

fajo

Ralf Schwate

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Chapter 1

fajo

1.1 Fajo.guide

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1.2 STCCG.guide/The Fajo Collection/The Cards

This set consist of the following 18 cards:

1962 Roger Maris Baseball Card	Artifact
Black Hole	Doorways
Dixon Hill's Business Card	Interrupt/Event
DNA Metamorphosis	Dilemma
Dr. Soong	Personnel
Guinan	Personnel
I.K.C. Chang	Ship
Kivas Fajo	Personnel
Locutus of Borg	Personnel
Lore	Personnel
Miles O'Brien	Personnel
Persistence of Memory	Artifact
Picard's Artificial Heart	Q Artifact
Qapla!	Interrupt
Sisters of Duras	Personnel
Spot	Personnel
Tallera	Personnel
U.S.S. Pasteur	Ship

1.3 STCCG.guide/The Fajo Collection/The Rules

Fajo Collection Rules Supplement

1962 Roger Maris Baseball Card - This artifact works on any other artifacts which are in play during your own turn. (As a clarification, any card on the table, on the spaceline, just played or just used is in play.)

You may not trade Roger Maris for another artifact unless you are able to immediately play that artifact as your own (this does not count as your normal card play). Any traded cards are returned to their owners at the end of the game.

Black Hole - This doorway creates a shrinking universe; it can potentially absorb the entire spaceline! If the Black Hole pulls in the last location on either end of the spaceline, it stops alternating and continues to pull in locations from the remaining side. Of course, cards that can close a doorway (i.e., Revolving Door and DoorNet) can suspend the Black Hole's game text and, as a result, are not pulled in.

Dixon Hill's Business Card - This interrupt/event has a new feature called dual type. Just as dual-affiliation personnel have only one affiliation at a time, dual-type cards have only one card type at any given moment. The controller of the card may choose which type it has at any time (but once played, the card retains the same type as long as it remains in play). For example, if Dixon Hill's Business Card is played as an event, it is vulnerable to Kevin Uxbridge but not to Amanda Rogers.

Oh, by the way- non-gangsters would read this card as follows:

Interrupt: If any personnel (except a Borg) was just killed and there were no other personnel present, select any other personnel controlled by the same player. That personnel is captured.

Event: Plays on table. The opponent's next personnel to report for duty must be universal or a holographic re-creation. Then place this card out-of-play. (Event is not duplicatable.)

DNA Metamorphosis - This dilemma is currently the only card which places a personnel in stasis but does not specify a remedy for that condition. In the episode Identity Crisis, had Geordi's friends been any later with their rescue, Geordi would have been irretrievably lost. Thus, short of death, there is presently no way to remove a personnel affected by DNA Metamorphosis from stasis.

Dr. Soong - The term reprogram on this personnel means to modify any variable features (gender, classification and/or skills) chosen by an android when it reported for duty. Dr. Soong may replace those features with any other gender, classification and/or skills present

(whichever are appropriate). Currently, only Lal and Soong-type Androids have programmable features. (Note that once each turn means once during each of your turns only.)

Dr. Soong also has a new nemesis icon. Nemesis icons are used to identify special relationships between characters that inevitably lead to the destruction of one character at the hand of the other. For example, in the case of Soong and Lore, if they spend much time together it is a foregone conclusion that either Soong will deactivate Lore or Lore will kill Soong.

Nemesis icons are also used on ships to identify similar adversarial relationships (as you will see below). A nemesis relationship is defined by opposing nemesis icons (two such icons which are the same color but pointing in different directions). If two or more personnel with opposing nemesis icons are present with each other at the end of a player's turn, that player must choose one of them to be immediately killed.

Guinan - This personnel's special skill of doubling Captain's Log is quite powerful now that Jean-Luc Picard has those benefits on the U.S.S. Enterprise. (See the interpretation of Captain's Log in the First Contact rules supplement.)

I.K.C. Chang - This ship has a new nemesis icon (see the entry for Dr. Soong above). If two or more ships with opposing nemesis icons are present with each other at the end of a player's turn, that player must choose one of them to be immediately destroyed.

Kivas Fajo - An unduplicated artifact present is one that is not duplicated anywhere in play. (An artifact just earned is not present unless it joins the crew or Away Team.) Making parallel use of opponent's Palor Toff means that each time your opponent plays Palor Toff or Alien Trader, you must also use that card's game text, if possible (i.e., you must retrieve a non-personnel card from your own discard pile). If you play Countermand to suspend your opponent's Palor Toff, it does not affect your discard pile.

Locutus of Borg - This personnel is a counterpart to the Borg Queen, as defined in the First Contact rules supplement. Locutus is a very powerful addition to your Borg Collective especially if one of the objectives of your deck is to assimilate Earth!

Lore - This android has a new nemesis icon that defines a special adversarial relationship with Dr. Soong (see the entry for Dr. Soong above). The phrase "Doubles all Rogue Borg and Crystalline Entities in play" applies to both player's cards and means that the STRENGTH of every Rogue Borg is doubled and every Crystalline Entity card functions as if it read as follows:

Space mission: kills all life on ship unless SHIELDS>12 OR 2 Music aboard.
Planet mission: kills entire Away Team unless 2 SCIENCE and 2 MEDICAL present.
Discard dilemma. [10 points]

Because cards by default are not cumulative, if you and your opponent both have a Lore personnel card in play, they do not quadruple Rogue Borg and Crystalline Entities. However, if Crosis is in play, Lore doubles Rogue Borg after Crosis has had his own doubling effect (thus quadrupling that particular group of Rogue Borg).

(As a clarification, the event card Lore Returns in the premiere set uses the name iLore in its game text. This is not a reference to the Lore personnel card but instead is a reference to the event card itself.)

Miles O'Brien - This personnel has a new ispecial download icon . As defined in the First Contact rules supplement, this icon basically allows you, once per game, to search your draw deck, hand, Zalkonian Storage Capsule and Q's Tent for one Near-Warp Transport interrupt and immediately play it.

Persistence of Memory - When you ireverse a card in the Star Trek Customizable Card Game, that card has its game text conceptually changed to work in an opposite way. Sometimes there are multiple interpretations of what this can mean. Although different interpretations may have equal validity from a storyline or logic perspective, to ensure consistent gameplay Decipher establishes an official definition in each case. The following entries are the official definitions of ireverse for the cards affected by Persistence of Memory:

Horga'hn - Artifact allows opponent to take double turns from now on. (Not cumulative.)

Thought Maker - Look at your draw deck for ten seconds and rearrange as desired.

Mona Lisa - If destroyed, the opponent of the player directly causing the destruction (if any) loses points. (Not duplicatable.)

Static Warp Bubble - You must discard one card before ending each turn. (Not cumulative.)

Kivas Fajo-Collector - Opponent chooses any player to immediately draw three new cards from the top of their draw deck. Discard event after use.

The Traveler: Transcendence - That playerís opponent must draw one extra card at the end of each turn. Also, while in play, nullifies Static Warp Bubble. (Not cumulative.)

Devidian Door - Allows you to send a card ito the future. Whether or not you currently have a Devidian Door in your hand, at any time say Devidian Door and take (from anywhere in play) one of your Personnel or Equipment

cards to your hand. However, any time during your next turn, you must show opponent a Devidian Door from your hand and place it out-of-play, or you lose the game. (Note that you play Persistence of Memory on the Devidian Door announcement, not when the Doorway card is shown.)

Black Hole - Remains a location with span of 1. Every four full turns, inserts one new Space location from outside the game (regardless of out-of-play restrictions). Alternates, first inserting one on your left, then on your right, and so on. (Not duplicatable.)

Supernova - Remove from mission (discard event). Everything previously destroyed there remains destroyed except Mission card (which is restored and may be attempted unless already solved).

Anti-Time Anomaly - Regenerates literally ALL personnel from discard piles (both players' cards) at the end of your third full turn, unless anti-time anomaly destroyed first. Players take turns placing their personnel anywhere personnel can normally exist in play (regardless of uniqueness and reporting restrictions).

Picard's Artificial Heart - This card can be stocked only in your Q-Continuum side deck. When your opponent experiences it, immediately seed it under the mission being attempted. Whenever the mission is completed (or scouted, as defined in the First Contact rules), you the card's owner always take it into your hand (unlike a normal artifact, which is earned by the player completing the mission).

Qapla'! - It is rumored that a Qapla' banner like this one was presented to the Vulcan ambassador to Qo'noS by Gowron's eldest nephew. Awarded on the eve of the Kot'baval Festival, it is one of the highest honors a non-Klingon can receive for service to the Empire. Qapla' banners appear throughout Klingon culture. One example is a valuable gamepiece, bearing words often attributed to Kahless, in a customizable card game which is sweeping Qo'noS. In case you don't have your universal translator handy, here's how to decipher this card:

INTERRUPT
SUCCESS!

When threatened, fight. When in doubt, surprise them. Brute strength is not the most important asset in a fight. Real power is in the heart. A Klingon does not run away from his battles.

If an opponent attacks you, during that battle your Klingons with Honor add INTEGRITY to STRENGTH. (Not cumulative.)

Sisters of Duras - This personnel card is dual-affiliation as well as dual-personnel (two personnel in one card). Dual-personnel cards always count as two personnel, but only one card. Any result which happens to one of the individuals on your dual-personnel card automatically happens to the other, including bonus point adjustments.

Occasionally, dual-personnel cards cause group limits to be modified. For example, suppose one or more of your personnel have been selected, either by choice or randomly, and a limit is in effect (e.g., one personnel, two strongest members in Away Team, three Youth, maximum of 4 unique crew members, STRENGTH>27 from up to four Away Team members). If one of your dual-personnel cards in the group is causing the group limit to be exceeded, your opponent must choose one of two options: increase the limit to accommodate the excess, or require that the group selection process be repeated. However, if the limit is one, it is always increased to two automatically.

Spot - This extremely independent cat does not recognize anyone (or any affiliation) as having authority over her, and thus she is Neutral. Although Neutral is not an affiliation, Neutral cards can work with any affiliation except Borg. Whenever Spot is not pouncing, her STRENGTH is undefined and thus treated as zero. Like other ANIMALs, she may not attempt missions alone or staff ships.

Whenever Spot is killed (Pfsst!), if she has any lives remaining she immediately pops back to life at the same place (Meow!) but is stopped. Any cards played on Spot (e.g., Mask of Korgano, Brainwash) are not nullified by her first eight deaths. If Spot dies aboard an outpost or starship being destroyed (and she has any lives remaining), she comes back to life in the vacuum of space, only to suffocate and come back to life again over and over until her remaining lives are gone. Pfsst! Meow! Pfsst! Meow! Pfsst! Meow!

Tallera - This personnel is the first triple-affiliation card. Triple-affiliation and dual-affiliation cards are collectively referred to as multi-affiliation cards.

U.S.S. Pasteur - This ship has special equipment (not a personnel) providing the equivalent of one MEDICAL skill. This MEDICAL may be used as one of the seven personnel types required by the Kurlan Naikos. The U.S.S. Pasteur also has a new nemesis icon (see the entry for I.K.C. Chang above).

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