

1.104 STCCG.guide/Card Extra/Vulcan Lander

Vulcan Lander
by Wesley Crusher

from First Contact

An interesting small ship for any affiliation. It is in the same league as the Runabout, the Scouts and the K'Vorts concerning ease of staffing and RANGE, with the interesting additional ability to land and quickly score 20 off a Planet for a very small cost.

Especially with the new seed rules, Planets will be a common sight, so a Vulcan lander is an interesting small ship, especially for the Federation who have a whole handful of Vulcans (including Taurik, the

only Vulcan Mission Specialist) and get better SHIELDS than with the Runabout.

The other affiliations have to rely on non-aligned Vulcans (don't forget Tallera!), but they can also enjoy the quick download of a Vulcan through Ready Room Door and Solkar. Just watch out for those Montana Missile Complexes that could fiddle with the ability to use this ship the way you want to.

1.105 STCCG.guide/Card Extra/Weak Spot

Weak Spot

by Alidar Jarok

from First Contact

Well, we've had cards that drain away a ship's RANGE (Birth of "Junior", Baryon Buildup) and WEAPONS (Anti-Matter Spread) for a while now. But there was nothing we could do about the Husnock Ship's 12 SHIELDS... until now.

This card can really help a deck constructed around space battles to soar to new heights, and to accomplish its goal quicker than before. Though the 4 points taken off the SHIELDS seem rather insignificant, they can actually save you turns (and potential battle damage). And remember, shaving 4 WEAPONS off the requirement to damage a ship essentially translates to 8 off the requirement to destroy it. Not only that, but the second option of the game text can help you topple the mightiest of ships with only two average ships of your own.

Combos:

Two captained Warbirds + Captain's Log + Opponent's Borg Cube + Weak Spot: With the new Ready Room Door, you can download (and protect) Captain's Log, then download the ships' matching commanders quickly. Your two warbirds can now damage the Cube on their own with Weak Spot (as opposed to not even being able to damage it without it). Pull this off again before your opponent plays a Regenerate, and you'll bag yourself 45 points! Keep those Alas, Poor Queens handy!

Two I.K.C. K'Vorts + Opponent's U.S.S. Enterprise + Weak Spot:

Save yourself a turn! Without Weak Spot, the Enterprise-D would only be damaged, requiring you to do the same thing the next turn (unless your opponent foolishly counter-attacks on his turn). Just destroy him and move on to bigger and better things.

T'Pol + Combat Vessel + Opponent's Kurlaned I.K.C. Bortas + Weak Spot:

It is a sad day for the Romulan Empire, as the mighty Bortas is cruising the spaceline and hunting down the enemies of the Klingon Empire. But the measly T'Pol and Combat Vessel boldly stand up to the hostile giant, find its Weak Spot, and destroy it! Costs you one of your ships, but your opponent likely had all of his good mission-solving eggs in his seemingly invincible basket.

1.106 STCCG.guide/Card Extra/William T. Riker

William T. Riker
by W. Marc Crusher

from First Contact

The new Riker is one of the Bridge crew members who definitely gained from the revision. A second Leadership replaces Navigation, a skill you should never have a desperate lack of, considering Gibson who is a Navigation x2 mission specialist. On the other hand, the additional Leadership is a great asset in overcoming a pesky (or self-seeded) Q. William Riker even allows for an interesting six-person away team capable of beating Q - add five Exocomps and a Lower Decks (thanx to Reg Barclay for this cool combo ;-)

The Download is also one of the more usable ones in a Federation deck - Hugh might be a nice card to do something about the Borg Ship, but you'll have to tent for him before you meet the Borg. With a quick Anti-Matter Spread downloaded from your tent or deck you can at least survive a Borg attack in the typical Federation ship (same goes for a Borg Cube - apart from the Queen and Locutus all personnel aboard it have CUNNING <8, so the typical Retasked cube will suffer -7 or more to its WEAPONS, enough to have an Enterprise D or E survive the attack). Riker as a living anti-Borg life insurance. Definitely the first Riker I'll put into my decks if the theme fits.

1.107 STCCG.guide/Card Extra/Wormhole Negotiations

Wormhole Negotiations + Pardek
by Jason Winter : Q@decipher.com

from Basic Set

One of the strengths of the Romulans (no, really, they have them!) is a strong mix of both Diplomacy and Treachery. A mission like Wormhole Negotiations is a natural, since it requires large amounts of either skill. And Pardek with Diplomacy x2 and Treachery is the ideal man for the job.

Trivia note: "Unification" is not the only Star Trek two-parter Malachi Throne (Pardek) has appeared in. He also played Commodore Mendez, who presided over Spock's court-martial in original Trek's "The Menagerie."

1.108 STCCG.guide/Card Extra/Wrong Door

Wrong Door
by Ryan Matthews : ram@kozmo.yakima.net

from First Contact

Play an Iconian Gateway and just taunt your opponent into using it. When he does, redirect him (with the Wrong Door) to Qualor II and watch all his affiliated personnel go into stasis!

1.109 STCCG.guide/Card Extra/Yuta

Yuta

by Evan "Mot the Barber" Lorentz : evanl@earthlink.net

from First Contact

Tired of having your Yuta thwarted by your opponent's Marouk? You might consider stocking a Brain Drain in your Q's Tent. Just before Marouk and company attempt the mission where you seeded Yuta, give her a really bad brain cramp. She'll lose her ability to counter Yuta, and you'll be able to pick at the Away Team however you want to. You may even be able to take Marouk out of the picture permanently if you pick the number 4.