

# **Equipment**

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**COLLABORATORS**

	<i>TITLE :</i> Equipment		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Equipment

### 1.1 STCCG.guide/Universe/Card List/Equipment/Main

Equipment.guide

Main

Equipment

### 1.2 STCCG.guide/Universe/Card List/Equipment

Equipment

Rarity	Name	Affiliation	Icon	Description
C	QC			
	Anti-Matter Pod	F,R,K		Damages ship at space location without 3 Navigation ↔
U	FC			
	Assimilation Table	B		B Holds one personnel, download to occupant an Implant card ↔
R	AU			
	Echo Papa 607 Killer Drone	F,R,K		Use during Away Team or Rogue Borg Battle, first time used STRENGTH=10, next battle STRENGTH=20, etc. ↔
C	OS/2PG			
	Engineering Kit	F,R,K		Gives ENGINEER skill to all OFFICER personnel ↔
C	OS			
	Engineering Padd	F,R,K		Gives ENGINEER skill to all SCIENCE personnel ↔
C	OS			
	Federation Padd			

		F	Give +2 CUNNING to all Federation personnel	↔
C	AU		I.P. Scanner	
		F,R,K	Nullifies Interphasic Plasma Creatures , Brain Dain and Phased Matter	↔
C	OS		Klingon Disruptor	
		K	Give +2 STRENGTH to all Klingon personnel	
C	OS		Klingon Padd	
		K	Give +2 CUNNING to all Klingon personnel	↔
C	OS/2PG		Medical Kit	
		F,R,K	Gives MEDICAL skill to all OFFICER personnel	↔
C	OS/2PG		Medical Tricoder	
		F,R,K	Gives MEDICAL skill to all SCIENCE personnel	↔
C	QC		Plasmadyne Relay	
		F,R,K	Give +2 RANGE/SHIELDS on ship, +4 SHIELDS at outpost/station	↔
C	OS		Romulan Disruptor	
		R	Give +2 STRENGTH to all Romulan personnel	
C	OS		Romulan Padd	
		R	Give +2 CUNNING to all Romulan personnel	↔
C	OS		Starfleet Type II Phaser	
		F	Give +2 STRENGTH to all Federation personnel	
U	FC		Starfleet Type III Phaser Rifle	
		F,N	Give +3 STRENGTH, but loose 1 Diplomacy unless aboard your ship	↔
U	FC		Tommygun	
		all	H Use in personnel battle, stun one Rogue Borg or personnel present OR up to 100 h personnel present	↔
C	OS/2PG		Tricorder	
		F,R,K	Gives SCIENCE skill to all ENGINEER personnel	↔

For a description of terms used see  
Legend

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### 1.3 STCCG.guide/Cards/Interrupts/Anti-Matter Pod

Anti-Matter Pod

Equipment  
common Q-Continuum

"Magnetic anti-matter containment vessel used by the U.S.S. Enterprise crew to shut down the Manheim Effect and to mine Cardassian ships in the McAllister C-5 nebula."

May be left at any space mission. Damages next ship to stop here without 3 Navigation (discard pod). May be nullified by Transporter Skill. (Not cumulative.)

View the Picture of the card?

## 1.4 STCCG.guide/Cards/Interrupts/Assimilation Table

Main Universe  
Equipment  
FAQ Picture

Assimilation Table

Equipment  
uncommon First Contact

[Borg only] icon, First Contact icon

"Function: Equip drone initiates with specialized adaptive implants. Access counterpart biological data; encode heuristic pathways. Augment collective distinctiveness."

Holds one personnel (occupant killed if table destroyed).  
Once per turn, in place of one card draw, you may download to occupant an Implant card.

View the Picture of the card?

Sorry, no questions currently available in the FAQ.  
See also the First Contact Rules

For a description of terms used see  
Legend

.

Picture taken from 'First Contact'.

Read the card extra!

Main Universe  
Equipment  
FAQ Picture

## 1.5 STCCG.guide/Cards/Interrupts/Echo Papa 607 Killer Drone

Echo Papa 607 Killer Drone

Equipment  
rare AU

"A deadly hovering anti-personnel device with the ability to fire phasers and to anticipate and adapt to its target's defenses. Created by the Arsenal of Freedom on Minos."

Use during Away Team or Rogue Borg battles. First time used in battle, STRENGTH=19. Next time used in a separate battle, STRENGTH=29, etc.

Any questions? See the FAQ

## 1.6 STCCG.guide/Cards/Interrupts/Engineering Kit

Engineering Kit

Equipment  
common Original Set/Two Player Game

"Representative of specialized engineering instruments. Such equipment has been developed by many races."

Gives all your OFFICER-classification personnel the extra skill of ENGINEER where present.

Any questions? See the FAQ

## 1.7 STCCG.guide/Cards/Interrupts/Engineering PADD

Engineering PADD

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Equipment  
common Original Set

"Representative of Personnel Access Display Devices designed specifically for engineering functions. Such equipment has been developed by many races."

Gives all your SCIENCE-classification personnel the extra skill of ENGINEER where present.

Any questions? See the FAQ

## 1.8 STCCG.guide/Cards/Interrupts/Federation PADD

Federation PADD

Equipment  
common Original Set

Federation

"Standard Federation Personal Access Display Device for computerized information."

Federation use only. Each of your personnel CUNNING +2 where present. (Cumulative.)

Any questions? See the FAQ

## 1.9 STCCG.guide/Cards/Interrupts/I.P. Scanner

I.P. Scanner

Equipment  
common AU

"The Interphasic Scanner has been used to detect signatures of phased matter, invisible interphasic creatures and beings from other subspace domains."

Where present, nullifies Interphasic Plasma Creatures,

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Brain Dain and Phased Matter.

Any questions? See the FAQ

## 1.10 STCCG.guide/Cards/Interrupts/Klingon Disruptor

Klingon Disruptor

Equipment  
common Original Set

Klingon

"Phase-disruptor used by Klingons and other races. Similar to a phaser."

Klingon and Non-aligned use only. Each of your personnel STRENGTH +2 where present. (Cumulative.)

Any questions? See the FAQ

## 1.11 STCCG.guide/Cards/Interrupts/Klingon PADD

Klingon PADD

Equipment  
common Original Set

Klingon

"Standard Klingon Personal Access Display Device for computerized information."

Klingon use only. Each of your personnel CUNNING +2 where present. (Cumulative.)

Any questions? See the FAQ

## 1.12 STCCG.guide/Cards/Interrupts/Medical Kit

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## Medical Kit

## Equipment

common Original Set/Two Player Game

"Representative of specialized medical equipment. Such equipment has been developed by many races."

Gives all your OFFICER-classification personnel the extra skill of MEDICAL where present.

Any questions? See the FAQ

### 1.13 STCCG.guide/Cards/Interrupts/Medical Tricoder

## Medical Tricoder

## Equipment

common Original Set/Two Player Game

"Representative of a specialized tricoder optimized for medical use. Such equipment has been developed by many races."

Gives all your SCIENCE-classification personnel the extra skill of MEDICAL where present.

Any questions? See the FAQ

### 1.14 STCCG.guide/Cards/Interrupts/Plasmadyne Relay

## Plasmadyne Relay

## Equipment

common Q-Continuum

"Device designed by Geordi La Forge to improve warp engine quantum efficiency. Wesley Crusher opined that it was obsolete and needed a subprocessor matrix overhaul."

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While on a ship, RANGE and SHIELDS are +2. While at a station or outpost, SHIELDS are +4. (Cumulative.)

[View the Picture of the card?](#)

[View the preview Picture?](#)

## 1.15 STCCG.guide/Cards/Interrupts/Romulan Disruptor

Romulan Disruptor

Equipment  
common Original Set

Romulan

"Directed-energy weapon used by Romulans and other races. Disruptor fire can be identified by a high residue of antiprotons that linger for several hours."

Romulan and Non-aligned use only. Each of your personnel STRENGTH +2 where present. (Cumulative.)

Any questions? See the FAQ

## 1.16 STCCG.guide/Cards/Interrupts/Romulan PADD

Romulan PADD

Equipment  
common Original Set

Romulan

"Standard Romulan Personal Access Display Device for computerized information."

Romulan use only. Each of your personnel CUNNING +2 where present. (Cumulative.)

Any questions? See the FAQ

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## 1.17 STCCG.guide/Cards/Interrupts/Starfleet Type II Phaser

Starfleet Type II Phaser

Equipment  
common Original Set

Federation

"Handheld weapon can be set for stun, heat and disruption.  
PHASER is an acronym for PHAsed Energy Rectification."

Federation and Non-aligned use only. Each of your  
personnel STRENGTH +2 where present. (Cumulative.)

Any questions? See the FAQ

## 1.18 STCCG.guide/Cards/Interrupts/Tommygun

Main Universe  
Equipment  
FAQ Picture

Tommygun

Equipment  
uncommon First Contact

Hologram icon, First Contact icon

"Holographic weapon. Version of Thompson submachinegun,  
model 1921. Can empty a 100-round drum in 4 seconds.  
"Pinched" from Nicky the Nose's henchman by Dixon Hill."

Use at start of personnel battles. May stun one Rogue  
Borg or personnel present (random selection) OR erase  
up to 100 [h] personnel present (your choice).

View the Picture of the card?

Sorry, no questions currently available in the FAQ.  
See also the First Contact Rules

For a description of terms used see  
Legend

Picture taken from 'First Contact'.

Read the card extra!

Main Universe

Equipment

FAQ Picture

## 1.19 STCCG.guide/Cards/Interrupts/Tricoder

Tricoder

Equipment

common

Original Set/Two Player Game

"Representative of a multipurpose handheld device combining sensors, computers and recorders. Such equipment has been developed by many races."

Gives all your ENGINEER-classification personnel the extra skill of SCIENCE where present.

Any questions? See the FAQ

## 1.20 STCCG.guide/Universe/Legend

Legend

Here a short description of the different fields:

Rarity:

C	common
U	uncommon
R	rare
UR	ultrarare
P	Premium/Promotional

Set

OS	Original Set
AU	Alternate Universe Set, abbreviated to AU
WP	Warp Pack
PR	Promotional
2PG	2-Player-Game
TFC	Fajo Collection
FC	First Contact

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## Affiliation

F Federation  
K Klingon  
R Romulan  
B Borg  
C Cardassians  
Fr Ferengi  
U Non-Aligned

## Staff

H Holographic  
+ Command Ability  
- Staff Ability  
u Universal  
A AU icon personnel, Alternate Universe Door must be open to bring into play

## Attributes

I Integrity  
C Cunning  
S Strength

## Icon

A Alternate Universe card, Alternate Universe Door must be open  
Q Q-Continuum card, Q-Flash must be open  
h Holographic  
B Barash Icon  
N Nemesis Icon  
H Hidden Agenda Icon  
v Download Icon

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