

Faq

Ralf Schwate

COLLABORATORS

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Chapter 1

Faq

1.1 Faq.Guide

1.2 STCCG.guide/Universe/Frequently Asked Questions

OFFICIAL FREQUENTLY ASKED QUESTIONS LIST
STAR TREK: THE NEXT GENERATION CUSTOMIZABLE CARD GAME

Released 12/19/96

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The information contained in this FAQ is the most up-to-date rulings on ST:TNG CCG. This FAQ re-organizes and compiles all the rulings in previous FAQ's as well as presenting some new information and rulings. Rulings in this FAQ supersede all previous FAQs. In the event of a discrepancy between this FAQ and previous FAQs, the rulings in this FAQ take precedence.

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OFFICIAL ST:TNG CCG INFORMATION FROM DECIPHER

There are many FAQ documents such as this one that are available. In addition, Decipher Netreps are on many online services to answer questions and talk about the games. Official ST:TNG CCG information is available from four sources:

FAX Back Voice (804) N2D-NEWS or (804) 623-6397

Email Back Send email to EmailBack@decipher.com with the word CATALOG in the subject line

WWW <http://www.decipher.com>

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Please use the above automated sources to answer your questions where possible. However, Decipher loves to get feedback and suggestions, and if your questions aren't answered in the FAQ then we need to add them! Be sure and contact via one of the following:

FAX (804) 623-3630
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Norfolk VA 23510-1813

Finally, any requests for replacement cards (for cards that are damaged) or any customer service comments regarding our product should be directed to CustomerService@decipher.com or to the above address, ATTN: Shawne.

1.3 STCCG.guide/Universe/Frequently Asked Questions/Introduction

1.0 INTRODUCTION

- 1) The information contained in this FAQ is the most up-to-date rulings on ST:TNG CCG. This FAQ supersedes all previous FAQs. In the event of a discrepancy between this FAQ and previous FAQs, the rulings in this FAQ take precedence.
- 2) This FAQ will be updated and released on the first of every month (starting July 1), but it is not necessary to continually get revised copies. Every time, a "New FAQ" Update document is also released, which contains all of the revised and new entries. They will also be marked here in the main FAQ document with a "+" symbol.
- 3) Player feedback is critical to the maintenance of this FAQ. In addition, mistakes are sometimes made! Please send in your questions and comments, as well as opinions on what seems strange or illogical. Thanks for your interest in the game!

1.4 STCCG.guide/Universe/Frequently Asked Questions/General Information

1.1 GENERAL INFORMATION

Q: NEW SETS -- What are the new sets and when will they be available?

A: The next expansion, Q-Continuum, is planned for release in late summer of 1996. After this, we have two more expansions planned before our license runs out: Holodeck Adventures and All Good Things.... Holodeck Adventures is expected out about 6-7 months after Q-Continuum, and All Good Things... 6-7 months after that. Note that these are very tentative dates and are subject to change.

Q: 2-PLAYER GAME -- Where is it? What about Spock?

A: The Introductory Two-Player Game (the set that will have Spock in it) has been pushed back a number of times. We intend to also get it out late this summer, possibly near the release of Q-Continuum. For those who aren't familiar, the Two-Player Game will have two white-bordered decks, one Klingon and one Federation, that are ready to play right out of the box. Each boxed set will be the same and will

have the same cards in it. There will be several new cards in this set that will not be available in any expansions, including a TNG version of Spock! This Spock card will only be available in the Two-Player Game and will never be offered in any expansions.

Q: ULTRA RARES -- What kind of Ultra-Rare cards are there? How can I get them?

A: Currently, there is only one Ultra-Rare card: the Future Enterprise. You get it just like you get any other card -- you buy boosters! The Future Enterprise appears in one out of every 121 Alternate Universe boosters.

The card Data Laughing is **not** an Ultra-Rare. It was a premium card offered with the Star Trek:TNG CCG Player's Guide last year. Since it has been out for a year, this book is now very difficult to find anywhere.

Q: MISSING CARDS -- I have noticed references to several cards I don't seem to have. What's the deal?

A: Two much-anticipated cards, Thermal Deflectors and Hail, are included in Alternate Universe, but there are several cards still "unaccounted for" in both the original set and AU, including Guinan, Spock, Calamarain, Empathic Touch, Plexing, Marouk, Timepod Ring, Anya, Brainwash, Torture, Dimensional Shifting and Salia. You can look for these cards in future expansions. We include "forward references" to future cards partly to whet your appetite for what's to come, but mainly so that when the new cards come out, they have a stronger connection to your existing cards.

Q: THINNER CARDS? -- The AU cards seem thinner than my other cards. Are they?

A: Carta Mundi manufactured Alternate Universe using the same high-quality Superlux stock as all of your other ST:CCG cards, so physically there is no difference from a manufacturing standpoint. However, all cards do change slightly with age and use: Exposure to light and air, shuffling, handling and storage can all have subtle effects on any paper product, and the overall result seems to be that the cards stiffen a bit over time. So while your older cards are not really thicker than the new ones, they are somewhat **stiffer** than the new ones, giving the impression of extra thickness. In fact, I've been told that every time Wizards of the Coast released a new set of Magic: the Gathering cards, there were comments that they seemed thinner.

You can verify for yourself that the cards are of similar thickness by making a stack of, say, 60 Alternate Universe cards and putting it next to a stack of 60 of your existing cards. I compared five different stacks this way (AU, original unlimited, year-old alphas, brand new betas, and silvers from the tin) and found that all five stacks were of equivalent height.

So consider these cards like a new pair of shoes, in that they sort of have a "breaking-in period". I think you will find that with a little bit of play you won't notice any difference in feel.

Q: AU CARDS IN FUTURE SETS -- Will any AU cards be included in other expansion sets? Say one every so often?

A: Yes, we had many choices for AU cards and didn't use them all. You can expect to see more, and in fact you can expect to see small parts of all sets mixed in with all other sets.

Q: OPHIDIAN CANE -- This card shows up in the packs with the uncommons,

but it's listed as a rare on the checklist. Is that a misprint?

A: The Ophidian Cane is indeed a rare. It appears on the press sheet for the uncommons and thus gets collated with them, but it is has the same frequency as any other rare. When you get a pack containing the Cane, you are essentially getting two rare cards. This happens on average once in every 40 1/3 packs.

1.5 STCCG.guide/Universe/Frequently Asked Questions/Terminology

1.2 TERMINOLOGY

Q: "ACTION" -- What exactly is constitutes an "action"?

A: An "action" is one single operation that you perform in the game. An action cannot be "interrupted" by any other actions, unless a card specifically permits you to. Note that the use of "interrupt" above refers to the strict English definition of the word, and not the card type.

You must always give your opponent enough time to play Interrupts in between your individual actions. You cannot simply play an event followed by five Interrupts without him being able to get a word in edgewise. If your opponent does move too fast without giving you a chance to react, you can make him "back up" so that you have a chance to perform the actions you want.

Some examples of actions are:

- 1) Playing a card. Once you show your opponent the card, he cannot "back up" to play another card. For example, if you played Goddess of Empathy, he cannot decide suddenly that he wants to play several Interrupts.
Some cards that can "interrupt" a card play: Kevin Uxbridge, Amanda Rogers, Countermanda.
- 2) Moving a ship, from the start of the move, to the finish. Although you can stop at spaceline locations as you go by, you are not required to.
Some cards that can "interrupt" movement: Hail, Wormhole.
- 3) Battle. From the moment you announce that you are starting a battle to the time when that battle is over (ie, ships have been turned to indicate damage, or ships and personnel have been discarded), no player may perform an action, such as playing an Interrupt.
Some cards that can "interrupt" battle: Asteroid Sanctuary, Phaser Burns, Emergency Transporter Armbands, Hugh.
- 4) Beaming. Only one card (Barclay's Transporter Phobia) currently allows you to "interrupt" beaming. If the opponent, for example, announces his intent to beam down to a planet, it is too late for you to play a Rogue Borg on his ship to stop him.
- 5) Encountering a dilemma. Once a dilemma has been overturned, neither player may play a card, unless specifically permitted. You could not, for instance, use Vulcan Mindmeld to gain more skills, or use Humuhumunukunukuapua'a to raise your attributes (or lower your opponent's).
Some cards that can "interrupt" dilemmas: Howard Heirloom Candle, Q2 (to nullify Q), Eyes in the Dark
- 6) Attempting a mission, under old rules, used to be a completely uninterruptable action. Due to popular vote, this ruling was changed. Once you begin a mission, you cannot stop. In that way, it resembles an action. Each dilemma is its own separate "mini-

action" which cannot be interrupted. However, Interrupts can be played between dilemmas or before the first dilemma is encountered. So, cards like Emergency Transporter Armbands or Temporal Rift can be used to "abort" missions, but cannot "abort" individual dilemmas. For more, see section

1.4

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Timing

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Q: "END OF TURN" -- What is the definition of the "end of turn", which is a phrase often used on the cards, such as "...ship explodes at end of your turn."?

A: Anything that happens at the "end of turn" is the last thing you do before the card draw. As the rules say (page 13), you "signal the end of your turn" when you draw your card. When the card is drawn, the turn is completely over. So, something at the end of a turn happens just before the turn is over. If several things are scheduled to happen at the end of a particular turn, take them in any sequence.

Q: "NULLIFY" -- What does "nullify" mean?

A: It basically means the affected card is *discarded without effect*, although there are a few inconsistencies of this use. Amanda Rogers "nullifies" an interrupt. So, when you play Amanda in response to an interrupt, you just discard that interrupt before it has its effect and treat it as if it had never been played. Sometimes we say a certain *effect* of a card is nullified, but not the card itself, as on the Hugh card which nullifies the *attack* of the Borg Ship, not the ship itself. And sometimes we incorrectly used the term "destroys" instead of "nullifies" (as on the Kevin Uxbridge card -- See Kevin under "Interrupts," Section

3.9

). We will try to be more

consistent about it in the future and let us know if there are any ambiguous usages. If you have questions about whether a certain card nullifies another card, look up one of the cards later in this FAQ.

Q: "STASIS" -- What does this mean?

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

Q: "STOPPED" --

1) What does "stopped" mean?

2) When is a ship or Away Team "stopped"?

3) If my ship cannot move, it is "stopped"?

A: 1) When a ship or personnel is stopped, that card may perform no other actions until it is "un-stopped" (which usually automatically happens at the beginning of the next turn). It may not beam, it may not move, it may not battle, it may not do absolutely anything. Note that interrupts could still be played on the ship, such as Auto-Destruct.

2) The most common way to be stopped is by a dilemma. If you fail to overcome a dilemma, the cards encountering the dilemma (ship or crew) are "stopped." For more, see Section

3.2

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Dilemmas

. Also,

battle "stops" all cards (ships or personnel) involved in the battle. Finally, if a ship is "stopped," all personnel aboard it are also "stopped."

- 3) No. Some cards (like Menthar Booby Trap or Hail) will prevent a ship from moving, but that's all it means: the ship cannot move. It could still beam, attempt a mission, engage in combat, etc.

Q: "TURNS" -- What is the proper definition of the word "turn", as when it says "your turn" or "each turn" or "double turns" on the cards, etc.?

A: There are four potentially confusing things about turn:

- 1) the definitions -- "each", "every", "next", etc.
- 2) to whom the card applies
- 3) "when" a "timed" event happens during a turn.
- 4) how "double turns" (the Horgha'hn) affects these

Below is a listing of definitions of all these terms which both works for the cards, and also should work with future cards we have planned for expansion sets.

"Turn" -- a turn is one segment of the game in which the player is "on move", consisting of the turn sequence explained in the rulebook (page 13) of a) play one card, b) execute orders, c) draw a card to end the turn. Players alternate turns in the game. This is the order a turn must go in. You could not, for instance, execute orders and then play a card.

"End of Turn" -- the end of each turn is signified by the player drawing a card. Anything that the cards say happens "at the end of a turn" happens just before the card draw. If there is more than one thing scheduled to happen at the end of the turn, the player can choose which to do first.

"Start of Turn" -- after the opponent has transferred the turn to you (by ending his/her turn), and the first thing you do that turn.

The Subject of the Card -- Who the card applies to is important for understanding the definitions of "turns", and the source of most confusion about "turns." For example, "next turn" would be unclear if you didn't know whether it was referring your next turn or the opponent's next turn.

The wording of the card usually makes it clear who it applies to. But some cards are a little ambiguous. If it isn't clear, the general rule is: the player that the card affects is the person it applies to. If you play a card on an opponent's ship, such as a Warp Core Breach, it affects him and thus he is the subject. So when the Warp Core Breach says, "Ship explodes at end of owner's next turn. . . ." it means the owner of the ship (the person it applies to), not the owner of the Warp Core Breach card. If you play a card on yourself, like The Traveller, you are the subject. If a card applies to both players equally, such as the Anti-Time Anomaly, the subject would be the person who played it.

Once you know the subject, it is easy to determine what "turn" means, counting from that point of view:

"Each Turn" -- each of the subject's turns (skipping the other player).

"Every Turn" -- every successive turn, of both players.

"Next Turn" -- the next turn of the subject.

"This Turn" -- the current turn.

"Rest of Turn" -- the remainder of the current turn.

"Full Turn" -- this definition is a little more specific. a "full turn" means one complete turn segment of the subject, from beginning to end. It does not include the current turn already underway. For example, the Anti-Time Anomaly says, ". . . Kills literally ALL personnel on table . . . at the end of your third full turn, unless ..." Here is what it means by "your third full turn". The subject is the person who plays the card. You do not count the turn you are currently in. You only count your next three full (complete) turns. So, you would finish this turn, and then the countdown goes through three full turns with the Anomaly striking at the end of that third full turn.

"Double Turns" -- the Horga'hn allows you to take "double turns". This means the player takes one normal turn and then immediately takes another turn before the play alternates to the opponent. That's clear, but how does it effect the other cards that involve counting turns? Each turn in the double-turn is a full turn and counts as a turn. Thus, if the Anti-Time Anomaly was counting-down for the player with the Horga'hn, each of his double-turns would count as full turns.

Unclear Cards --

Loss of Orbital Stability -- this Interrupt says "Ship can't move for one turn. . . ." This depends on whose move it currently is. If it is currently the ship owner's turn, the ship can't move for the rest of his turn. If it is not his turn, the ship can't move during his next turn.

Alien Groupie -- this is worded: "Plays on any Away Team which has just completed a planet mission. Female groupie delays beam up of one male (random selection) for one full turn." That final phase should really have said, "... until the end of one full turn." to make it clear.

1.6 STCCG.guide/Universe/Frequently Asked Questions/The Colon Rule

1.3 THE COLON RULE

Q: "THE COLON RULE" -- Can Countermanda be nullified by Amanda Rogers? Does Q2 nullify Kevin Uxbridge: Convergence?

A: Yes. These are examples of a basic concept in the interpretation of ST:CCG cards which was introduced with AU, called "The Colon Rule", so let me explain it here in detail. (Also, see the Rule Notes for AU for more info.)

THE COLON RULE is simple a way to interpret, by a glance at the name of the card, whether or not it is grouped with other cards which portray the same character.

You will note that some card names in ST:CCG contain a colon (":"), such as The Traveler: Transcendence, etc. Why? This is because we expect to sometime come out with another card that is a different instance of The Traveler, etc., and we wanted to distinguish them by name while still making it clear that they are meant to be grouped together.

For example, suppose we one day have a card that is called "The Traveler: Timestop". The question then would be, if I had another card that says, "nullifies The Traveler", would it apply to The Traveler: Timestop as well as The Traveler: Transcendence? And the answer would be yes, because of the colon rule -- the use of the colon this way shows that the cards are the same when referenced by other cards, two versions of The Traveler, so to speak. In other words, the presence of the colon

indicates to you that Decipher wanted the two cards to be grouped together as "Traveler Cards".

However, if "The Traveler: Timestop" was instead named simply "Timestop", then it would NOT be grouped with The Traveler (even if there was a picture of The Traveler on that card). Now, we did not include colons on all the original cards which might eventually form such a group, because that would have been too awkward (especially since we weren't sure at the time whether there would be any others). But the Colon Rule would still apply to them. Thus, there is a new card in AU called Kevin Uxbridge: Convergence. Because it is named with a colon like this, it is considered to be grouped with the normal Kevin Uxbridge card. Any card that applies to "Kevin Uxbridge" would apply to both of them. Thus, Q2 would nullify both of them. This does not mean that Kevin Uxbridge: Convergence is the same card as Kevin Uxbridge. In this case, they just happen to have similar effects (destroying Events). If a future card does NOT apply to both, it will be worded more specifically to make that clear.

Thus, you can see that Countermanda is an example of a card that is NOT using the colon rule, and thus which is NOT intended to be grouped with Amanda Rogers. If we wanted it that way, we would have named it "Amanda Rogers: Countermanda", or some such thing.

Now, since the Amanda Rogers card says it "Nullifies any one Interrupt card just played (except Kevin Uxbridge or another Amanda Rogers)...." this means that the new card "Countermanda" is NOT one of these exceptions, and thus CAN be nullified by Amanda Rogers. It might seem strange that Amanda would nullify herself, but we wanted it this way for gameplay reasons. A chauvinist male might say that it is a woman's prerogative to change her mind!

Note, by the way, that Amanda Rogers will NOT nullify the Kevin Uxbridge: Convergence card, since, by the colon rule, it would be considered grouped with Kevin Uxbridge, which is exempted from Amanda's control as noted above.

The Alternate Universe expansion set makes extensive use of this colon rule to distinguish between, for example, a personnel and the alternate universe version of that same personnel.

One final note: The Colon Rule applies also if the second card also is given the exact same name as the first card. In such a case, they are also grouped together, and any other card that refers to one also applies to the other. (This will be rare.)

Another final note: It is likely that we may have made some mistakes in the initial set by not always anticipating the colon rule well. For example, there is a mistake on the Bynars Weapon Enhancement card. We intended that there would be future Bynars-related cards (which is why we gave it the long name rather than just "Bynars"), but somehow the colon was left out. It should have been called, "Bynars: Weapon Enhancement." Please bear with us if we have to deal with a few such mistakes in FAQs.

To summarize: If two similar cards have the same name or the same name differentiated by a colon, then they are considered to be grouped together in terms of how they relate to other cards. If two similar cards have a different name (even a slight difference), and there is no colon, then they are not grouped together.

Q: TASHA YAR or MAJOR RAKAL -- The colon rule seems to work well except in two cases that seem murky: "Tasha Yar" and "Tasha Yar - Alternate", and "Major Rakal" and "Deanna Troi." Under the colon rule, these pairs

are not the same, and thus could be played together, but it seems weird in these cases. Is this legal?

A: Yes, it is correct. Why? The duplication rule says that more than one of the same unique card can't be in play for you at the same time. i.e. you cannot have two Picards in play. The introduction of AU. created situations where the same "persona" appears from another universe, etc., and, as happened in several episodes, there was the possibility of them being in the same universe at the same time.

This in turn prompted us to come up with a rule to handle this impact on the game caused by AU characters -- the Colon Rule, described above. It indicates which personnel are considered "the same" (grouped together for these purposes) and which are not.

Thus, cards without the same name are not "the same" as far as the duplication rule goes, and can appear at the same time. This includes pairs like, for example, Worf and Governor Worf; Beverly Crusher and Beverly Picard; Tasha Yar and Tasha Yar - Alternate, etc.

The rationale for this is that these characters are criss-crossing in time for some reason and could theoretically meet themselves, as Picard met a future version of himself in the episode "Time Squared", or the episode "Parallels", in which thousands of each character were in the universe at the same time, etc.

Now, the only one that does not work well in this regard is the pair "Deanna Troi" and "Major Rakal." In this case, time travel and such things is not involved, and thus having Major Rakal in Federation mode at the same time you have Deanna in play seems too weird. If you wish, you can play with the house rule that this combination is not allowed.

1.7 STCCG.guide/Universe/Frequently Asked Questions/Timing

1.4 TIMING

TIMING -- This has been a sticky situation for some time that has never been fully clarified. Page 16 of the rulebook says that Interrupt cards can literally be played at any time. This is true, but they will not necessarily resolve instantly. The general rule is:

"An action cannot be interrupted unless a card specifically allows it. Interrupts are resolved first in, first out, and "between" individual actions. They do not alter the previous action unless the card specifically says so."

Examples of "actions" are: moving a ship (the entire movement, not the individual movements from location to location); resolving a dilemma (from the moment you look at it until it has been completely resolved -- for more, see "Dilemmas", below); battling (from the moment the battle is initiated until damage or death is resolved); and beaming.

So, you *cannot* use a card to interrupt your opponent while he is moving, beaming, or encountering a dilemma. Similarly, you can't use cards to do the same to your own ship or Away Team. The only exceptions to this are interrupts which cancel cards (such as Amanda Rogers, Kevin Uxbridge and Q2) or when the interrupt itself specifically says that it can be played during an action (such as Hugh or Eyes in the Dark).

If you encounter a Borg Ship dilemma, you cannot play Temporal Rift on your own ship to avoid the attack. You cannot use Emergency Transporter Armbands to avoid a dilemma (except Firestorm).

You can't play Loss of Orbital Stability on a ship moving past a planet location.

The reason for this confusion is mainly because of the statement on page 16. Also, many ST:CCG players come over from Magic, where "last in, first out" is the rule for instant spells. "Last in, first out" is not how Interrupts are handled in Star Trek, unless the Interrupt says that it interrupts the current action.

Here are some examples of Interrupts you can play during an opponent's action:

- You can play Hail on a ship passing one of your ships. The card "Hail" says that you can.
- You can play Barclay Transporter Phobia as your opponent is attempting to beam, even if he's trying to do it during a dilemma (such as Punishment Zone or Portal Guard). Again, the card specifically says that you can play it during beaming.
- You can use Howard Heirloom Candle when your opponent encounters an Anaphasic Organism. Because the card affects the dilemma, it must be played when the dilemma is encountered.

The above cards all state that they can "break the rules" when it comes to using them during an action. Howard Heirloom Candle does not specifically state this, but the card would be useless if you couldn't use it to react to your opponent's discovering of an Anaphasic Organism. Similarly, cards like Amanda Rogers and Q2 would be useless if you couldn't use them to "respond." Also, Kevin Uxbridge can be used to "counter" an Event that is immediately played and discarded (such as Kivas Fajo); this is errata on the card, and it should be read to say that it "nullifies" any Event. Except for special cards like these, you cannot alter or change the result of any action, yours or your opponent's! Note that playing an interrupt is an action by itself, which can itself be interrupted regardless of the "framing action."

Example: You are moving a ship past an opponent's ship. He plays a Hail card on the ships, which can be played during movement. You want to counter this Hail with an Amanda Rogers doesn't say she can be played during movement. However, at this moment, we are not resolving movement. Right now, the only action that matters is the interrupt (Hail) that has just been played. So, the question is, can you play Amanda in response to another interrupt? The answer is yes. Another example: Suppose that, instead of Amanda, you wanted to play "Warp Engine Overload," a fictional Interrupt that says "Play on any ship, even if it is moving. That ship is immediately destroyed." (Why would you want to blow up your own ship? I don't know!) Can you? He has just played a Hail, so the only thing that is resolving at this time is that Hail. Although it can be played during movement, Warp Engine Overload doesn't say that it can be played in response to an interrupt (the action in progress) or that it cancels any interrupt. At this time, we ignore the fact that the ship is moving, since the only action we are resolving is the Hail interrupt. So, the two interrupts go in first in, first out order: he Hails you, and then your Warp Engine Overload destroys your ship.

Q: CHAINS OF INTERRUPTS -- How do "chains" of Interrupts work when played in sequence? For example, my opponent is about to send down an away team. I stop them (essentially) by interrupting with Rogue Borg. This starts a chain -- He plays Hugh to counter Rogue Borg. I play Amanda Rogers to nullify Hugh. Can he now play another Hugh to counter my Rogue Borg again?

Can he also play another Amanda to counter Rogue Borg (again.)?

A: When Interrupts that affect other Interrupts are played, players can get caught up in an "interrupt battle" or "chain", as in the example of this question. Such chains could be very long. For instance: You play a Rogue Borg on me. I play Hugh to nullify it. Result ... so far, Rogue Borg are nullified. You play Amanda Rogers to nullify Hugh.... Rogue Borg are active again. I play Q2 to nullify your Amanda Rogers... Rogue Borg nullified. You play another Amanda Rogers to nullify my Q2... Rogue Borg active. I have no more Q2s. The result of the chain -- the Rogue Borg remains active and will have their effect, unless I have some other cards up my sleeve that may nullify it. If it is still active after I've exhausted all my possible nullifiers, then it gets through.

Q: INTERRUPTING "ACTIONS" IN PROGRESS -- Can Interrupts be played "during" an action of the opponent (i.e., after he starts doing something and before he finishes)? For example, I am about to beam up personnel to my empty ship. As I do this, my opponent tries to "interrupt" my beaming by playing a Ship Seizure card. He claims this will tow away the ship to which I am beaming so that my Personnel will beam into space. Can Interrupts "interrupt" an action in progress like that?

A: Interrupting an "action in progress" is normally not possible. Actions in the game are normally distinct and happen in sequence. Interrupts allow you to literally stop the normal sequential flow and "insert" something special. But it doesn't mean inserting this interrupt "into the middle" of the previous action in the game. Thus, in the example, the personnel are beamed to the ship before the Ship Seizure could take effect. However, there can be cards that interrupt an action as it is happening if the card itself says so. In the example, if instead of playing the Ship Seizure he had played some sort of card that can be played "during" transport (such as Barclay's Transporter Phobia), there would have been a different effect.

Q: TIME TO RESPOND -- Do I have to give my opponent time to read and/or react to an interrupt, in case he/she wants to cancel it? For example, can I play a Neural Servo Device on his ship and immediately play an Auto-Destruct Sequence on that ship before he gets a chance to Uxbridge the Neural Servo Device?

A: Each card play is an individual action, and either player can perform actions (such as playing an Interrupt) between those actions. Also, common courtesy says that he/she gets a reasonable time to decide on such things (especially for inexperienced players who might need to read the interrupt card to see what it does before deciding whether to react), otherwise people would lay down a slew of Interrupts all together, causing unnecessary confusion. Give the opponent at least a little time to speak up, enough time to understand each step in your combination and to blurt out a "wait!" to stop you if he can.

1.8 STCCG.guide/Universe/Frequently Asked Questions/Submissions

1.5 SUBMISSIONS

Q: Does Decipher accept card ideas?

A: We make a formal distinction between a suggestion (offered from a

customer as feedback) and a submission (a game designer seeking compensation). Your feedback is always welcome. If you think there is something good or bad about the game that you want us to know, or you have a "wish list" of cards, feel free to tell us. We listen to our customers and such suggestions are appreciated. However, if you are a player or designer seeking compensation for ideas Decipher does not accept personal submissions for collectible card game concepts. All such submissions must go through an established "game agent." In general, if you do have a card idea you wish to submit, we suggest that you give us a complete description of what it would do. Remember that most of us here are as big of Trek maniacs as anyone, so we know about almost all the "little things" that would make great card ideas -- we just don't know what those cards should do!

1.9 STCCG.guide/Universe/Frequently Asked Questions/Game Actions

2.0 GAME ACTIONS

2.1

Movement

2.2

Battle

2.3

Beaming/Away Teams

2.4

Cloaking

2.5

Miscellaneous Questions

1.10 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Movement

2.1 MOVEMENT

Q: FLEET MOVEMENT -- Can multiple ships move together in an "armada"? I am thinking specifically about getting past a Q-net. If I only have 1 person with Diplomacy (ex. Picard Dipx2) and I can only move one ship at a time, then only 1 ship is ever going to get past the Q-net. All my other ships are stuck on the other side forever.

A: The Q-Net says, "...No ship may pass the Q-Net unless 2 Diplomacy aboard." It is referring to each ship. Also, moving each ship is an individual "action," and can only be done one at a time.

Q: SHIP HOPPING -- Can you "ferry" Personnel down the spaceline with several ships? i.e. Beam the person up, move the ship, beam him over to another ship, move that other ship, etc.?

A: Yes. Clever manipulation of ships can give you lots of movement freedom.

Q: INTERRUPTS DURING MOVEMENT -- Can my opponent play an interrupt, like Rogue Borg, while I'm moving my ship?

A: No. Movement is an "action" that cannot be interrupted. See "Definitions", above.

1.11 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Battle

2.2 BATTLE

Q: LEADERS --

- 1) In order to win a battle, you must have "an officer or crew member with leadership skill". Is this parsed as: "(officer) or (crew member with leadership)" or "(officer or crew member) with leadership"?
- 2) If you have more than 1 ship in a location, do you only need 1 leader to qualify or does each ship need its own?
- 3) Do you *need* Leadership or an Officer to battle? The rulebook only says you need those to fight effectively.

A: 1) It should be the first choice. I find it easier to simply say "Officer or Leadership." The concept of a "leader" in battle is different from the skill of Leadership. All Officers are trained in military school to be able to lead their troops into battle. However, not all those officers have the special charisma of a Jean-Luc Picard to actually have the skill of Leadership.

- 2) Each ship needs its own leader.
- 3) Good question! We really couldn't think of a reason why you absolutely needed a leader in battle. You can initiate a battle without an Officer or Leadership, you will just lose that battle (if in an Away Team) or your ship will be only be able to defend with its shields.

Q: FEDERATION ATTACKS --

- 1) Not counting special cards (Conundrum, Attack Authorization, Wartime Conditions), when can the Federation initiate an attack?
- 2) Federation cannot initiate attacks but are allowed to retaliate. Does this include a second Federation ship that I'd like to bring to the aid of another that is under attack?
- 3) Can a Federation ship attack an Outpost?
- 4) If you have a mixed group of Personnel (with a treaty) of, for example, Feds and Klingons, how do you determine which rules you follow (ie - being allowed to attack)?
- 5) If you are playing, for example, Federation and Klingons without a treaty, can your Federation ships/personnel get "dragged into" a battle if your Klingons are attacked, or does the Federation only get to counterattack when they are *directly* attacked? What is the situation if a treaty IS in effect?

A: 1) The previous ruling allowed the Feds to attack when certain

conditions were met (such as a Klingon with Leadership aboard). This was just a stopgap ruling until we could come up with an easier explanation. The new, revised ruling is that the Federation *cannot* initiate an attack, *ever*, regardless of who is on board (except for the cards named above and any future cards), either ship-to-ship or in an Away Team. They may still retaliate, though, and may continue a battle that was initiated last turn.

- 2) This is how we interpret it: Once a battle gets started (Away Team or Ship battles), the battle lasts for as long as the players choose to continue it on successive turns, until the ship(s) are destroyed or until one player breaks off the battle in some fashion (i.e., by running away). If your ship attacks the opponent and both ships are damaged, on his turn he can either break off the battle or continue it by attacking you. We consider this counter-attack to be a continuation of the same "battle" that you started, rather than a separate battle. Thus, in this case it is possible to bring in new ships to join the battle. In the case where a Federation ship is attacked in this way, not only can it counter-attack, but you can "call in" nearby Federation ships to come to your aid in the battle, as one would logically expect.
- 3) The Federation is under the same restrictions for attacking outposts that they are for attacking ships.
- 4) Go by the affiliation rules for the affiliation which is under the most affiliation restrictions. The affiliation restrictions are very few and simple, explained on page 28. Federation can't normally initiate an attack and Romulans can't normally attack other Romulans.
- 5) With no treaty in effect, the Federation could not attack, With a treaty they could, because they are "defending thier allies."

Q: NON-ALIGNED ATTACKS -- There are no rules stated for any restrictions on how Non-Aligneds can attack. Are there any?

A: No. Non-Aligned ships and personnel should (in this case) be treated as another "affiliation" with no attack restrictions.

Q: RETALIATION SHOT -- The rules say, "If the attacker's weapon power is greater than the defender's shield power the defender's ship is damaged. Otherwise, the defender's ship is safe and the player now gets a retaliation shot with the roles reversed."

This seems to imply that the defender gets a retaliation shot only if the defender wasn't damaged. Is that true?

A: No. The wording here is a bit ambiguous. There is no such thing as "surprise." There is no such thing as "first strike." The intent is the defender normally gets his retaliation shot whether or not he is damaged. All battle is simultaneous, regardless of who initiated it, and all ships get an attack (assuming they are properly manned). The paragraph should read: "If the attacker's weapon power is greater than the defender's shield power, the defender's ship will be damaged at the end of combat. The defender then gets to launch an attack, just as the attacker did. Once all combat has been resolved, ships are rotated to indicate that they are damaged (or removed altogether if destroyed)."

Q: BATTLE "FORCES" -- The rules don't define what constitutes a "force" when they say, "Battles can only occur when the opposing forces are at the same location."

A: "Forces" here simply means the units each PLAYER has at that location. Either my Away Team versus your Away Team, or my ships

versus your ships plus any other cards which might come into play such as modifiers (shield enhances, etc.) or Interrupt cards that affect battles.

Q: SELF-ATTACKS -- Can you battle your own ships?

A: No, not without special cards. Incoming Message: Attack Authorization would allow this, for instance.

1.12 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Beaming and Away Teams

2.3 BEAMING/AWAY TEAMS

Q: AWAY TEAMS --

- 1) When is my Away Team "stopped"?
- 2) When my Away Team is stopped, can a new away team be formed and beamed down to continue?
- 3) If you beam an away team to a mission from two separate ships, do they come together as one away team?
- 4) I go for a mission with different ships. I beam down personnel from the different ships to form an away team. I encounter a dilemma that does something to my "ship". Which ship is affected? All?
- 5) Can an Away Team beam down to a planet if their Affiliation cannot complete the mission there? (To attack another Away Team, for example.)

- A:
- 1) See the definition of "Stopped," above and "Dilemmas," below.
 - 2) Yes, as long as it is made up of Personnel who aren't already "stopped" for that turn. For example, if your initial Away Team hits a Sarjenka dilemma and is stopped, you might bring up another ship, beam down another Away Team, and try the mission with them.
 - 3) Yes. If you beam them both down it is assumed they are intended to be there together. If you want to operate them separately, first beam down one, try the mission (or battle, etc.), and if they get stopped then beam down another team, etc. The only exception is the case when one player beams down Away Teams from different affiliations and no treaty is in effect that allows them to be intermixed. In that case they are separate Away Teams in the same place.
 - 4) If personnel were beamed down from multiple ships, then any dilemmas they encounter that affect the ship would affect all ships they beamed from.
 - 5) Yes. You only need the proper affiliation to attempt the mission. Anyone can beam down to a planet, even if their affiliation doesn't match that of the mission.

Q: BEAMING --

- 1) You have non-aligned personnel aboard a Federation ship. Can you beam these personnel aboard your Klingon ship, without a treaty?
 - 2) If my ship is about to be destroyed, can I save the crew, such as by beaming them down to a planet?
 - 3) Is it possible to beam down your entire ship's crew to attempt a planet mission, or does someone need to remain aboard to beam the away team back?
-

4) The mission "Quash Conspiracy" says "No ship-to-ship beaming here." What does this mean?

5) Can I beam using special cards such as Emergency Transporter Armbands or Near-Warp Transport even if beaming would not normally be allowed (ie, the "beamees" are "stopped", a Distortion Field is in effect, or someone is affected by Barclay's Transporter Phobia)?

A: 1) Yes. The rules say, (page 21) "The ships must share the same mission location and be owned by the same player." No distinction was made for non-aligneds between ships of different affiliations.

2) Yes, if your ship is going to be destroyed, you can try to save the crew by beaming them down to a planet first, where they will be stranded but can be picked up later. (They would be vulnerable to attack there from enemy Away Teams). Note that you can't do this in the middle of a ship-to-ship battle because that is an action (see Definitions, above). Emergency Transporter Armbands would allow such a means of escape even during a battle, because the card specifies that it may do so. Note that a crew can also escape by using an Escape Pod card.

3) You can beam down the entire crew. It is assumed that there are certain "invisible crew" who perform mundane functions like beaming. After all, you don't really think that three people can fly the Enterprise, do you?

4) See "Missons," below.

5) No. These cards are a form of beaming and do not allow you to overcome any normal obstacles to beaming.

Q: OUTPOSTS -- Is moving between an outpost and a ship considered "beaming"?

A: No. See "Outposts," below.

Q: SPECIAL BEAMING CARDS -- Are cards like Emergency Transporter Armbands and Near-Warp Transport considered "beaming"?

A: Yes. So, for instance, if you had personnel who were "stopped," you could not beam them up with E.T. Armbands, because that is a form of beaming, and stopped personnel may not beam.

1.13 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Cloaking

2.4 CLOAKING

Q: TRACTOR BEAMS -- If I have a cloaked ship in orbit with any empty ship in orbit can I still play a Ship Seizure, or would the ship have to be decloaked to use its tractor beams as the card requires?

A: It would have to decloak to use its tractor beam.

Q: HIDING YOUR CLOAKED SHIPS BY SHUFFLING --If two or more cloaked ships begin or end their turn at the same location, can the owner shuffle the cloaked ships around a bit so to make it less clear which ship is which? For example, two Klingon ships are docked at the Klingon Outpost. They both are cloak. The owner mixes the face down ship cards so as to not allow his/her opponent to know exactly which ship is which.

A: There is nothing against this in the rules, so it seems reasonable and would add some extra "hidden factor" to the cloaking. However, it should be restricted by friendly agreement of the players only to the beginning or ending of the moves for those ships, because the opponent has the

right to inspect a cloaked ship being moved (as discussed on page 30 of the rules), in order to verify its movement range ability. This would allow him to "track" your ships to some extent, but shuffling them when two are together would add some confusion for him. Of course, personnel and other items remain on the same ships.

Q: EVENTS/INTERRUPTS -- Can Events and Interrupts be played on a cloaked ship? i.e. Scans, Plasma Fire, etc.

A: Generally speaking, these cards CAN be played on a cloaked ship, *as long as the card is logically independent of cloaking ability.* Most Events and Interrupts are "acts of nature" or "accidental encounters" of some sort that happen to the ship independently of cloaking ability, not something invoked by the opponent. For example, a Plasma Fire can happen aboard a ship whether it is cloaked or not, and thus this card can be played on a cloaked ship. Other examples are Temporal Rift, Wormholes, etc.

However, Event or Interrupt cards which represent the actions of the opponent that would logically be "frustrated" by cloaking should not be playable on a cloaked ship. For example, a Scan card doesn't make sense to play since a cloaked ship cannot be scanned, by definition. Your opponent initiates a scan, it is not a natural phenomenon. This distinction is usually obvious from the card.

Q: CLOAKING/UNCLOAKING -- Can you cloak and uncloak (or vice versa) both in the span of one round?

A: No. You can only do one per turn for each ship. See page 30 of the rulebook.

Q: OUTPOSTS -- Can a ship enter play at an Outpost already cloaked?

A: A ship can't be put into play at the outpost already cloaked, because there is nobody aboard to push the cloak button! What you can do, however, is dock the ship at the Outpost normally, immediately move everyone aboard, and then cloak the ship. This has almost the same effect.

Q: STAFFING -- Can a ship cloak or uncloak with no one aboard?

A: You need someone aboard to change the "cloaking status". Perhaps a card may be added in the future to allow you to do this remotely (i.e. from an Away Team).

Q: LA FORGE MANEUVER -- This card says "It [the cloaked ship] is vulnerable (as if it were decloaked) if the next action is an attack against that ship." Do you have to be the one doing the attacking? For instance, could you "decloak" it so the Borg Ship could attack?

A: Yes :)

1.14 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Misc

2.5 MISCELLANEOUS QUESTIONS

Q: LOOKING AT CARDS --

- 1) Can you look through your discard pile during a game?
- 2) Can you ask your opponent to show you his/her Personnel and Equipment cards that are face up on the table (like those at

an Outpost)?

3) Can I look at my opponent's cards on a ship or on a planet?

A: 1) No, unless a special card allows it.

2) Yes

3) No, unless a special card allows it. See "Showing Your Cards" on page 29 of the rulebook.

Q: EXHAUSTED DECK --

1) What happens if you run out of cards to draw?

2) When you run out of cards, the game ends. Is this as soon as there are no cards in your draw deck, or as soon as you need to draw a card and can't?

A: 1) See page 2 in the Rulebook. As soon as either player's deck runs out, the game is over and the player who then has the highest score wins the game. This is important since one major tactic is to try to exhaust one of the players' draw decks whenever you are leading the game on points.

2) It is supposed to happen as soon as you run out of cards in your draw deck. Normally, since cards are drawn at the end of your turn, running out will happen at that time. It is possible to run out during the middle of your turn if a special card is played that forces you to draw cards. The current ruling is that the game ends immediately when this happens. See the rules on page 2 and 6.

Q: < AND > MARKS -- How do you read these? If the card states something like, "Unless SCIENCE and CUNNING>35...." Does that mean Science>35 AND Cunning>35 or the combination of the two >35?

A: This example translates as, "Unless you have one SCIENCE Personnel and a total amount of CUNNING greater than 35...." They refer to "Attributes" (Strength, Cunning, Integrity for the Personnel, or Weapons, Shields and Range for the Ships), and state how much of that attribute you need. They don't refer to Classifications or Skills of Personnel (see page 24 of the Rulebook). Sometimes they might seem a little ambiguous, but only if you read them algebraically. If a card calls for more than one Personnel classification or skill it will say, "2 SCIENCE" or "3 Diplomacy", etc., which means you need at least that many Personnel with those skills.

Q: ORDER OF MULTIPLE MULTIPLIERS -- For equipment that multiplies and that adds, if you combine them, which do you do first? For example if a Husnock ship with normal shields of 12 has Metaphasic Shields with one SCIENCE aboard (normally allowing Shields +2), plus Kurlan Naiskos aboard (which triples Range, Weapons, and Shields) -- would you determine the Shields by adding 2 and then multiplying by 3 (totalling 42), or by multiplying by 3 and then adding 2 (totalling 38)?

A: I knew basic arithmetic would become useful at some point in our lives! I see no reason why one must logically happen before the other, so I think the player can do it in any order he chooses, thus gaining the highest possible advantage

Q: NEGATIVE POINTS -- I noticed that on some of the cards in AU, you can now lose points from your score. What happens if you encounter these before you score anything? Do you have a negative score?

A: Effectively, yes, you have a negative score. If I've lost 20 points from dilemmas or interrupts, and I've gained 50 points from scoring missions, dilemmas or interrupts, I have a net score of 30.

1.15 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Card Type Questions

3.0 QUESTIONS BY CARD TYPE

3.1

Missions and the Spaceline

3.1.1

General

3.1.2

Planet

3.1.3

Space

3.2

Dilemmas

3.2.1

General

3.2.2

Planet

3.2.3

Space

3.2.4

Either

3.3

Artifacts

3.4

Outposts

3.5

Ships

3.5.1

General

3.5.2

Federation

3.5.3

Klingon

3.5.4

Romulan

3.5.5

Non-Aligned

3.6

Personnel

3.6.1

General

3.6.2

Federation

3.6.3

Klingon

3.6.4

Romulan

3.6.5

Non-Aligned

3.6.6

Dual-Affiliated

3.6.7

Holograms, Exocomps, and Androids

3.7

Equipment

3.8

Events

3.9

Interrupts

3.10

Doorways

1.16 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Missions and the Spaceline

3.1 MISSIONS AND THE SPACELINE

3.1.1

General

3.1.2

Planet

3.1.3

Space

1.17 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Missions and the Spaceline/General

3.1.1 General

Q: DUPLICATE MISSIONS --

- 1) Can each player lay down the same mission card when creating the spaceline (i.e., each player lays down a Pegasus Search)?
- 2) Can one player lay down more than one of the same mission (i.e., one player lays down three Pegasus Searches)?

A: 1) Yes, each player can lay down the same mission unless you play with a house rule that prepares the players so they can agree on a substitute Mission for the duplicate.

- 2) No. This is stated in the rules on page 6: each mission card a player lays down must be unique.

Q: ABORTING MISSIONS -- Can an Away Team "abort" a Mission before going through every dilemma at a certain location?

A: No. A mission is an action (see above), that must be done from beginning to end. Aborting a mission would be like stopping in the middle of a battle.

If your Away Team gets "stopped," it can't continue further this turn

and next turn you can choose to either continue or beam up and try again later.

Q: INSUFFICIENT PERSONNEL --

- 1) Does the Away Team have to theoretically be able to complete the mission in order to be allowed to attempt the mission?
- 2) Can you send down a single personnel to attempt a mission, sacrificing him to see what the first dilemma is?

A: 1) No. You can attempt the mission even if the away team theoretically can't complete it. If they make it through the dilemmas, they won't be able to go any further (and they are not "stopped"), but you might later bring there the cards that can actually complete the mission.
 2) Yes, the "red shirt" strategy is a major tactic and certainly is allowed. There is a risk to it, however, because some dilemmas have powerfully negative effects that are relatively easy to overcome. Yet, if you "red shirt" such a dilemma, you will release very undesirable consequences!

1.18 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Missions and the Spaceline/Planet

3.1.2 Planet

Q: AWAY TEAMS -- Can an Away Team beam down to a planet if their Affiliation cannot complete the mission there (to attack another Away Team, for example)?

A: Yes. See "Away Teams," above.

Q: BRUTE FORCE --

- 1) This mission states its requirements as "Strength > 10 x the number of away team members present (minimum of 3)" What does this mean?
- 2) Can the Echo Papa 607 equipment card be used to help meet the requirements of this mission?

A: 1) It means that, in your entire away team (which must have at least 3 personnel in it, not just 1 or 2), the total strength of the away team must be greater than 10 times the number of personnel in the away team. Cards that modify "Strength" numbers do count when determining this total.

For example, if the away team consisted of 5 personnel, then the total Strength they have must exceed 50. Klingons are quite strong and this is quite possible for them, but it will usually require either characters like Fek'lhr (Strength = 15) or Roga Danar (Strength = 12), or some Strength modifying cards (like disruptors) to exceed this number, since most characters have Strength less than 10.

- 2) No. The Echo Papa is only "used during away team or rogue Borg battles..."

Q: CLOAKED MISSION -- Why, oh, why doesn't the Cloaked Mission require a cloaking device?

A: An interesting question, but remember that the title of a mission is just descriptive and doesn't necessarily relate to equipment needed. There would be several practical problems in this particular case for using a cloaking device here. The ship would have to "decloak" to send

down the away team (seemingly making the requirement problematic). Since Klingon ships have cloaking devices anyway, the point is moot and thus we didn't think it would make a good requirement.

Q: DIPLOMATIC CONFERENCE MISSION -- Exactly how does this work? How do I create an Away Team if I don't have treaties?

A: This mission allows you to temporarily "create" an all-way Treaty, but only during the attempt of that mission. Think of it as if it were the real diplomatic conference to create the treaty. You simply form your Away Team (with anyone you like) and attempt the mission as normal. Now, if you don't have Treaties, it could definitely be difficult to *get* them there, but that's your problem ;)

Q: INVESTIGATE TIME CONTINUUM -- This mission lists the Time Travel Pod as one of its requirement alternatives. But the Time Travel Pod is an Artifact that says it is "played once as an Interrupt card on any ship." How then do I use it to do this planet mission?

A: When you bring an Away Team to the planet to do the Investigate Time Continuum mission (and have gone through all the Dilemmas there), you can play it directly onto the planet and the Time Travel Pod "gives" you the resources to solve the Mission. The Time Travel Pod is thus "used" for this purpose and discarded.

Q: KHITOMER RESEARCH -- Is this mission a misprint? Shouldn't it be Klingon only, rather than Romulan?

A: Yes, it is a misprint. The beta version of this card indicates that it is both a Klingon and Romulan mission, and it should be treated as such.

Q: QUALOR II RENDEZVOUS --

- 1) What does the non aligned icon mean (does it mean anyone can attempt this mission)?
- 2) What happens to my aligned personnel in stasis when the mission is solved?

A: 1) Only non-aligned personnel can attempt the mission. Anyone can beam down to the planet, but aligned personnel (Romulans, Klingons, Federation, oh my) are immediately placed in stasis (see "Stasis," under "Definitions," above). They cannot help overcome dilemmas or lend their skills towards completing the mission. Only non aligned personnel can proceed with and complete the mission.

2) When the mission is solved your aligned personnel are now out of stasis and free to act normally. They are subject to attack and are capable of initiating attack (as they would be normally).

Q: REUNION --

- 1) What does Cantankerousness refer to?
- 2) Is there a Spock card?
- 3) Is that the Enterprise in the image?

A: 1) You'll see soon enough. ;-) It is a skill which currently is not on any existing personnel (as of this writing)

2) Spock is coming out in our two player game scheduled (at the time of this writing) to ship in mid-late '96.

3) No, but it does look that way. That's the Utopia Planetia shipyards drydock, where the Enterprise was built. A similar structure can be seen on the card "Spacedock".

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3.1.3 Space

Q: SPACE MISSIONS --

- 1) Do you have to uncloak to attempt a space mission?
- 2) What constitutes an "Away Team" for a space mission?
- 3) Can crew members located on different ships be designated as on the same Away Team for a space mission?
- 4) If there is more than one ship present at a location when a space mission is being attempted and the Dilemma card says, "Play on ship," to which ship does this apply?

A: 1) Yes, a ship must be uncloaked to try the mission. A ship under cloak expends a lot of energy which is assumed to interfere with the ability to achieve the mission requirements at a space location.

2) See page 22 of the rules, "...space missions can be attempted by an entire ship's crew...." The Away Team for a space mission is the entire crew of the ship (or the crew of the outpost). Yes, this does mean you might be exposing valuable Personnel that you would rather not. You'll have to figure out tactics to get around that problem!

3) Crews from two different ships cannot normally be combined to constitute a single "Away Team" crew for space missions. Beam the people you want to be involved in the mission to one ship, and beam the ones you don't want involved to the other. Note that the two crews can be used separately as two separate crews; you can try the mission with one crew, and if they get stopped, you can try it with the other crew.

4) Dilemma cards in such situations apply to the ship that was the one attempting the mission, unless otherwise stated.

Q: COMPROMISED MISSION -- Is there a misprint on this mission, it has a blue stripe, meaning only the Federation can attempt it?

A: This is not a misprint. The icons on this card indicate that if you seed the mission, you can attempt it only with a Klingon and/or Romulan crew, but if your opponent seeds it, you can attempt it only with a Federation crew. This makes sense relative to the storyline of the card, and has some interesting play effects.

Q: FGC-47 RESEARCH --

- 1) What is the span on this mission?
- 2) What if I have 6 or more Navigation at this mission?

A: 1) The span can be different for every ship. The idea of this card, is that going through this area of space is hazardous, and must be done tediously, except that the more Nav skill aboard the faster you can go. You calculate the span by adding up the number of Navigation skills you have on board each ship moving to this location, and subtracting the total from 6. The result is the span number. For example if a Runabout is crossing the mission with Sito Jaxa and McKnight (that's 2 Navigation) the span is 4 ($6 - 2 = 4$).

2) The minimum span is one (any Navigation skills after the fifth don't help you here). We can't have you gaining range! ;-)

Q: QUASH CONSPIRACY --

- 1) What does "No ship to ship beaming at this location" mean?

- 2) What if one of my ships is stopped there and can't move (via the Menthar Booby trap for example)?
- 3) Does it really mean "less than" or was the "<" supposed to be a ">"?
- A: 1) It means that you're not allowed to beam personnel from one ship to another at this particular location. This makes it difficult to have the Integrity <21 and still be able to overcome what dilemmas might be under there.
- 2) This is a tricky situation. One way of getting people on or off that ship is with Emergency Transporter Armbands. You could also build an outpost there, because transferring people to and from outposts doesn't require beaming (see Outposts, below).
- 3) Yes, it does mean less than. This means that you can have only a handful of personnel there to complete the mission.

Q: WARPED SPACE --

- 1) Are the span numbers on Warped Space a misprint?
- 2) Can I choose which numbers to use?
- A: 1) The span numbers are not a misprint. They are meant to be a 5 and a 1. This is a balancing element for the mission because it isn't that difficult for the Klingons to solve, but it allows their opponent greater flexibility in movement.
- 2) No, the person who seeds the mission must use the 5 span number, and the opponent must use the 1.

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3.2 DILEMMAS

1.21 STCCG.guide/Universe/Frequently Asked Questions/Game Actions/Dilemmas/-General

3.2.1 General

Q: DILEMMAS -- When do they stop me? How do I "overcome" a dilemma? When are they discarded?

- A: In general, a dilemma stops you if:
- 1) It has listed conditions for you to overcome;
 - 2) Bad things will happen if you don't meet these conditions; and
 - 3) You fail to meet those conditions.

Most Dilemma cards have the form: "Unless you meet (specific conditions), the following happens to you . . . (nasty effects)". In these cases, the definition of "overcoming the dilemma" is clear -- you overcome the dilemma if your Away Team is able to meet the specific conditions listed on the card. The card is discarded (to its owner's discard pile) and you continue the mission attempt. If the away team fails to meet the conditions, then it is both "stopped" and affected by the card.

Some Dilemma cards, however, have no conditions. They have their effect and you can't avoid it. For example, Armus - Skin of Evil says, "Kills one Away Team member (random selection). Discard dilemma." There is no "unless", it just happens, period.

Other dilemmas have automatic effects that can be cured later. For instance, Birth of Junior says "Place on ship. Range reduced by one each turn until 3 ENGINEER aboard..." This dilemma has an automatic effect (place on ship and reduce range by one each turn) that can be "cured" later by meeting the conditions (3 ENGINEER present). This dilemma fails to meet requirement #2 above -- that bad things will happen if you don't meet the conditions of the dilemma. In this case, the bad things happen no matter what -- they can just be "undone" by meeting the conditions of the dilemma.

THE RULES TO GO BY in "overcoming" dilemmas, therefore, is as follows:

- (1) Dilemma cards with no "conditions" are automatically "overcome" -- they have their effect, but do not "stop" the Away Team. Also, dilemmas that have a bad effect that can be "cured" later (like diseases) or that have a requirement to trigger, not conditions to overcome, do not stop you. For example, Maman Picard will only have an effect on a Federation ship. Hunter Gangs will only kill personnel with odd Cunnings. These dilemmas are "overcome" automatically because they don't give you conditions to avoid them (like "Strength > 40").
Alien Abduction says "Most CUNNING Away Team member is held captive until mission completed or 3 Leadership present." In this case, the effect happens automatically -- the Away Team member is captured. To conditions for "curing" are listed on the card. This dilemma does not stop you because it has an automatic effect that can be "cured" later.
- (2) Cards which do have conditions that must be overcome (at the risk of a heavy price if they aren't) will "stop" the away team and have their effect unless you "overcome" the dilemma by meeting those conditions. (This assumes the dilemma card itself doesn't override this rule, such as the Alien Parasites dilemma card)

For discarding dilemmas, here's what we've put together:

- a) If a Dilemma says "Discard Dilemma," it is discarded after encountered.
- b) If a Dilemma is overcome (it has listed conditions, and they are met), it is discarded.
- c) If a Dilemma has an effect that cannot be prevented or cured later, it is discarded. This dilemma has no conditions, but may have requirements for triggering (see below).

The general form of this type of card is: "Something bad happens" or "If (requirements met), something bad happens."

Examples:

- | | |
|------------------------|---|
| The Higher...The Fewer | -- There is no way to avoid the effects of this dilemma. |
| Parallel Romance | -- Assuming you have a male and female present, this cannot be avoided. |
| Maman Picard | -- This has a requirement (Federation ship present), but no conditions. |
| Hunter Gangs | -- This has an effect only if the personnel selected have a certain Cunning. This would be a requirement to trigger, not a condition. |
| Thought Fire | -- The Traveler: Transcendence is the requirement here. |

- d) If a Dilemma has an effect that can be cured later (such as most

diseases) or if it enters play on the table, on the spaceline, on a personnel, or on a ship, it stays in play until it is "cured." It is "cured" when the conditions for overcoming are present at the same location as the dilemma; it is then considered overcome and is discarded. In any case, the dilemma is no longer under the mission, and will not be encountered again.

Examples:

Frame of Mind	-- This affects one personnel, and then can be cured later with 3 Empathy.
Phased Matter	-- This has an effect on the Away Team which can be cured by having Engineer and Science present.
Alien Abduction	-- The "cure" is 3 Leadership or completing the mission.
Borg Ship	-- This plays on the spaceline. The only way to "overcome" it is to destroy it!
Interphasic Plasma Creatures	-- If not overcome, this dilemma is played on the table.

The general form of this type of card is: "Something happens. Cure with (conditions) present" or "Unless (conditions) present, play on (the table, a ship, the spaceline)."

- e) OTHERWISE, if a Dilemma does not automatically happen and its conditions are not met, the Dilemma goes back under the mission after it affects the Away Team/Ship's Crew and can be encountered later. The "wall" Dilemmas, such as Impassible Door and Matriarchal Society, would also fall under this category.

The general form of this type of card is: "Something happens unless (conditions) present" or "Unless (conditions) present, something happens."

Note: If a Dilemma has a point value involved with it, instead of being discarded, it is placed in your area after you have "overcome" it (as mentioned on page 24 of the rulebook). Dilemmas with no conditions (such as "The Higher...The Fewer") are assumed to be automatically overcome. You never gain points for a dilemma that you did not overcome, even if that dilemma would normally be discarded (such as returning to the outpost to discard REM Fatigue Hallucinations). Confusing cases for this are Edo Probe and Royale Casino: Blackjack, but their wording describes exactly when someone "gains" their point values.

"Conditions" of a dilemma refer to skills or personnel needed to prevent the Dilemma (such as "2 SECURITY present," "INTEGRITY > 40," or "unless Data present"), not requirements that require it to trigger or have an effect (such as Maman Picard or Parallel Romance) or special cards that can prevent its effects (such as Thermal Deflectors or Emergency Transporter Armbands).

Some other dilemmas are a little tougher to figure:

Radioactive Garbage Scow	-- This is played upon the spaceline, so it fits category d. It immediately stops the mission attempt but does not "stop" the ship attempting it
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- (yes, I know that's confusing). Its "cure" is towing it away with a Tractor Beam and 2 Engineer. You could tow it, move back, and re-attempt the mission, if you had enough range.
- Coalescent Organism -- This would appear to be an e, since it has listed conditions (Exobiology). However, since it is "passed on" from one personnel to another, it does not stay under the dilemma if it is not overcome. Rather it is played on the personnel who is infected, and then passed on to anyone else it should infect.
- Edo Probe -- This has a number of requirements and possible effects. If you choose to be stopped and attempt another mission first, the Edo Probe will remain, but will be discarded if another mission is done. In this way, the dilemma is "overcome." If you continue with the mission and complete it, the dilemma is also "overcome" and it is discarded. However, if you continue with the mission and fail to complete it, the -10 point value is placed on your side of the table.
- Interphasic Plasma Creatures -- If you fail to overcome this dilemma, it is placed in your play area as an Event. Since you can only overcome a dilemma by bringing personnel to its location, you cannot "overcome" this dilemma like you could overcome a dilemma in the play area, such as Birth of "Junior." You could use Kevin Uxbridge to nullify it.

Final notes -- Remember that a dilemma that gives conditions for you to overcome always "stops" you if you fail (this does not include dilemmas that have their effect automatically and list conditions that can be met to undo those effects). If you are not stopped by a dilemma, you must keep attempting the mission and continue encountering dilemmas. In one game I recently played, I beamed down to attempt a mission with ten personnel. After a few love interests, an Alien Abduction, Hunter Gangs, and, finally Nausicaans, I was down to two! To add insult to injury, my opponent then beamed down and attacked me, killing one of my remaining personnel!

Also, even if a dilemma does not have a negative effect on you, you are still stopped by it (if you would be normally) and it goes back under the mission if you did not overcome it (unless it would normally be discarded). Empathic Echo and Zaldan are two examples of these kinds of dilemmas. The former kills Empaths and the latter kills Diplomats. If you didn't have either of these skills in your Away Teams, you would suffer no consequences, but the dilemmas would still stop you and would remain there

Q: "OWNER'S CHOICE" -- Does "owner's choice" on cards like Alien Abduction and Phased Matter mean the "owner" of the away team that is affected?

A: Yes

Q: SEEDING DUPLICATE DILEMMAS -- The rules state (page 11), "Players may not place duplicate Dilemma or Artifact cards at the same location. If found, duplicate cards are simply discarded." Does this refer to duplicate cards played to the same location by one player, or any duplicate created when both players happen to play the same dilemma at one location?

A: This refers to BOTH players. ANY duplicates, regardless of who played it, are discarded when they are found.

Q: SCORING DILEMMA POINTS -- Some dilemmas have bonus points and also say "discard dilemma." When do you score the points? Do you score them if you fail to overcome the dilemma and it is discarded?

A: Bonus points from dilemma cards are earned only when you successfully overcome the Dilemma. You do not earn the points or gain any other benefits if the dilemma is discarded or otherwise circumvented without actually "overcoming" it.

Q: HOLOGRAMS, EXOCOMPS, AND ANDROIDS -- How are they affected by certain dilemmas?

A: See Section

3.6.7

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Holograms, Exocomps, and Androids

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3.2.2 Planet

Q: ALIEN PARASITES --

- 1) What does it mean when it says the opponent gets to "control" my ships crew until stopped?
- 2) Can he/she deliberately endanger the crew?
- 3) Can he/she attempt a mission and, if successful, score it for himself?
- 4) What happens if a crew under the opponent's control due to Alien Parasites runs up against *another* Alien Parasites dilemma? Is there no effect, or does control revert to the opponent?

A: 1) The Alien Parasites card says: "Unless INTEGRITY>32, Away Team infected. They beam back and opponent immediately controls ship and crew until "stopped." Then turn resumes." This is a somewhat exceptional card, of course, so it is a little broadly worded. But basically it means that if you don't have the integrity, the opponent gets to do with your ship and the crew whatever he wants, using "legal" moves. Think of it as if a madman has taken over your crew! This continues until he is finished or until the ship and crew

involved are all stopped.

- 2) The opponent has many options of things he can do with the ship. If the ship still has movement range available, he can move it somewhere. (For example he can move it onto a "Gaps in Normal Space" card where one crewmember will be killed). He can use it to start a battle, or beam crew members off to strand them on planets the ship passes. If he's direct, he can even play an Auto-Destruct Sequence on the ship! For the duration of the Alien Parasites, the ship is regarded as "his" ship.
- 3) The current ruling is that if the opponent attempts and completes a mission with them it will score for him. He can also attempt a mission at a location where he knows they will not be able to overcome the dilemma so the crew will experience negative effects.
- 4) Control of this crew would again change hands. The card says that the ". . . opponent immediately controls ship and crew..." So, if this happened twice, the opponent of the opponent is you!

Q: FRAME OF MIND -- This says that one Away Team member becomes non-aligned with attributes of 3-3-3 and only two skills? Can I give him *any* skills, or do they need to be skills they already have?

A: Yes, you can give them *any* skills. In the episode named for this card, maybe Riker really thought he had Barbering!

Q: HUNTER GANGS --

- 1) Are cards which modify the Cunning of Personnel, like Yellow Alert, factored into determining if a Personnel is killed by Hunter Gangs?
- 2) What if a personnel has a Cunning of zero (such as from Brain Drain)?

A: 1) Yes. In fact, if a certain personnel is critical to you, you may want to make sure its Cunning is "even" when it is in an away team, which might involve modifying it in some way. Doing the opposite to the opponent's key personnel is also strong.

- 2) A Cunning of zero would be neither even nor odd. Since there is no mention on the card of what happens to someone in this case, apparently they would survive!

Q: HYPERAGING --

- 1) If crew member A is beamed down to the surface and infected, does that mean he/she cannot beam back up due to quarantine?
- 2) If so, are we prevented from beaming any personnel down to complete the mission until crew member A has been cured or dies?
- 3) If crew member A has Medical, can we beam down the additional Medical and Science personnel to cure them?

A: 1) The away team can continue the mission while they are quarantined (it says "Mission continues, but...") , but can't leave the planet due to the quarantine.

- 2) You could beam down others to join the mission, but they too would become infected.
- 3) To cure, you just need the total number of required SCIENCE and 2 MEDICAL present (infected or uninfected, etc.).

Q: LOVE INTERESTS --

- 1) Does a Male Love Interest affect *all* males, even Alexander Rozhenko and Fek'lhr?
- 2) When one of my personnel is sent across the galaxy by the Love interest cards, can I use that person to investigate the mission there?
- 3) Can you rescue your crewman who has gone off with the alien of the

- opposite sex without beaming down to the planet with an Away Team?
- A: 1) Alexander -- yes, even though he is a boy. Those Feminine wiles know no limits! Same thing for the reverse situation with the Female Love Interest. Fek'lh'r, however, is a holographic personnel, which is affected also, but differently. (see related question under "Holographic Recreations.")
- 2) Yes, although it would be risky just like any "red shirt" attempt at a mission with just one or two people can be risky, especially once the new expansion cards are out. The person could even theoretically do the mission at that location if they were capable.
- 3) Yes. You can go to that planet and just beam him/her up. By then, he has come to his senses, and is treated just like any other of your personnel.

Q: PHASED MATTER --

- 1) How is the Away Team split? Evenly? As close to even as possible? Can you split an Away Team of 10 and make two teams - one of nine and the other of one? Is either of the two groups "stopped"?
- 2) Do the requirements to get past this Dilemma have to all be in the non-phased personnel?

- A: 1) This dilemma says, "Away Team is split into two Away Teams (owner's choice). Only the smaller team may beam up until ENGINEER and SCIENCE present." Unless the Away Team overcomes the Dilemma's conditions (by having an Engineer and Scientist present), the player has to split the Away Team, as described below. There is the further effect that only the smaller Away Team sub-group will be able to leave the planet; the larger group, being phased, can't leave until you eventually bring the needed Engineer and Science personnel there, which frees them. In terms of "stopping", the card a little awkward. Neither group is stopped (by the rules above). The intention of the card is that the larger group can't beam up, continue with the mission, or otherwise do anything, which is logical since they are phased and thus literally can't interact with the world. They are not "stopped," though at this time, there is nothing they could do. Only the smaller group of the away team can continue the mission attempt or beam up. The larger group is out of play stuck there until the necessary help + arrives to free them. Also, you could land a shuttle to pick them up (with Engage Shuttle Operations), though they could not be used to meet any staffing requirements on a ship. How do your personnel know they're there? They're finding some strange chronitron particle readings..
- To split the groups, the player simply makes two groups of his choice out of the Away Team, of any size or combination. For example, if you have 10 people in the Away Team, you could split them into groups of 1-9, 2-8, 3-7, 4-6, or 5-5. The larger-sized group is the one phased by the Dilemma. If you split them evenly (i.e. 5-5), then you verbally designate one to be the "larger" group.
- 2) In the episode "The Next Phase", even though Geordi is phased, he certainly does find ways to interact indirectly with Data and lead to a solution to his predicament. Therefore, just one ENGINEER and one SCIENCE in either group will work. This is the only way in which "phased" personnel can interact with non-phased personnel.

Q: ROYALE CASINO: BLACKJACK --

- 1) How does it work? Where do the Cunning numbers come from?
- 2) If I have a PADD in my hand, does that add to the Cunning? Do

other cards, in my hand, that affect Cunning count towards the 21 pts.? Do cards in play affect the cunning of the cards in my hand?

- A: 1) The Cunning numbers used come from the personnel in your hand, only. For example, when it comes up, the players reveal their hand and count up the Cunning numbers of the Personnel there to determine who wins the blackjack game. If you have two personnel, with Cunning numbers of 6 and 9, for instance, your total would be 15. If you have no personnel in your hand, your count is of course zero. If your count is over 21, you are "over" as in blackjack. Notice that there is a tactic here. If you have seeded a Casino Royale: Blackjack card and know where it is, you can wait until you have a good Cunning count in your hand before you beam down and cause the blackjack card to come up, increasing your chances of winning! (Or you can use Mickey D.)
- 2) You may only use the cunning numbers on the personnel in your hand. Modifiers do not affect these numbers at all. Cards in play never modify cards in your hand and vice versa.

Q: ZALDAN -- Can Phasers be used to get by him (instead of Disruptors)?

A: No.

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3.2.3 Space

Q: BORG SHIP --

How does the Borg Ship work?

- 1) Does the Borg Ship really attack EVERYTHING?
- 2) Are cloaked ships immune to the Borg Ship?
- 3) How Can you destroy it to earn the Bonus?
- 4) Is the Borg Ship affected by Where No One Has Gone Before or other Interrupt or Event cards?
- 5) Is there a limit on the use of Borg Ships?
- 6) Is there a limit to the number of Borg Ships that can be in play?
- 7) If I play Hugh on the Borg ship do I get points for destroying it?
- 8) Does the Borg Ship attack ships under control by Rogue Borg? If so, can the person controlling the Rogue Borg earn points if that ship is used to destroy the Borg Ship?
- 9) If a Borg ship is prevented from moving by a Q-Net will it attack on every turn?
- 10) If two Borg ships are on the same space do they combine their attacks (thereby nailing an outpost)?

A: The Borg Ship is probably the most complicated card in the game to use, with a lot of info crammed into its 3-line explanation on the card: "Self-controlling ship (WEAPONS=24, SHIELDS=24). Start here. Attacks everything. End of every turn, moves 1 card toward and off spaceline's long end. Destroy for bonus."

- 1) When it first appears, it attacks *everything and anything* in space at that location. When it moves to the next location, it attacks everything and anything there. If during a turn a player moves a ship to where the Borg Ship is and stops there, the Borg Ship attacks it. However, you can fly past the Borg Ship by

- going "over" it, which is the main method of getting out of its way. The Borg Ship attacks EACH individual thing in space at that location -- i.e, if it moves to a place where there are three Ships located, it attacks each one of them with Weapons=24. It will thus destroy immediately most ships it meets (by "direct hit", see page 28). Ships with shields of 12+ will be only damaged.
- 2) If a ship has a cloaking device that is already activated when it encounters the Borg Ship, it will be safe. (Some have argued that the Borg are advanced enough to discover cloaked ships, but there is no support for that in the series). Note that when doing a planet mission a ship must decloak before beaming down the away team. Ships can only cloak/ decloak once per turn, so if the away team hits a Borg Ship dilemma the ship might still be uncloaked and vulnerable. Also note that a cloaked ship located with a Borg Ship will be attacked if for some reason it loses its cloak. There are other means of dealing with Borg Ships besides cloaking, such as using Hugh.
 - 3) If you attack it with several ships, you might have enough firepower to damage it (you need weapons of more than 24 total). Of course, these ships will each be attacked by the Borg Ship as well. The damaged Borg Ship is turned upside down to indicate damage. If it is damaged twice, it is destroyed. The player who bags it gets the big 45 point bonus.
 - 4) Interrupt and Event Cards -- The Borg Ship is a *Dilemma* card, and thus is not a *ship* per se. Thus, it is NOT affected by various Interrupt or Event cards which are "played on a ship", such as Temporal Rift, Transwarp Conduit, Wormholes, etc. However, the Borg Ship does MOVE like a ship, and thus it IS affected by Interrupts and Events that are "in space" which it encounters. Some of these have little effect (Gaps in Normal Space, Tetryon Field, Subspace Warp Rift), but some do have interesting effects -- Q-Net.
As for Where No One..., the card says "your" ships, whereas the Borg Ship is self-controlling and not owned by either player. The interpretation we prefer is that to use the W.N.O.H.G.B. on the Borg Ship you must play one especially for it. If you have one already out for yourself, it is applying to you, not the Borg. You need to play one for the Borg Ship too if you want to do so.
 - 6) Yes, in the sense that the game has built-in limitations and defenses. The Borg Ship is a space dilemma and thus there can at most be one per space mission. But any number of them can be activated and on the move at any given time.
 - 7) Hugh nullifies the *attack* of the Borg Ship, not the Borg Ship itself. The Borg Ship stays on the table, it is just that it won't attack during this turn (unless somebody decides to attack it).
 - 8) Yes to both questions. Future expansion cards might affect these interactions, however.
 - 9) Yes, it attacks anything that comes into range wherever it is, each turn. However, it will only do so at the end of each turn, when it tries to move.
 - 10) No. They attack "everything", including each other. The attack between two Borg Ships would normally result in a draw. We haven't ever seen in TNG interaction between two such ships, nor do we have any info how different Borg groups interact. But we do know the Borg were split into factions by the Hugh Incident, so we can assume they would attack each other.
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Q: CONUNDRUM --

- 1) If my opponent encounters a Conundrum and the only ship I have is cloaked, what happens? What if he tries to go after my ship, but before he gets there, I cloak?
- 2) What if I don't have a ship in play when my opponent hits Conundrum? What if I have a ship when he hits it, but before he can attack it, it's destroyed?

A: 1) When your ship is being affected by a Conundrum, you must chase and attack one opponent's ship. If his only ship is cloaked, you will have to go there and "hover" in its space, doing nothing but waiting. Remember, though, that you can only cloak/uncloak once per turn, so he won't be able to uncloak, do something, and cloak again, all in one turn. And, if he ever brings another ship into play, you can choose to go after it instead!

2) If at any time, there is no ship for your opponent to attack, the Conundrum is nullified.

Q: CYTHERIANS -- This dilemma says, "Place on ship. Ship must do nothing but travel to far end of spaceline at normal speed. When reached, discard dilemma. Score points."

- 1) Does this mean I can't beam any personnel off at all on my way?
- 2) What happens if I play an incoming message card on the ship?
- 3) Can I play two Wormholes or Where No One Has Gone Before to get me there quicker?
- 4) What does "normal speed" mean?
- 5) Once the dilemma is finished, do I have to go all the way back to do the mission?
- 6) If you're attacked while moving as the Cytherians instruct, can you retaliate?
- 7) If the Cytherians are at a location with an outpost and the mission is attempted from the outpost, is the dilemma simply discarded with no effect?

A: 1) Think of it like this: Cytherians give your ship and crew a new "mission." The ship basically is on a single-minded assignment to go to the end of the spaceline and isn't supposed to do anything else, although "things can happen to it" on its way. You can't beam people off it or onto it. You can't attack any other ships with it. You can't cloak. And you can't try to alter its mission with things like incoming message cards. The ship scores the bonus points only when it actually reaches the end of the line.

2) It won't have any effect. Being an "unnatural phenomena," the ship will ignore the message and keep going. It will respond to and heed the message when it is done with the Cytherians.

3) Yes. The ship can be affected by "natural phenomena" it encounters on the spaceline in its journey -- including Wormholes, Gaps in Normal Space, Q-Net, etc.

4) The maximum range movement per turn This is worded this way to make it clear that the ship doesn't immediately move all at once to the end, but instead moves at normal speed over the next several turns.

5) Yes. When you do finish the dilemma by reaching the end of the spaceline, if you want to re-attempt the mission with that crew you have to make your way back by moving your ship the normal way.

6) If the ship is attacked by an opposing ship, it can defend itself in the normal way, but will not stop to counterattack next turn. It will move on at best speed.

7) No. The Cytherians "explore the galaxy in reverse" by giving other species the knowledge and compulsion to come to them. They don't

want 'ya if you ain't got a ship! And it is too awkward to require them to "wait" for the next ship.

Q: KTARIAN GAME --

- 1) Explain how the "disabled" personnel work with this card.
- 2) Can I play Seize Wesley immediately after my opponent uncovers the game, even if he would have the skills to overcome it?

- A: 1) The card says: "Place on ship. Now and start of each of your turns, one person aboard (random selection) is disabled. Cured when non-disabled CUNNING>30 OR android aboard." This means that they are not "killed", but basically are out of play (but still located aboard the ship). Their skills cannot be used in the game at all, including their "staffing ability" icon, etc. The remaining non-disabled personnel can still act normally. One easy way to keep track of who has been disabled is to turn that personnel card upside down. Note: When counting this CUNNING>30 needed to overcome it, you can't count the "disabled" crew, only the crew that haven't been disabled yet. Thus, it is a fairly easy Dilemma to overcome, but if you don't overcome it, it can be very annoying for a long time.
- 2) No. You cannot play Seize Wesley while your opponent is encountering the dilemma. See "Timing," above.

Q: MENTHAR BOOBY TRAP --

- 1) How does it work?
- 2) If the ship can't move until 2 ENGINEER present, can it still continue attempting the mission?

- A: 1) This Dilemma says: "Unless MEDICAL present, one crew member killed (random selection). Ship can't move until 2 ENGINEER present." This means it has two effects. First, one of the crew will be killed unless you have a Medical Personnel present. Second, the ship can't move unless you have 2 Engineer there. The ship will be "stuck" there until it can be rescued. You can rescue it by bringing the necessary Engineer(s) there in another ship. If you can't do that, you can at least bring up another ship and beam the crew off the trapped ship.
- Note that the first effect comes first -- if you have 2 Engineers but no Medical aboard, one of the Engineers might get killed before they can free the ship in step 2! Other ships coming to this location are not effected by the Trap. A ship caught in a Menthar Booby Trap CAN participate in a battle if one comes its way.
- 2) When first encountering the Dilemma, and if unable to overcome the MEDICAL requirements, the mission attempt is "stopped". However, on subsequent turns the ship is free to do other things while it is stuck there, such as continuing the mission.
- Note also that the two parts of the dilemma are independent of each other. If you do have Medical present, you don't lose a crew member, but your ship still can't move unless the Engineers are present. However, in this case, the ship would not be stopped, because you "overcame" the part of the dilemma with requirements and the rest simply "happened" (with the possibility of a "cure").

Q: QUANTUM SINGULARITY LIFEFORMS --

- 1) Can any new Engineer from any player overcome this dilemma for the affected ship?
- 2) Can I play the Emergency Transporter Armbands on my opponent's ship to free him from stasis?

- A: 1) In the episode, both the Enterprise and the Romulan ship were caught in stasis, and it was Geordi who came to release both ships. So any Engineer of any affiliation from any player may overcome the dilemma if they choose to do so.
- 2) Anyone may play the Emergency Transporter Armbands to release *all* ships caught in stasis. The listed conditions are just like the conditions of any dilemma: when they are met, the entire dilemma is nullified.

Q: RADIOACTIVE GARBAGE SCOW -- You can tow this card to another mission location, but it's a space dilemma, so would it have any affect if towed to a planet?

A: Yes. In the episode the Garbage Scow seriously threatened the planet it was found heading toward, due to its extreme radioactivity. Nobody on the planet would be killed, but the mission could not be attempted.

Q: TARELLIAN PLAGUE SHIP -- The dilemma requires a Medical to be sacrificed. If I have an Officer and a Medical Kit (which gives Officers Medical skill), do I have to sacrifice the Officer, the Kit, or both?

A: Both. If the Officer were to beam over without the Kit, he wouldn't be a Medical, so he wouldn't meet the conditions of the dilemma.

Q: TSIOLKOVSKY INFECTION --

- 1) Is this dilemma cumulative? It does stay on the ship, so the same ship could theoretically encounter more than one.
 - 2) This causes affected cards to "lose their first-listed skill." If this is a super-skill, like Diplomacy x3, does the character lose it all, or just part of it?
 - 3) Are Data, Exocomp, and/or Holograms affected?
 - 4) Do Personnel with a Classification also listed as a skill (like Leah Brahms) lose all of their "super" ability when affected by this Dilemma?
 - 5) Do Personnel with a MEDICAL Classification that has ENGINEER listed as their first Skill, lose their MEDICAL ability, or their ENGINEER ability, or both (since MEDICAL and ENGINEER can both be used a skills)?
- A: 1) No. if you run into another one, it is still only affecting your first-listed skill. You can only become affected once -- the infection is either "on" or "off."
- 2) The character loses all of it.. The "Diplomacy x3" is not three diplomacy skills, it refers to a large amount of that skill.
 - 3) Data --Yes (he was shown being affected in the episode "The Naked Now" from this infection, saying, "If you prick me, do I not leak?"). Exocomps, no. Holograms, yes. See "Personnel -- Holograms, Exocomps, and Androids," below.
 - 4) "Classifications" are not lost by the Tsiolkovsky Infection. The only thing that is lost is the entirety of the first skill listed in the skill box. If this skill was "Diplomacy x3", they would lose all of it. If it was "ENGINEER", they lose that skill, but not their classification.
 - 5) See #4.

Q: TWO-DIMENSIONAL CREATURES -- It says "Empaths are disabled." Does that mean they are completely disabled (like Ktarian Game) or just lose their Empathy? How are they cured?

A: The Empaths are completely disabled, unable to do anything (as with a

Ktarian Game). They are cured by either moving them to another ship or by meeting the requirements of the dilemma (which will discard the dilemma).

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3.2.4 Either

Q: COALESCENT ORGANISM -- Does it only affect personnel belonging to the affected player? Or personnel from different affiliations if a treaty is not in play?

A: It can affect *anyone* who is at the same location at the end of the turn. As the Rule Notes say, "The idea behind this dilemma is that it can be passed on. The affected personnel can be used normally until it dies at the end of owner's subsequent turn. At that time, if it is in the same location as any other personnel (including opposing personnel), the Coalescent Organism is transferred to one of them via random selection.... If the affected personnel is alone when it dies, the Dilemma is discarded."

Thus, if both players had away teams stranded on a planet and one of these things get loose, all of the personnel present are potential victims each turn. There is no limitation by race either. In the episode, the Coalescent Organism infected a dog as well as a human.

Q: THE HIGHER...THE FEWER -- This card says to "subtract X from your total score, where X=the number of personnel in this crew or Away Team." When do I count X? When I first encounter this dilemma, or when I complete the mission? Is the dilemma discarded?

A: You count it when you encounter the dilemma. And any dilemma that has an effect on your score (with the little box in the corner) is not so much "discarded" as it is placed in your area to indicate the change in score. In any case, it is no longer one of the dilemmas underneath that mission. See "Dilemmas -- General."

Q: OUTPOST RAID --

- 1) What does it mean when it says, "If at your outpost..." on this card? Does it mean if you are attempting the mission directly from your outpost, or does it mean attempting a mission at a location where you have an outpost?
- 2) If you have personnel in the away team and at the outpost, are both affected or just the away team?
- 3) Can Hugh nullify Outpost Raid?

A: 1) It means you must have Strength>81 if you are attempting a mission *at a location where you have an outpost*, whether you are doing it from a planet, from a ship, or from the outpost itself. The basic intention of the Outpost Raid card was to discourage doing missions at your outpost locations alone. Several people had developed decks with no ships, just trying to do missions at outposts and also scoring by surpassing several scoring/dilemmas. Some of these have been effective and some not; but all seem somewhat counter to the spirit of the game. The card helps discourage that by requiring a massive force to overcome it (probably at least 11 personnel) if you are "at the outpost". This interpretation is also

simpler than trying to define it more discriminatingly.

- 2) People "left behind" at the outpost (not in the away team going down to the planet) would not be susceptible to the effects of the dilemma as you said. The personnel at risk to the effects of a dilemma are always those in the away team involved.
- 3) No. Hugh only nullifies the attacks of the Borg Ship or Rogue Borg. He does not nullify all "Borg-Related dilemmas".

Q: Q DILEMMA -- It says, "If 2 Leadership and INTEGRITY > 60, discard all dilemmas here. Otherwise, Q allows opponent to rearrange spaceline locations. Discard dilemma".

- 1) If the opponent rearranges the spaceline, is he under any restrictions? For example, can the Outposts be separated from their current location? What happens to Away Teams on planets? Can Dilemmas/Artifacts be moved to different locations? What happens with the ships at these locations? Do they stay at their relative position in the spaceline, or can they be rearranged too?
- 2) Can you rearrange Event cards which are out on the spaceline like Q-nets, Gaps in Normal Space, etc.?

A: 1) When the *locations* on the spaceline are rearranged all cards at that location are moved as one unit. This includes dilemmas/artifacts underneath, personnel, events, equipment, and outposts, on top, and ships at that location.

- 2) Since most Event cards played on the spaceline are "on top" of the mission locations, then as in 1 above they would move with that mission card. Exceptions are Q-Net and Gaps in Normal Space (and any other such cards which are not on "top" of Missions but instead are their own locations or played "between" them), which thus can be relocated at will.

Q: REM FATIGUE HALLUCINATIONS --

- 1) Are non-sleepers like Data affected by this card?
- 2) Does one get the five points for returning to the outpost?
- 3) Does one have to have 3 MEDICAL in order to continue the mission attempt?
- 4) This only refers to a "ship's crew." What if my Away Team encounters it? Do they beam back and infect everyone like Alien Parasites?

A: 1) The point about the REM Sleep problem is that it drives the crew crazy until they destroy the ship. Even though some of the crew might be non-sleepers like Exocomps, and thus not personally affected, they will still be destroyed when the rest of the crew goes crazy, and thus are affected by the card. However, you might use a "house rule" for this rare *exception* -- If the majority of the crew are non-sleepers, then the REM Sleep Dilemma has no effect (because not enough of the crew goes nuts).

- 2) No. You must "overcome" a dilemma by supplying the listed skills to gain points for it (see "Dilemmas -- General.")
- 3) No. This has an effect that can later be cured (see "Dilemmas -- General.")
- 4) The dilemma is poorly worded. It is an exception to the normal rule that says that only the personnel encountering a dilemma are affected by it (see Outpost Raid). If an Away Team does not overcome it, they and the entire ship they beamed from (or ships, if they beamed from multiple ships) are affected.

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3.3 ARTIFACTS

Q: ARTIFACTS --

- 1) "If an Away Team successfully overcomes all dilemmas and successfully completes the mission, the player earns ownership of any artifacts seeded at that mission location." Does the player need to return it back to the opponent at the end of the game or keep it for real?
- 2) When an Away Team finds an Artifact that is used like Equipment, does that Artifact go immediately into that Away Team's possession or does it go into the player's hand?

A: 1) He returns it to the owner. All cards are returned to their owner, with the exception of any affected by the Raise the Stakes card.
2) It is possessed by the Away Team, since they just "found" it there. You don't have to bring it into the game like normal Equipment cards, since it is already in the game so to speak.

Q: BETAZOID GIFT BOX -- Can the opponent use Amanda Rogers or Kevin Uxbridge to nullify my Gift Box before I can use it, or is it an immediate effect?

A: No. Kevin can only nullify Events or "Artifacts played as an Event," such as a Kurlan Naiskos. The same for "Artifacts" played as an Interrupt" with Amanda Rogers
an Interrupt in the sense that it is immediate, it doesn't specifically say so. So, neither Kevin nor Amanda can touch it.

Q: CRYOSATELLITE

- 1) Do the personnel cards under this satellite count as Seed cards to your Half-A-Deck maximum?
- 2) What if I discover my opponent's Cryosatellite, with his personnel on it? Are they captured or discarded?
- 3) What if I discover (for example) my own Klingon personnel with my Federation ship (and I have no Treaty)?

A: 1) Yes. They are seed cards, after all!
2) For now, if you discover your opponent's personnel, they are discarded. Later cards may allow them to be captured.
3) If you discover your own personnel, but they are of the wrong affiliation, they are placed under "house arrest," as on page 30 of the rulebook.

Q: DATA'S HEAD -- Because it has an AU icon and personnel-like characteristics, can Data's Head be used to meet staffing requirements on AU ships.

A: No. Only personnel can meet staffing requirements. I can't imagine the Future Enterprise being commanded by Data's Head (though the thought of that head in the big chair does make me snicker).

Q: HORGA'HN --

- 1) The Horga'hn allows double turns "from now on." Does this allow a turn immediately following the playing of this card, or does it take effect on the next turn?"
- 2) It says that it "allows" you to take two turns, is this optional?
- 3) What if both of us have a Horga'hn out and I play Temporal Narcosis?

Do I get four turns?

- A: 1) Immediately.
2) Yes. It says you are allowed to, not that you "must". You could only take the normal one turn if you want.
3) No. The Horga'hn is not cumulative. Playing Temporal Narcosis while you already have a Horga'hn out is pointless.

Q: KURLAN NAISKOS --

- 1) This artifact triples a ship's stats if all 7 personnel types are on board. Would an Officer who also has Medical skills, for example, count as both for this purpose?
2) Is an Animal (ie, Targ) required to use the Kurlan Naiskos?

- A: 1) Yes.
2) No. You only need the original seven classifications. You can't use an Animal to substitute for one.

Q: RECEPTACLE STONES -- It says, "Any space dilemmas you encounter..."

- 1) Does this include dilemmas which are BOTH space/planet but placed at a space location?
2) Does "any" here mean "every" space dilemma, even the Borg Ship?
3) Can I trigger a dilemma I know I won't succeed at so I can wipe out his crew?

- A: 1) Yes, we intended to count space/planet dilemmas found at a space location in this as well.
2) Yes, "any" does mean all of the space dilemmas you encounter on a turn, and the Borg Ship is one!
3) No. When you have Receptacle Stones in play and you trigger a dilemma, apply the dilemma to the other ship, *as if it had just encountered it*! The effect the dilemma has on you will be totally independent of what it does to the other ship.

Q: RESSIKAN FLUTE --

- 1) How does this work?
2) Does the Ressikan Flute give 5 pts. per music or person? i.e.,. If someone had Musicx2, would they get 10 points or just 5?

- A: 1) The Flute is worth a variable amount of points, dependent on how many Music personnel you have in play. If you had 4 in play, it would be worth 20. These points are not cumulative (ie, you don't get 20 points each turn) and they can change (so, if you had 4 Music personnel when you discovered the Flute, you would have 25 if you put another out).

The best way to think of the Flute is to consider it a completed mission with a variable point value. Normally, if you complete a 30-point mission, it is worth 30 points, now and forever. If you have a Flute out, it may be worth 20 points one turn, and 25 the next. If at any time, your total points are 100 or more, you win.

- 2) It says, ".... for each of your music personnel in play...." It is only for each personnel with the music skill (5 in your example).

Q: SAMUEL CLEMENS' POCKETWATCH -- When the pocket watch says "One action that must happen on your next turn (such as your card draw) happens now instead." Is that just the card draw, or can it be something else?

- A: It means anything which is "scheduled" to happen next turn as a result of the instruction from a card, or from the rules (such as the card draw). The key word on the card is MUST. MUST is not equal to MAY. There are many things you MAY do next turn, but only a few things you MUST do. If you're trying to take an action with the Pocketwatch, ask

yourself, "Must this happen next turn?" If the answer is yes, you can do it. If the answer is no, you can't.

Here are some examples of uses (and non-uses) of the Pocketwatch (SCP):

Showing a Devidian Door -- Since you MUST show the Door next turn, you can use SCP to show the Door immediately, so your opponent has no chance to get it out of your hand until your next turn. Note that you could not use SCP on your opponent to make him show a Devidian Door, because you can only use SCP on yourself.

Playing an Event -- Are you required to play an Event on your next turn? No. This is something you MAY do, so you cannot use SCP.

Time Effects (Temporal Rifts, diseases, Anti-Time Anomaly) -- If this is the next-to-last turn until these effects resolve, then at the end of your next turn, they MUST resolve. Therefore, you can use SCP to "speed up" the process.

Cytherians -- If your ship is under the influence of the Cytherians, you MUST move it next turn, so you could, in this case, use SCP to speed it along (keep in mind that this replaces the actual act of moving it next turn, so you could not move it next turn -- it used that turn's move when you used SCP).

Borg Ship -- The Borg Ship MUST move one space down the spaceline on your next turn, so you could move it an extra space this turn with SCP. As above, it would not move its normal space at the end of your next turn, as it already used that movement when you used SCP.

Q: TOX UTHAT --

- 1) If I have the Tox Uthat out on the table, can my opponent play a Supernova?
- 2) Tox Uthat reads: "Place in hand until played on table as an event (supernova can be played on later turn) OR as an interrupt (prevents supernova). Discard after use." I'm certain that if you play it as an interrupt, it's discarded. But what if you use a Supernova? Is the Tox Uthat still discarded?

- A: 1) No. The Supernova card says, "You must have Tox Uthat already on table..." That means "you" and not "your opponent" or "anyone."
 2) Yes.

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3.4 OUTPOSTS

Q: SPACE DILEMMAS FROM AN OUTPOST -- If you attempt a mission from an outpost, with no ships involved, and you encounter a Dilemma targeting a ship, do you ignore it and go on?

A: If the Dilemma specifically effects the ship only, then it has no effect since there is no ship. However, if the Dilemma effects the "crew", it does have an effect. For example, The Tarellian Plague Ship says, "All ship's crew immediately die from plague unless MEDICAL volunteers to permanently beam over (discarded) to Tarellians....". This applies to the crew from the Outpost as well (they are still a ship's crew after all, they just haven't reported to the ship) -- you would have to beam over a Medical Personnel or your whole crew is toast.

Q: EXTENDING SHIELDS --

- 1) When an outpost extends its shields to a ship in its space, are the outpost's shields reduced?
- 2) Is the shield extended to all its ships in orbit?
- 3) If I have two outposts at the same location, can they both extend their shields?

A: 1) No.
2) Yes (see page 29 of the rulebook).
3) No. In order for the outposts to do so, the ship would have to be docked in both outposts at the same time!

Q: WHERE ARE THEY? -- Are Outposts located on the planet's surface (or can they be in orbit)?

A: Neither. They are a more amorphous concept than that. They are "separate" from the mission location, so you treat missions done from an outpost similarly to how you do all missions (with an Away Team, etc.) The only exception is that ships can be "docked" at the outpost, so beaming is not necessary to get from an outpost to a ship.

Q: ATMOSPHERIC IONIZATION -- Do Atmospheric Ionization and Distortion Field cards apply to Away Teams being sent to the affected planet from an Outpost?

A: Yes.

Q: HOLODECKS -- Do outposts have holodecks? Can a holographic character attempt a space mission where the outpost is?

A: No. Although the DS9 space station has holosuites, none of the current Outposts has holodecks. Perhaps a future one will, in which case it will say so on the card.

Q: DESTROYED OUTPOSTS -- If your only outpost is destroyed, do you lose the game immediately, or can you go on with the ships and crew you have out and hope to win or get another outpost?

A: Play with what you have. If you stocked a spare outpost in your deck, you will usually be okay. And it takes a big effort to destroy an opponent's outpost and so this is unlikely to happen early in the game, meaning that you hopefully would already have much of your "stuff" in play to continue the battle, especially if you are currently ahead on points.

Q: OUTPOSTS AS SHIPS -- Does an outpost get the benefits of Nutational or Metaphasic Shields? Can Rogue Borg Mercenaries be played upon an occupied outpost? Should Outposts be generally treated as immobile ships?

A: The answer is no to all of these. An outpost is not a ship.

Q: NEUTRAL OUTPOST --

- 1) Can I use a Spacedock with this outpost? It says "No repairs here."
- 2) Can I use my opponent's Neutral Outpost?
- 3) Can I mix personnel from different affiliations here?

A: 1) Yes, you can put a Spacedock on a Neutral Outpost. This will allow any ship to be repaired there.
2) No, you cannot use an opponent's outpost.
3) You cannot "mix" personnel at a Neutral Outpost without a treaty in play. Treat it like a non aligned ship with "house arrest" rules as normal. However, you can have personnel from different affiliations use the outpost as long as they don't mix. For instance, you could play some Fed personnel there, and when they leave, you

could play some Romulans.

Q: DOCKING -- How do personnel get from an outpost to a ship at the outpost? By beaming, shuttles, or docking? This is important to know in view of cards like Barclay Transporter Phobia which can prevent beaming.

A: Ships at an outpost are normally considered to be "docked" there, which means a direct doorway connection, such as the way the Enterprise docked at Starbase 74 in the episode "11001001" and other examples. It is also possible to "beam" between the outpost and a ship (and vice versa), if not prevented by another card. There are now several cards that prevent beaming, but none yet that prevent docking. Perhaps there will be one in an expansion.

Q: DESTROY RADIOACTIVE GARBAGE SCOW -- This card says "Kills all personnel at that location unless aboard ship or Thermal Deflectors present." What if they're on an Outpost?

A: They will be killed. See "Interrupts," below.

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3.5 SHIPS

3.5.1

General

3.5.2

Federation

3.5.3

Klingon

3.5.4

Romulan

3.5.5

Non-Aligned

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3.5.1 General

Q: TRACTOR BEAMS -- What can I do with these?

A: Nothing, unless a card specifically permits it.

Q: SHIP DESTRUCTION -- When an Auto-Destruct card used to destroy a ship, other ships in the same location are damaged. Is this true for a ship that is destroyed for other reasons (for example, by a Plasma Fire)?

A: No. Currently the only kind of ship destruction that damages nearby ships is from the Auto Destruct. Intentionally using this as a tactic to damage enemy ships is one way for the Federation to (essentially) attack.

Q: SHIP DAMAGE UPON A "HALF-REPAIRED" SHIP -- If a half-repaired ship gets damaged again, what happens? For example: My ship is damaged and turned upside down. It has an exocomp aboard that repairs half the damage, turning it sideways. Now would a second hit destroy it even though it is only a quarterly damaged?

A: The rules say, "If a ship is damaged twice before it is repaired, the ship and everything aboard is destroyed..." (page 28) The strictest interpretation here is what the rules committee prefers -- that is, the ship is not "repaired" until it is completely repaired. (The rules say that turning the ship sideways shows only that it is "under repair", which is not the same as "repaired"). Thus, if a ship becomes damaged twice before it is completely repaired, it is destroyed. Being half-repaired doesn't help.

Q: WARP SPEED -- Is a ship's "Range" the same as its "Warp Speed"?

A: You can think of it that way, but technically range is just distance. Remember that the spaceline is a one-dimensional representation of a 3-dimensional universe, and the "time" of a turn is unclear, so calculation of "speed" here has little meaning. It is better to define range therefore as just how far you can go in a turn, not how fast.

Q: STOPPED CREW ON A SHIP -- If a ship's crew becomes stopped somehow, yet the ship still has range left, can it still move?

A: No, because the crew is stopped. The ship gets stopped by running out of its range or being in a battle. It cannot move if it has no active personnel who meet its staffing requirements. If the crew is stopped, it can't move for that reason. If new unstopped personnel can be brought aboard that meet the staffing requirements, the ship can move.

Q: REPORTING -- When a new ship comes into play at the Outpost, can it move that same turn?

A: Yes it can, as long as you move the necessary people aboard to staff the ship properly, etc. (See page 17-18 in the Rulebook).

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3.5.2 Federation

Q: FUTURE ENTERPRISE -- What are the stats of the Future Enterprise? Please?

A: So many people have asked about this card that we'll print its lore and game abilities here:
 GALAXY CLASS
 "Commanded by Admiral Riker in an alternate future.
 U.S.S. Enterprise-D was fitted with a third warp engine nacelle, greatly enhancing its speed and power."
 AU Icon
 Staffing Requirements: Command + 3 AU personnel.
 Cloaking Device, Holodeck, Tractor Beam
 Range: 13 Weapons: 10 Shields: 9

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3.5.3 Klingon

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3.5.4 Romulan

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3.5.5 Non-Aligned

Q: EDO VESSEL -- The Edo Vessel says, "...there is always a 50/50 chance any attack is nullified." How do you determine this? Flip a coin?

A: Any method will work. Some people like to "flip" the card itself, with the result that if it lands face up it is "in the universe" and thus attackable, while if it lands face down it is not attackable.

Q: GOMTUU --

- 1) Gomtuum has a special weapon which says, "If target has shields < 9, hurl it up to 9 span." What does this mean?
- 2) Do Q-Nets halt the "hurl"? Even if enough Diplomacy is aboard?
- 3) What if you have Bynars in play? Does it hurl ships with Shields < 11? Or does it hurl them 11 Span?
- 4) Is the Empathy x2 on Gomtuum a staffing requirement (you need Empathy x2 to fly it) or does the ship have Empathy x2 (like its own skill)

A: 1) It means: If the target ship has shields 9 or higher, Gomtuum can't affect it. If the target has shields less than 9, then Gomtuum can use its unusual weapon. Instead of "shooting" the target ship, he "hurls" (moves) the target ship the equivalent distance down the spaceline of 9 span (in either direction,

Gomtuu's choice). The targeted ship might end up 3 locations away. This unusual effect symbolically imitates what happened in the episode.

The target ship, after it is moved, is undamaged. However, if it was hurled to the location of a Borg Ship, or some other hazard, it must suffer the consequences that would befall a ship that was moved there in the normal way. Thus, indirectly, Gomtuu can cause damage that way.

Note that it says, "... UP TO 9 span." This means if you wanted to hurl it less than the maximum distance away possible, you could. In any case, when the target ship is "hurled" away during a battle like this, it still does get its chance to shoot a retaliation shot, as it would in any battle, and can hit Gomtuu with the strength of its weapons.

- 2) The Q-Net "catches" the "hurl" of Gomtuu. When the ship is hurled away, it is out of control, and thus having the 2 diplomacy aboard wouldn't be effective since they would have no opportunity to do anything before the ship bounces on the net!
- 3) It hurls them 11 Span. Other Weapon enhancers (such as Captain's Log, Data's Head, etc) would work in the same way.
- 4) It's a staffing requirement.

Q: MERCENARY SHIP -- The Mercenary Ship says it has "long-range scan shielding". What is this?

A: It means the ship is shielded from the use of the Long-Range Scan Interrupt card (which normally allows you to look at the cards on an opponent's ship).

Q: REPAIR -- How do non-aligned ships repair when damaged?

A: The rules say, "A damaged ship can be repaired by returning to its outpost." You may NOT repair them at an affiliated outpost. However, Non-Aligned ships CAN repair at a Spacedock, as is stated on the Spacedock card.

Q: REPORTING -- Where do non-aligned ships come into the game? Any outpost? Any planet mission? Any mission at all?

A: Non-Aligned ships and personnel can get into the game via any of your outposts.

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3.6 Personnel

3.6.1

General

3.6.2

Federation

3.6.3

Klingon

3.6.4

Romulan

3.6.5

Non-Aligned

3.6.6

Dual-Affiliated

3.6.7

Holograms, Exocomps, and Androids

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3.6.1 General

Q: CAPITALIZED SKILLS -- What are the Capitalized skills on the Personnel cards, like ENGINEER?

A: See page 29. Some "classifications" like SCIENCE, MEDICAL, etc. can appear in a character's skill box, if the character has special professional-level skills in that area as well as in his normal classification. An Engineer with ENGINEER also listed in his skill box (like Geordi LaForge) is essentially a "super-Engineer" (or "double-Engineer"), and would count as Engineer x2. A Scientist who also has MEDICAL listed as a skill (like Vekor) essentially counts as both. All of this is a way of more accurately reflecting the abilities of those characters who are especially skillful in one area or skillful in more than one area, like Data and Geordi.

Q: AU PERSONNEL --

- 1) Can an AU person and a "real" person exist at the same time (ie, Beverly Picard & Beverly Crusher)?
- 2) So, is an AU person considered "different" from his real counterpart? What if I used The Mask of Korgano on Jean-Luc Picard? Could I play another Jean-Luc Picard?

A: 1) Yes. By the Colon Rule (Section 1.3), you have two completely different personnel out. In fact, this happened in the series, when Alexander and K'mtar existed in the same timeline.
2) No. Again, the Colon Rule forbids you from doing this.

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3.6.2 Federation

Q: MOT THE BARBER -- What about cards that seem to have no use, like Mot the Barber?

A: Wait and see ;-)

Q: PAUL RICE -- See "Personnel -- Holograms, Exocomps, and Androids", below.

Q: TASHA YAR-ALTERNATE --

- 1) What does "Armed with Starfleet Type II Phaser" mean?
- 2) If she runs into a dilemma or interrupt that says "Discard one Equipment", how would that affect her?

A: 1) It means that she and other Fed personnel present with her get the usual +2 bonus as if there was a Type II phaser card present.

- 2) She is not affected by such a card. Cards like the Disruptor Overload say they destroy one "equipment card", and this doesn't fit her category.

Q: T'PAN -- Shouldn't she have Mindmeld? All other Vulcans do.

A: Yes. This is a misprint that was corrected in the Beta printing of the cards. All versions of T'Pan should be assumed to have Mindmeld.

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3.6.3 Klingon

Q: FEDERATION KLINGONS and PARTIAL KLINGONS -- Can Federation Klingons benefit from special Klingon-oriented cards like Right of Vengeance, Death Yell, or Targ? Can a character who is only 1/2 Klingon get benefit?

A: Yes. They have "Klingon blood in their veins" too. For example, in TNG, Worf had a pet Targ and he did the Klingon Death Yell at least twice.

Q: K'MTAR --

- 1) Do you have to have a treaty in play for K'mtar to get the +5?
- 2) Do I get the benefit if it is my opponent's Alexander?
- 3) Who gets the +5, K'mtar or Alexander?

A: 1) Yes, you're going to need a treaty in play to get the +5 benefit.

- 2) No, it must be your Alexander.
- 3) K'mtar gets the +5.

Q: TARG --

- 1) ANIMAL isn't a new classification required by the Kurlan Naikos, is it?
- 2) Is the +1 bonus accumulative with multiple targs?
- 3) Can the strength bonus from Targs be used to provide the strength required to open the Malfunctioning Door?

- 4) Is the Targ affected by cards such as the Male's Love Interest or Jamaharon?
 - 5) What about Parallel Romance? This is supposed to be a family game!
 - 6) Can a Targ be captured and interrogated?
- A:
- 1) No. Just the original seven "basic" classifications are required by the Kurlan Naikos (since it does say seven specifically), but we might consider the alternative at a later time.
 - 2) Yes, except that it doesn't apply to the other Targs, just to the non-targ Klingons. For example, if you had Kurn and Duras together with three Targs, both Kurn and Duras would be Strength +3.
 - 3) All cards which modify Strength do have their affect on this requirement of Strength >27 in four away team members. If you use the Targ bonus here, the Targ doesn't have to be one of the four personnel involved in lifting the door.
 - 4) Yes. The Love Interest cards are considered to be generic to whatever they affect. If it's affecting a Vulcan, the love interest is a Vulcan. If it's affecting a Targ, the love interest is another Targ. The Targ is susceptible to all dilemmas, same as any other personnel.
 - 5) Well...in the event that a Targ should be hit by a Parallel Romance, with, say Dr. Crusher, we prefer to interpret that the two develop a strong bond with each other, and that Dr. Crusher takes the time out to care for and feed the Targ. She certainly can "love" the Targ, just like you or I might "love" our pet! ;-)
 - 6) Yes. In that case, you may answer, "How many lights?" by stomping with your hooves. :-)

Q: TORAL -- What's the deal with Toral's "1/2 Leadership" skill?

A: Toral was a young and honorless illegitimate son of Duras who tried to become Leader of the Klingon High Council and failed, so we gave him only 1/2 Leadership. His weak Leadership IS sufficient to count as being a Leader for a battle, but it is NOT sufficient for the Leadership requirement listed on a Mission or Dilemma card -- you must have full leadership skill for those. If you ever get him together with somebody else with 1/2 leadership (Mindmeld, anyone?), you'll have 1 full Leadership!

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3.6.4 Romulan

Q: D'TAN -- His card says "Where present, all Romulans without Treachery are INTEGRITY +1." Does that include D'Tan himself?

A: Yes. Essentially, he has an Integrity of 8.

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3.6.5 Non-Aligned

Q: AJUR and BORATUS --

- 1) What precisely does it mean on the Ajur and Boratus cards when it says, "Once per game, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection)."? How is the "random selection" carried out in this case?
- 2) If I use Ajur's special skill and then Ajur dies, can I Res-Q her and re-use her ability?

A: 1) It means that if Ajur (for example) is in an away team with any personnel who has archaeology skill (and no one else) on a planet, Ajur can destroy all but 3 seed cards there. This can only be done once per game for each of them.

Note that by "seed cards" here we mean the dilemmas and artifacts and such cards which are placed under the mission, and we do not mean the mission itself or any outposts there (even though they are also "seed cards"). We should have used a different term than "seed cards", but space was at a premium on the card. Also remember that you do not have to be attempting a mission to be on the surface of a planet.

Since players are supposed to seed their cards facing toward them under the missions (in order to be able to retrieve them at the end of the game), the random selection should be done carefully. Of course, this is a nice tactic against someone who has placed a lot of seed cards under one location. They probably have some devious plan there, or are stocking it with lots of artifacts. Ajur or Boratus can thus disrupt their plans.

- 2) No. Each player may use the ability of only one Ajur or one Boratus per game. You could use both Ajur and Boratus once per game, and your opponent could do the same.

Q: DATHON -- What are the Tamarian related dilemmas?

A: Shaka, When the Walls Fell and El-Adrel Creature.

Q: MICKEY D. --

- 1) Does Mickey D. win Royale games if he's in the away team or in a player's hand, or both?
- 2) What happens if both players have a Mickey D. there?

A: 1) He automatically wins the game for you if he is in the away team present at the mission.

- 2) If both players have a Mickey D. there, the two cancel each other and the game plays out as usual.

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3.6.6 Dual-Affiliated

Q: DUAL AFFILIATION PERSONNEL --

- 1) How do you indicate which "mode" you want your dual-affiliation

- personnel to be in?
- 2) Can you "switch modes" in the middle of a mission attempt?
 - 3) Can you switch affiliations in response to an Interrupt?
- A: 1) Simply tell your opponent which affiliation the dual-affiliation personnel is using when you first deploy it, and then tell the opponent each time you wish to switch its affiliation. This change is "at the speed of an interrupt."
- Note that, whatever mode it is in, the dual-affiliation personnel behaves like a normal personnel of the affiliation you have selected. If you are using Stefan DeSeve as Romulan, he cannot go aboard a Federation ship or "mix" with Federation personnel (i.e. in an away team) unless you have a treaty (or unless you switch him to Federation first).
- 2) When attempting a mission in which a dual-affiliation personnel is taking part, you cannot switch "modes" during the attempt. The affiliation should be clear before attempting the mission, and the D-A personnel is committed to stay in the same mode. This is because, the attempt of a mission is considered to be continuous, and you are not allowed to abort the mission or perform any other actions during the mission (except as described in "Missions").
 - 3) Switching the affiliation of a Dual Affiliation personnel as being a game "action." For example, if Major Rakal is currently Romulan and the opponent plays an Interrupt on her which she could nullify if she was in Federation mode, it is not possible to first switch her and then nullify the Interrupt. Individual actions are played out in sequence, and in that case her "switch" would occur after the interrupt resolves.

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3.6.7 Holograms, Exocomps, and Androids

Q: DILEMMAS -- How are Data, Exocomps and Holo's affected by dilemmas?

A: Usually, the same way as anything else. This is a broad question, open to many rulings and interpretations. I've heard several reasons why Data should be affected by this, and Holo's shouldn't be affected by that, and so on. Admittedly, some do make sense. But the last thing we want to do is list every dilemma and list why or why not they affect something. Most of the "guesstimations" we make would be based on what "might have" happened on the show if Data would have been exposed to virus X. First off, nobody knows what would have happened to Data in that situation, so it's open to much debate. Also, we want to rely as little as possible on the show itself to provide rulings so that people who don't know every episode backwards and forwards can still know if a dilemma works on an android. What follows are some general rules for applying dilemmas to artificial life forms (Holo's, Exocomps and Androids):

- 1) They can be "infected" and "killed" by diseases. This keeps them consistent with normal personnel. There is some precedent for this in the show -- Data was infected by the Tsiolkovsky Infection, for instance. We don't know what effect the Tarellian Plague might have had on him, but, to stay

consistent, we'll assume it could have killed him.

- 2) They are NOT affected by dilemmas that affect aging or their species as a whole. Examples of this would be Hyper-Aging, Rascals, and Barclay's Protomorphosis Disease.
- 3) They CAN trigger Alien Parasites or Coalescent Organism and carry them back to the ship. This is also a consistency ruling, but one might theorize that they carry a "soil sample" back to the ship that contains the infectious organisms.
- 4) Holographic personnel are treated slightly different in regards to being killed. As per the rules, if "killed," they are merely de-activated and returned to the ship to be activated on your next turn. If separated from the ship or the planet the ship is orbiting (assuming Holo-Projectors are in play), the Holo is also de-activated and returned to the ship. Dilemmas that could "separate" the ship from the Holo include Love Interests and Cardassian Trap.

Other than these rules, Holographic personnel, Exocomps, and Androids should be treated exactly like normal personnel with regards to dilemmas.

Q: VULCAN MINDMELD -- Can I Mindmeld with Soong-type Androids, Exocomps or Holograms?

A: Yes to Data and Exocomps (however, mindmelding with an Exocomps will be met with mixed results -- see "Interrupts -- Vulcan Mindmeld"). They have a mind and if Spock could mindmeld with the Horta (a silicon creature), it makes sense he can mindmeld with an android if it has a mind. No to Holograms. This is debatable, and our rules committee debated it at length, especially since there have been some episodes that hint this might be possible. However, the current ruling on this is that it isn't possible, since they don't have a physical mind to meld with. We may make exceptions for "advanced" self-aware holograms in future sets, like Moriarity or Minuet.

Q: HOLOGRAPHIC STAFF -- Can holographic Personnel staff a ship alone (assuming they meet the ship's staffing requirements)?

A: Yes.

Q: LONE HOLOGRAPHIC PERSONNEL -- Can holographic Personnel beam themselves to a planet, without a normal person on board to "push the button"?

A: Yes, assuming you have Holo-Projectors in play.

Q: HOLOGRAPHIC RED SHIRTS -- Since they are only deactivated if killed, can they be used as "red shirts?"

A: Yes, they can be used this way, (although future cards will be affecting this type of use). If this seems unbalanced to you, consider the following.

- a) They can still be "stopped" and affected in other ways by dilemmas than just being "killed." There are more to dilemmas than just killing things! Most dilemmas affect holographic personnel the same way as normal personnel (see above).
- b) This advantage isn't necessarily that strong if you take it into account when stocking your dilemmas. For example, Alien Parasites are a killer against Red-shirts!
- c) The holographic cards are only just "introduced" in the initial set of 363 cards. There will be a lot more cards introduced in

- the coming expansion sets that "deepen" holographic stuff in many ways, including their vulnerabilities and strengths and new uses. Making a rule against red shirting here would just put unnecessary limitations on the cool stuff we can do with them in the future.
- d) At the current time, this feature of Holographic Personnel is one of their advantages -- remember, you have to have extra cards in play (Holo-Projectors, etc.) to even use them, so they have to have some strengths!
 - e) using them as a red shirt has the same risks of any red shirt, because they can "unleash" Dilemmas that a normal away team could have overcome.

Q: HOLO-PROJECTION FROM AN OUTPOST -- Can Holo-Projectors be used to project Holographic Characters to a planet in an Away Team from an Outpost (where no ships are present)?

A: The Holo-Projector card says, "Plays on table. This technology allows your holographic re-creations to be projected and used on any of your ships or Away Teams. (Immune to Kevin Uxbridge)." Thus, it doesn't work on an Outpost (which are not ships), but will work on a holographic personnel projected onto a planet in an Away Team from an Outpost.

Q: ROGUE BORG vs. HOLOGRAPHIC PERSONNEL -- Rogue Borg are used to battle a ship's crew. If one of this crew is a Holographic Personnel, when "killed" in battle he is deactivated (to the ship) and can be reactivated next turn. Does this mean that the Rogue Borg will never be able to take the ship since holographic characters can not be killed and will fight an endless battle?

A: Rogue Borg attack "at the start of every turn." That means the start of both your turn and the opponent's turn. When one of the holographic personnel is "killed" (deactivated), it will not have time to be reactivated before the next attack. When all the normal crew are killed and nothing but deactivated Holographic Personnel remain aboard, it makes sense that the Rogue Borg would simply "turn them off" (discard them). Note that in this scenario, if there are still normal personnel aboard fighting for the ship the Holographic Personnel might have time to be re-activated a few times and rejoin the fight. For example, it's your turn. Your ship has three normal and one holographic personnel aboard. Opponent attacks with 6 Rogue Borg. Result: one personnel killed, random selection; your holographic personnel is selected to be killed (deactivated). His turn, at the start, the battle continues against your normal personnel (the holographic personnel is still deactivated). One of your normal personnel is killed (two left). Your turn again -- your holographic personnel is still not yet activated when the battle begins at the very start of your turn. Result: one of your normal personnel is killed (one left) -- but now it is still your turn and your holographic personnel re-activates, rejoining the battle with your remaining normal personnel, etc.

Q: PAUL RICE --

- 1) Can I have a ship staffed entirely by Paul Rices?
 - 2) Does Paul Rice destroy one of your own Echo Paps where present?
 - 3) Does he nullify one Echo Papa per game or per turn?
-

A: 1) Yes you can have a ship entirely populated with Paul Rices.
2) Paul Rice does not nullify your own Echo Papas.
3) Once per turn, Paul nullifies one Echo Papa present.

Q: THINE OWN SELF -- How does "Thine Own Self" affect Holograms?
Are they considered captured, or are they deactivated?

A: While the ship controlling them is still at that location, they are treated as a normal character by Thine Own Self. If the ship leaves, however, they would deactivate similar to what happens when a Love Interest card affects a Holo Personnel.

Q: FEK'LHR -- Can he be played on a Federation ship with a holodeck?

A: Despite being a holocharacter, Fek' lhr is a Klingon personnel. Klingons normally won't travel on Federation ships due to a mismatch of affiliations (see page 3 of the Rulebook), so normally he can't be used on a Federation ship. (Even though any holodeck can theoretically create anything, unless there is a treaty in place the Federation doesn't have a program for Fek' lhr to use.) However, if a Federation/Klingon Treaty is in effect, then each affiliation's holocharacter programs are shared just like everything else, and thus Fek' lhr could be used on a Federation holodeck under Treaty.

Q: LOVE INTERESTS -- Is Data affected by the Male's Love Interest dilemma? What cards are NOT affected by Male/Female love interest?

A: Only Personnel which are "asexual" (without gender) are not affected by the Love Interest dilemmas. This includes mainly Exocomps, but also Soren (who is androgynous, although she did show some female feelings, but these were suppressed) etc. This immunity is one nice advantage of such characters. Data, even though he is an android, is considered to be a male, and thus susceptible to the Male's Love Interest. He is described in the series as a "fully functional" male, as Tasha Yar can attest! He is therefore a male in terms of the gameplay, as befits his character. He's even had more girlfriends than Geordi! In general, Personnel have the sex you expect they have and are affected by the opposite sex dilemma cards (as well as other sex-specific cards including the Matriarchal Society card, etc.). Exceptions are Personnel who are clearly asexual, such as in the case of the Exocomps and Soren.

Q: EXOCOMPS AND ANDROIDS -- Are Exocomps "androids" too? If so, can they be used to counter the Ktarian Game dilemma?

A: No. They are sentient artificial life-forms, but not androids (which are human in appearance and abilities). Exocomps have unique abilities of their own, but don't double as androids.

Q: EXOCOMP REPAIRS ON A MOVING SHIP -- Can an Exocomp repair a moving ship?

A: Yes

Q: EXOCOMPS CUMULATIVE? -- Will two Exocomps aboard a ship repair it twice as fast as one, allowing you to completely repair a damaged ship on your next turn? If so, it seems the ship would be invulnerable to attack (unless of course the attacker doubles the shield strength and destroys it outright).

A: No. The card says, "If aboard ship, can repair damage in two of

your full turns, without returning to outpost." By referencing "full turns" (see "Definitions") the card does not work well as cumulative. If you had two, it would take one full turn; but if you had three it would take how long -- a fraction of a full turn? We could say it is cumulative up to 2, but that seems artificial, especially since in the show in which they were featured there were three of them.

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3.7 Equipment

Q: EQUIPMENT --

- 1) Are Equipment effects transferable? For example, the Engineering Kit says, "Gives all of your OFFICER-classification personnel the extra skill of ENGINEER where present." So, my Officer now acts as an Engineer too. But what if I now add a Tricorder which says, "Gives all of your ENGINEER-classification personnel the extra skill of SCIENCE where present." Does that mean my Officer/Engineer now acts as a Scientist as well?
- 2) Do "super-engineers" benefit twice from Equipment cards. For example, Geordi LaForge is a super Engineer with an ENGINEER classification and extra ENGINEER skill. If he is with a Tricorder (which gives SCIENCE skill to ENGINEER-classification personnel), would he also have double SCIENCE skill?
- 3) If an Away Team with Equipment gets wiped out (e.g. by a Firestorm) is the Equipment destroyed as well?
- 4) If an Engineering Padd is used, will the person using it be able to give the bonus to Nutational Shields?

- A: 1) No, the equipment only enhances the "classification" as a new skill. You might think of it as a "temporary ability", but it doesn't transfer.
- 2) No. The cards refer only to the "classification" of the personnel.
- 3) The Equipment would be left on the planet, where the owner of the Equipment could later go and retrieve it. The opponent cannot retrieve them, because theoretically he would not know where to find them on the planet. This is one of the advantages of using Equipment cards; they aren't as vulnerable as Personnel.
- 4) Yes. The requirement on the Nutational Shields card refers to "ENGINEER" not to "ENGINEER Classification."

Q: ECHO PAPA 607 KILLER DRONE --

- 1) Does its increase in strength go up by 10 each time (10, 20, 30, 40, etc.), or does it double (10, 20, 40, 80, etc.?)
- 2) Does it increase it's strength in the same battle, as in the next turn, or does it have to be a completely different battle initiated later?
- 3) Can my EP 607 "work alone"; in other words, can I send it into a battle by itself?
- 4) Can I use the EP 607 to meet Strength requirements for a mission or dilemma?

- A: 1) The strength goes up by 10 each time. Sorry for the poor

wording here.

- 2) The rise in strength happens only in separate battles, not in successive rounds of the same overall battle.
- 3) No. Like any other piece of Equipment, the EP 607 requires you to have someone there to use it.
- 4) No. The EP 607 only contributes its Strength in battles.

Q: PHASERS AND DISRUPTORS --

- 1) Where it states that the +2 given by these weapons are cumulative does this mean that a Federation away team with two Phaser equipment cards get a +4 each for all personnel?
- 2) Phasers -- Does each member of the away team get +2, or only one member per phaser?

- A: 1) Yes. Also, they would "accumulate" with any other cards that might increase personnel Strength the same way.
- 2) Wherever a phaser or disruptor is present, everyone on the away team gets the +2.

Q: TREATIES --

- 1) If there is no treaty in effect, can affiliation-specific Equipment like a Romulan Disruptor be "handled" by the other affiliations? i.e., can a Romulan Disruptor be brought in at a Federation outpost and transported around by Federation ships?
- 2) What if there is a treaty in effect -- can my Federation people use the Romulan Disruptor?

- A: 1) Anybody, anytime, can move or beam Equipment around, because they are "things". It's just that in game terms only certain affiliations can actually use that Equipment as stated on the individual cards.
- 2) If there is a treaty, then both affiliations can use the Equipment, because under a Treaty the allied affiliations share their cards "as if they were one affiliation" (page 30). You might rationalize that they teach each other how to use the equipment, etc.

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3.8 Events

Q: ANTI-TIME ANOMALY -- It will kill all Personnel on table.

- 1) Does this include Rogue Borg?
- 2) would it include Personnel in your hand which are "on the table" due to an Alien Probe card being in play?

- A: 1) No. Only Personnel cards.
- 2) No. "on the table" here means "in play on the table." It doesn't include Personnel in the draw pile or discard pile just because these are laying on the table, or hand cards that happen to be on the table, etc.

Q: ATMOSPHERIC IONIZATION -- It says, "Plays crosswise on any planet location. Maximum of three personnel per turn can be beamed up or down at this location." Does this mean 3 limit at any one time, or for the entire turn? Does it refer to 3 up and 3 down, or 3 total?

A: It means, up to 3 people can beam once, up or down, every turn (i.e. 2 down and 1 up or any such combination).

Q: BARYON BUILDUP -- If I play enough on a ship to reduce its Range to zero, what happens? Is it destroyed?

A: No, it just has a Range of zero ("Warp engines are offline. Impulse engines are offline. All I can give you is thrusters"). It is not "stopped" (see definition of "Stopped", above), it just cannot move. Your opponent has two choices. Either bring another ship over to evacuate the Baryon-ed ship. Or play some Kevin Uxbridges (or one Kevin Uxbridge: Convergence) to nullify some of the Baryon Buildups.

Q: CAPTAIN'S LOG: DETERMINING ELIGIBILITY -- How do you determine if a ship receives Captain's Log benefits? Do you have to go by the ship card lore alone? Can you go by the lore on the personnel card, or personal knowledge?

A: You must strictly follow the rule listed on the C.Log card, which says that a ship gets C.Log benefits if any of "...your personnel are aboard a ship he or she 'captained' or 'commanded' (as referenced on ship card lore)..." This strict definition makes it reasonably easy to determine this benefit, whereas Personnel lore or personal knowledge are too murky and debatable. Here is a list of all the Ships currently in the game, and with whom they can get C.Log benefits:

SHIP LIST FOR "CAPTAIN'S LOG" BENEFITS (* Means see note below.)

Enterprise -- None (*-1)
 Yamato -- Donald Varley (*-3)
 Phoenix -- Benjamin Maxwell
 Sutherland -- Data
 Hood -- Robert DeSoto (*-3)
 Enterprise-C -- Rachel Garrett
 Future Enterprise -- Admiral Riker (*-3)

Bortas -- None (*-2)
 Pagh -- Kargan
 Hegh'ta -- Kurn

Haakona -- Taris (*-3)
 Devoras -- Admiral Mendak
 Khazara -- Commander Toreth (*-4)
 Decius -- Tomalak (*-7)

Mercenary Ship -- Baran (*-5)
 Gomtuu -- Tam Elbrun
 Tama -- Dathon (*-6)

Notes:

- (*-1) See the question below about why Picard is not listed.
- (*-2) Bortas says it was "Gowron's flagship..." but the ruling is that this is too different from the main criteria for C.Log benefits.
- (*-3) Subcommander Taris, Robert DeSoto, Donald Varley, and Admiral Riker are not yet in the game, but will be.
- (*-4) "Commander Toreth's warbird" is deemed to be "close enough"

to the main criteria for C.Log benefits, although it is a stretch.

- (*-5) Mercenary Ship is unusual because it is the only "universal" ship with a named captain. The ruling is that if more than one such ship is in play, Baran gives the C.Log benefit to the one he is aboard.
- (*-6) "Dathon, speaking first." as indicated in the A.U. Rule Notes, is Tamarian for "commanded by Dathon."
- (*-7) Tomalak's eligibility is also a bit confusing -- see the question below.

Q: OTHER CAPTAIN'S LOG QUESTIONS --

- 1) Why doesn't the Enterprise get C.Log benefits when Jean Luc Picard is aboard? Everyone knows he was the captain!
- 2) If Captain's Log is in play, can I have several ships receiving this benefit at the same time?
- 3) C.Log benefits provide SHIELDS +3 and WEAPONS +3 for the ship. How does this apply to Gomtuu's unusual weapon?
- 4) The Decius says it was "Commanded by Tomalak". Which Tomalak does this refer to?

A: 1) There are many reasons we chose this method, even though we knew some fans might object. First, we all know that Picard commanded the Enterprise, but at various times so did Geordi, Beverly, Data, Riker, Deanna, and Captain Jellico! Perhaps most importantly, The U.S.S. Enterprise D to some extent already has C.Log benefits "built-in" to it. This is the justification for why its numbers are slightly higher than other Galaxy-class ships, which theoretically should be very similar to each other. The higher numbers reflect the excellence of the Enterprise crew and the leadership of Picard, and these benefits come automatically without the need for having the C.Log card in play. Also, we wanted people to "bring together" ship and captain combinations they wouldn't normally play with, like Data on the Sutherland, Maxwell on the Phoenix, etc. Chances are, if you have Picard and the Enterprise in your deck, you're going to get them together anyway! For all these reasons, we defined the card the way we did.

- By the way, note that the U.S.S. Sutherland and the U.S.S. Phoenix both get C.Log benefits, which is their advantage over the U.S.S. Nebula (all the same class). There is one other edge we wanted to give those ships which did not make it into AU, but will eventually.
- 2) Yes. Each one with the "correct" captain aboard gets the benefit.
 - 3) See "Gomtuu" under "Ships -- Non-Aligned".
 - 4) It refers to the original "Tomalak" from the initial set, not the "Commander Tomalak" from the AU set. This is an example of the "Colon Rule". Because the Decius only refers to "Tomalak," we have to only allow the basic Tomalak to captain the ship.

Q: DISTORTION FIELDS -- Can I play two Distortion Fields on a planet, rendering it impenetrable?

A; Yes, if you time it right.

Q: ENGAGE SHUTTLE OPERATIONS --

- 1) What's the point of Engage Shuttle Operations? Is it just to get around obstacles to beaming?

- 2) When landing shuttles, what is meant by "using their full Range"?
- 3) Is a Runabout considered a shuttle for this purpose? It says so on the Rules Sheet!
- 4) Can a shuttle "parked" on a planet be affected by Loss of Orbital Stability?

- A: 1) Engage Shuttle Operations can do several things for you:
- a) A shuttle can be an escape craft. If you know your ship will be destroyed at the end of your turn, you can load everybody onto a shuttle and leave the ship. This wouldn't work during a battle or dilemma, only when you would logically have plenty of time to react.
 - b) Shuttles can be "ferries" to extend your RANGE temporarily, or (for example) to transport Picard past the Q-Net to another ship which doesn't have 2 Diplomacy.
 - c) Shuttles can fly down to planets, bypassing Atmospheric Ionization, Distortion Fields, and Particle Scattering Fields, etc.
- 2) The shuttle requires the full range to land -- that is, it must begin the landing attempt with all of its range intact, and when it lands on the planet its range is gone. This means it can't move anymore, just like any ship that uses up its range. The personnel aboard can disembark and go about their business on the planet, as if they had beamed down. The shuttle uses its entire range again when it goes back into orbit.
 - 3) This is an error on the AU rules sheets. Runabouts are not considered shuttles, so the only two cards presently affected are the Type VI Shuttlecraft and the Yridian Shuttle. Although Runabouts *do* fit on Galaxy-class ships, they are found there only on very special occasions. In any case, we did not want the Runabouts to get this benefit for reasons of gameplay mechanics.
 - 4) It makes sense that the shuttle would be immune to "Loss of Orbital Stability" if it is located on a planet.

Q: GAPS IN NORMAL SPACE --

- 1) Does it create a new spaceline location?
- 2) Can you place more than one "Gaps in Normal Space" card between the same two missions (creating a mega-gap of 8, 12, 16, etc)?
- 3) Is the gap created by "Gaps In Normal Space" considered to be Planetary, Space, or neither?
- 4) If the Gaps card is destroyed by Kevin Uxbridge, what happens to the gap and what happens to any other cards that might have been located at that gap?

- A: 1) Essentially, yes. You place it between one of the spaceline locations, where it creates a new location with a span of 4 across it. Anything stopping there gets a crewmember killed, so you have to "fly over" it. It can be destroyed by Kevin Uxbridge: Convergence.
- 2) No. The card specifically says between "two mission cards", not "between a mission card and another Gap card". The intention is that mega-gaps aren't allowed, otherwise someone could stock 20 of them in a deck and make the spaceline impassable.
 - 3) Gaps in Normal Space "creates a gap with a span of 4" where it is placed. It is considered to be a "space" location on the spaceline. As the card says, ships can stop there (but one personnel will be killed if they do). Ships can also battle there, and any Events which are normally played on space

locations can be played there, combining the effects of the two cards. i.e., a Tetryon Field played on the Gaps would cause a player to stop there (if they have no Navigation), which in turn would have one personnel aboard killed by the Gaps. So, Yes, you can play Events onto the Gaps' location and get the combined effects.

- 4) When destroyed by Kevin, the Gaps in Normal Space card is discarded, and the "gap" in the spaceline is closed up. If there were any other Event cards played on the Gaps, like a Tetryon Field, than these Events disappear with the Gaps. If there were any ships located there, including Escape Pods, Borg Ships, and other such things (which are not an integral part of the surrounding space but "just passing through", so to speak), these are not destroyed along with the Gaps. Instead, we can assume that Kevin Uxbridge, being a personable fellow, would slide them to safety. The player who played Kevin would chose to which neighboring spaceline location these ships would be relocated.
- Here is a fun house rule: in this situation, if the ship in question was a Husnock ship, Kevin would not save it, but allow it to be destroyed instead!

Q: GENETRONIC REPLICATOR --

- 1) Is the benefit of the Replicator applied before or after the results of the Dilemma? For example, will the Replicator prevent any Away Team member from dying as long as that Away Team consisted of at least 2 MEDICAL *before* the dilemma, or will it be effective only if there are 2 MEDICAL present *after* the randomly chosen Away Team member is determined (for potential death)?
- 2) Does the Genetronic Replicator work for the crew of a ship?
- 3) Does it help against Barclay's Protomorphosis Disease?
- 4) If an Away Team has 3 MEDICAL Personnel in it, will the Replicator be sufficient to prevent *any* Away Team members' deaths?

A: The Genetronic Replicator says, "Plays on table. Prevents any of your Away Team members from being killed if 2 MEDICAL present."

- 1) This refers to having two *unaffected* MEDICAL present at the time of the Dilemma's effect, not bringing them there later. If you're being wiped out by a disease or shot by an Archer, you can't effectively operate on yourself!
- 2) It applies only to Away Teams
- 3) No, the Barclay's Protomorphosis Disease acts upon the entire group, and thus the MEDICAL personnel would be affected too
- 4) An Away Team with 3 MEDICAL plus the G.Replicator is thus fairly safe, since even if one of the Medical personnel is attacked the other two can save it. But they would not be safe from Dilemmas which act upon the entire Away Team or large numbers of the Away Team members, etc. since you must have two unaffected MEDICAL there.

Q: GODDESS OF EMPATHY -- Can you Interrupt the Goddess of Empathy as it is being played? i.e., Player A plays Goddess of Empathy, can player B play his Interrupts as the Goddess is being played? Or would B have had to declare Interrupt before the Goddess even hit the table?)

A: No. This is another Timing issue (see "Timing," above). If you

wanted to play Interrupts, you would have to play them before your opponent announces that he's playing the Goddess.

Q: INTERROGATION --

- 1) How does the sequence of scoring points through Interrogation work?
- 2) Can you Interrogate multiple captured personnel using the same Interrogation card? Or does each captive require a separate Interrogator?

A: 1) First of all, when undergoing Interrogation, we suggest that you ham it up a bit. When asked, "How many lights are there?", yell out like Picard, "There are FOUR lights!!!!" and let the tears stream down your face in stiff-lipped defiance!

The way the scoring works is simple. If the opponent says there are "five" lights, it means he gives in to the interrogation. You add 10 points to your score, and return the personnel. If the opponent says something besides "five" (we recommend saying "four", as in the episode, but any other reply gets the same result), it means the personnel is bravely resisting for another turn, and you add one point to your score.

In either case, these scores are permanently yours. For example, in the following sequence the eventual score of a "10" does not wipe-out previous "1" scores earned.

Turn 1: Answer "Four" -- points scored: 1

Turn 2: Answer "Four" -- points scored: 2

Turn 3: Answer "Four" -- points scored: 3

Turn 4: Answer "Four" -- points scored: 4

Turn 5: Answer "Five" -- points scored: 10, and personnel returned to outpost

Total points for interrogator: 14.

If the Interrogated personnel is rescued (i.e., using Rescue Captives or other such cards in the future), you still keep the points you earned until that time.

- 2) You can Interrogate several captives at a time, but there must be an Interrogation card played for each one.

Q: INTRUDER FORCE FIELD -- If my opponent has this card in play, and I play 3 Rogue Borg on his ship, do they attack him with a Strength of 1 or 9?

A: They attack him with a Strength of 9. The assumption is that two are captured, but the third released the first two from the force field and they attack the crew together.

Q: KIVAS FAJO -- The card says to "choose any player to immediately draw 3 cards from the top of their deck". Does this mean you draw 3 cards from the top of someone else's deck, or you choose somebody, who gets to draw 3 cards?

A: The person you choose (which can be yourself) draws three cards from the top of their own deck.

Q: LORE'S FINGERNAIL -- Why bother using Lore's Fingernail when a treaty card would work just as well?

A: If you don't like it now, it will be more useful as time goes on in the expansion sets. (Actually, there are some significant differences between the two cards.) Remember that future cards reference older cards, and that part of the ongoing design for the game involves attempting as much as possible to make more

useful cards which turned out to be little-used.

Q: LORE RETURNS --

- 1) How does the Lore Returns card affect the ability to try to recapture a ship from the Rogue Borg?
- 2) Can I play a Lore Returns on my opponent's Rogue Borg after they have taken over one of my ships and beam them all off so I can have my ship back? Or for that matter have them attack my opponent?

A: 1) When Lore Returns comes into play, he "comandeers" the ship (page 32), making it more like a normal ship, under the control of the player and able to move around and attack. It then is a pirated ship and behaves like a normal ship. You normally can not beam aboard an opponent's ship, so you could not beam aboard a ship under Lore Returns.

- 2) No. The card says, "... *your* Rogue Borg..."
For more on Rogue Borg, see Rogue Borg under "Interrupts," below.

Q: MASAKA TRANSFORMATIIONS -- What if I discover an Artifact, place it in my hand, and then my opponent plays Masaka Transformation on me? It goes to the bottom of my deck, and then what? When I draw it again, can I use it?

A: Yes. See "Artifacts," above.

Q: MOT'S ADVICE -- If I play Mot's Advice on Mot the Barber, does he have Barbering x2?

A: Yes! You seem to think that is not significant!

Q: PLASMA FIRE -- If it continues to damage a ship every turn, does that mean it destroys a ship in 2 rounds or just keeps it in a "damaged" state until SECURITY puts it out?

A: The ship gets damaged by the Plasma Fire at the end of each of your turns, beginning at the end of your next turn. "Damage" here means normal ship damage, like battle damage. Thus, normally if it is not extinguished the ship is a goner in 2 turns. However, there is the chance the player might be able to "repair" the ship, thus keeping it alive longer, or bring the SECURITY in the meantime.

Q: Q-NET -- Can a Q2 get rid of a Q net?

A: No. Q2 can only interfere with Q-related Dilemmas. Q-Net is an Event.

Q: RAISE THE STAKES -- When Raise the Stakes is brought in, it says that opponent must immediately forfeit or agree that the eventual winner choose a random card from the loser's 60 card deck. Does this agreement hold even if the Raise the Stakes event is later destroyed (by Kevin Uxbridge)?

A: No. Destroying it "lowers" the stakes.

Q: RED ALERT -- After the Red Alert is in play, allowing you to play as many Ship, Personnel, or Equipment as desired each turn, do these cards count as your normal card play or can you also play, say, an Event?

A: Once the Red Alert card is in play a group of cards played under a Red Alert count as your normal card play during any turn. If you want to play an Event, you can't play any Red Alert cards that turn

too. This also applies for the turn on which you play the Red Alert. In other words, playing the Red Alert itself is your one card play for that turn.

Q: RES-Q (and PALOR TOFF) --

- 1) When using cards like Res-Q or Palor Toff to regenerate a card, does the card go into your hand or into play?
- 2) Can Res-Q or Palor Toff regenerate a Dilemma card?
- 3) Can Res-Q or Palor Toff rescue a discarded artifact (say, the Betazoid Gift Box)? If so, does it return to your hand, playable on your next turn? Can you Res-Q the same Artifact repeatedly? Also, artifacts can be intentionally mis-seeded during the seed phase, in which case the rules say that such cards are "discarded." In that case, such cards can be retrieved from the discard pile into the players hand using Res-Q or Palor Toff. Is this legal?

A: 1) The card goes into your hand.

- 2) Theoretically you can -- however at the present time there is no way to use a Dilemma card in your hand, so there would be no point to it. Dilemma cards are only used during the seed phase. It is likely, however, that we will have a card in a future expansion set that allows later use of Dilemmas.

- 3) Yes, it is legal -- sort of. As you can no doubt see, such a combination is extremely powerful, and unless your opponent is lucky enough to have a Countermanda handy, it can severely unbalance the game.

Standard Tournament Rules (which most players abide by, even in casual games) say that artifacts which are discarded (for any reason, including mis-seeding) are instead placed out-of-play. Therefore, they cannot be retrieved by Res-Q or Palor Toff. If you are having problems with this situation, we suggest you adopt Standard Tournament Rules as your House Rules.

Q: RISHON UXBRIDGE -- Rishon says that she is "not cumulative," which means that you couldn't put two of her on the same Event, right? But could I put one Rishon on another?

A: No. Nice try, though ;)

Q: SPACEDOCK -- Would a Spacedock allow me to repair ships at a Neutral Outpost?

A: Yes

Q: STATIC WARP BUBBLE --

- 1) It says the player must discard a card. Could this include discarding a card that is already in play on the table, or does it refer only to cards in your hand?
- 2) What exact effect does the Traveler have on this card?

A: 1) Only to cards in your hand.

- 2) See "The Traveler: Transcendence", below.

Q: SUPERNOVA --

- 1) If I have the Tox Uthat out on the table, can my opponent play a Supernova?
- 2) Page 32 of the rule book refers to there being cards which "de-nova" a supernova to reinstate the mission underneath. There may, of course, be cards in future expansions, but are there any cards capable of doing this that are currently available? Can

Kevin Uxbridge?

- A: 1) No. The Supernova card says, " *You* must have Tox Uthat already on table..."
- 2) No. No such cards are yet able to "de-nova" a Supernova. You could play Kevin Uxbridge just as your opponent is playing the Supernova to nullify it, but you couldn't nullify it after the Supernova has had its effect.

Q: TELEPATHIC ALIEN KIDNAPPERS--

- 1) Does the opponent have to show you the card you just guessed? If yes, that gives me information about his cards so I can guess more accurately next time.
- 2) When using this, it specifies a "type" of card. Is a "type" an Event, Interrupt, Personnel, Ship or Equipment?
- 3) It says that its effects happen at the end of each turn. Does this actually mean *each* turn, or each of your own turns?...
- 4) Are these cards cumulative? If you have two can you guess twice each turn? If your opponent only has one card in his/her hand, and I have 2 (or 3 or 4 etc.) telepathic alien kidnappers, what does this mean?

- A: 1) Yes. That's more like what telepathy does.
- 2) Yes, plus Outpost, Artifact, or Doorway.
- 3) Each of your own turns (see definition of "Turns", above).
- 4) Yes.

Q: THE TRAVELLER: TRANSCENDENCE --

- 1) The Traveler: Transcendence says it nullifies Static Warp Bubbles. Do warp bubbles played after the Traveller have any effect, or are they also nullified?
- 2) Does the Traveler nullify all SWBs in play or just my opponent's?
- 3) Does the Traveler cause my opponent to discard the SWB or just make it ineffective until he can Kevin my Traveler?

- A: 1) The Traveler says, "...while in play, nullifies Static Warp Bubble." So, as long as it is in play Static Warp Bubbles are nullified (discarded).
- 2) Just your opponent's -- the ones played by the opponent that are affecting you.
- 3) Nullify = Discards.

Q: TREATIES --

- 1) When a treaty is out, can personnel from one affiliation report for duty in the other affiliation's outpost?
- 2) If a mixed crew under treaty is aboard a non-aligned ship and the treaty is broken, what happens? Are all the personnel except non-aligned put under house arrest?
- 3) If there was a treaty, could a Romulan outpost be used to repair Klingon ships and counteract the REM sleep Dilemma?
- 4) If a mixed Klingon/Romulan crew (with a treaty) has both Klingon and Romulan disruptor equipment cards aboard their ship, do they each get +2 strength from their respective disruptors, or does the whole crew get +4 because of the treaty?
- 5) Under Treaty, must you have at least one crew of matching affiliation aboard a ship to move it?

- A: 1) Yes. The rules say, "When a treaty card is in play, the personnel, ships, outposts, etc. can all be shared by the

- players as if they were one affiliation." Thus, they can share the outpost.
- 2) Normally on a non-aligned ship you can have non-aligned personnel and one affiliation of personnel, but you can't mix two affiliations there without a treaty. The current interpretation is that if there are mixed-affiliation personnel there (under a treaty) and the treaty is broken, the minority affiliation personnel are the ones put under house arrest. (See page 30, Treaties) In the event of a tie, determine randomly.
 - 3) Yes. Again, they can use the Outpost "as their own."
 - 4) Yes.
 - 5) No. The rules say, "When a treaty card is in play, the personnel, ships, outposts, etc. can all be shared by the players as if they were one affiliation." Thus, you don't have to have a "host" aboard the ship. Remember, however, if the treaty gets destroyed the non-matching affiliation personnel will go to house arrest, and thus such a ship would be stranded with no active crew. (You do, however, need at least one personnel of matching affiliation to try a mission, as the rules state, page 30).

Q: WARTIME CONDITIONS --

- 1) Can I use this if my Fed ship is attacked by a non-aligned ship?
- 2) What if it is attacked by the opponent's Fed ship (under the influence of an "Attack Authorization" order)? If I play it, can all Fed ships attack all other Fed ships at will?
- 3) Must I play Wartime Conditions immediately after the attack, or can I play it any time after my Fed ship was attacked?
- 4) Can I have more than one W. Conditions in play at the same time? Say, one against the Klingons and one against the Romulans?

- A: 1) Since "Wartime Conditions" card refers to declaring war against "the attacking ship's affiliation", it will not work against a non-aligned ship, which by definition does not have its own affiliation (at least at this time).
- 2) Yes! One might rationalize this by considering an episode like "The Wounded" where Picard was almost called upon to fire upon Benjamin Maxwell and the Phoenix or that any number of alternate realities could have resulted in a Federation Civil War!
 - 3) You can play it any time after the attack, it doesn't have to be played immediately after the attack. Sometimes it takes those bureaucrats at Starfleet Headquarters awhile to make up their minds!
 - 4) Yes, you can have more than one.

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3.9 Interrupts

Q: TIMING -- If my opponent plays card X or does activity Y, can I respond with the Interrupt...

A: No! Unless a card is meant to be played as a response to another action (such as Amanda Rogers or Barclay Transporter Phobia or Hail), you cannot play it while your opponent is in the middle of doing something else (resolving a mission, moving a space ship, beaming, etc). Interrupts are resolved in the order they are de-

clared. Of course, if your opponent is moving through his actions too fast, you are entitled to ask him to "slow down," or even to do his actions one step at a time, so that you can play Interrupts in between. See Section 1.4, "Timing".

Q: AMANDA ROGERS -- Can Amanda Rogers be played against Wormholes? Does she nullify both of them, or just one?

A: Amanda only works against the last Interrupt "just played." The Wormhole cards are required to be played in a pair, but do come onto the table in a definite order. So when using Amanda against them, she nullifies the second Wormhole (the "Exit"). That end of the Wormhole is discarded. At this point, the "Entrance" to the wormhole is still trying to form, so to speak.

Two things can happen. If the Wormhole player has another Wormhole card in hand, he can play it to re-form the two ends of the Wormhole successfully. Otherwise, the entrance Wormhole "collapses" (fails to form) and is also discarded, but the ship inside it can "escape" out the way it came in.

Note: it is our intention with this ruling that if you are playing a multiplayer game, one of your opponents can come to your rescue and "reform" the exit of your Wormhole for you, if desired. Perhaps some pleading or a small bribe would be in order.

Q: ANTI-MATTER SPREAD --

- 1) Is it cumulative?
- 2) Does it affect all my opponent's ships or just one?
- 3) Could I use it *on behalf* of the Borg Ship, so that ships (my opponent's, most likely) would have reduced firepower against it?

A: 1) No.

2) Yes. The cards says "opposing ships' WEAPONS -1...", which means all of your opponent's ships.

3) I would say so. Those Borg learn quick. :)

Q: ASTEROID SANCTUARY -- Can I use Asteroid Sanctuary to prevent the Borg Ship from blowing me away when I uncover it? If yes, can I then continue with that ship?

A: Yes, you can avoid the battle. You can't "come out" until the Borg Ship has moved away, however, or the Borg will see you!

Q: AUTO-DESTRUCT SEQUENCE -- Can this be used *during* a Ship Battle? For example, Ship A attacks Ship B with enough weapons to destroy it (direct hit). Owner of Ship B wants to go down fighting by playing an Auto-Destruct to damage Ship A (since the ship will be destroyed anyway).

A: Self-Destruct says it takes effect "at the end of the turn". This means Ship B will be already destroyed before the Self Destruct could take effect. As Sandy Wible (JediMaster) says, "The valiant but doomed officers of the ship begin the Auto-Destruct countdown, only to be blown to bits before the countdown is reached!"

Q: BRAIN DRAIN -- How does Brain Drain "double" Interphasic Plasma Creatures? Do I need 4 SCIENCE/2 Mindmeld, or does it lower Strengths by 4?

A: It lowers Strengths by 4.

Q: COUNTERMANDA --

- 1) What nullifies Countermanda, Q2 or Amanda Rogers?

2) How many Telepathic Alien Kidnappers does Countermanda nullify? All on the table, all of the opponent's, or just one?

3) Countermanda says that it "suspends" Palor Toff or Res-Q. Does this mean that after the three cards are removed, you can still use Toff or Res-Q? If so, what if another Countermanda were played?

A: 1) By the "Colon Rule" explained on the insert sheet and in Section 1.3, Countermanda is not an Amanda Rogers card. She is therefore not nullified by Q2 and only nullified by Amanda Rogers.

2) Countermanda nullifies one TAK at a time.

3) Yes, you can still do the Palor Toff or Res-Q. You can't play multiple Countermandas because the card states "If opponent just played Res-Q or Palor Toff..." Once one Countermanda has been played, the Palor Toff or Res-Q has not been "just played."

Q: DEAD IN BED -- "Kills any one personnel currently in stasis." How do you select which one if there is more than one to choose from (such as if an entire ship is in stasis).

A: It is the player's choice, not random selection.

Q: DESTROY RADIOACTIVE GARBAGE SCOW --

1) When it talks about losing 10 points, who loses these points -- the player or the "uncompleted mission"?

2) This card says "Kills all personnel at that location unless aboard ship or Thermal Deflectors present." What if they're on an Outpost?

A: 1) The uncompleted mission where the scow is destroyed would lose 10 points in value. The text says, "Plays to discard scow. Kills all personnel at that location unless aboard ship or Thermal Deflectors present. If mission not done yet, reduce it's points. [- 10]" Here is what this means: First of all, realize that to play this card the "Radioactive Garbage Scow" dilemma card has to have come out. When you play Destroy..., three things happen. The Scow is discarded. The radiation released kills all personnel at that location (except those protected by a ship or Thermal Deflectors). This primarily means you could wipe out an away team this way. or personnel at an outpost. Finally, the radiation pollutes that location, like Chernobyl permanently polluted parts of Russia with radiation. To symbolize this in play, the result is that the value of an uncompleted mission at that location goes down by 10 points. (i.e. if it was a 30-point mission, it is now worth only 20). This only applies to missions that were not completed yet. If the radiation occurs at a location where the mission is already complete, there is no change in the point value.

2) They will still be killed. In the episode, the Enterprise had to "back off" when they destroyed the Scow. If they would not have been able to move (like an Outpost), the radiation would have overwhelmed them.

Q: DISTORTION OF THE SPACE-TIME CONTINUUM --

1) Can this be played during my opponent's turn, giving me an extra move during their turn?

2) Must I play this card (which gives your ship and crew an extra move) before I draw a card? Or may I play it immediately after?

A: 1) No. That is not the intention. The card says, "Any one ship and its Away Team may immediately make another move." You can't make "another" move during a turn unless you have already moved once. So, you can't play it on your own ship during your opponent's

turn. Note that you might, however, play it on an opponent's ship during the opponent's turn (if you were just in a generous mood...).

- 2) Before. Drawing a card (or two, if you're entitled) immediately ends your turn.

Q: EMERGENCY TRANSPORTER ARMBANDS --

- 1) Do they override the rule about not being able to beam up to a cloaked ship? The card does say "any time", after all.
- 2) If my away team gets stopped by not overcoming a Dilemma and then I use Emergency Transporter Armbands to beam them back to the ship, do they become un-stopped?
- 3) Can these be used to rescue an away team when they encounter a dilemma and avoid the affects of the dilemma, such as to prevent one from being killed? Would the dilemma card be discarded if it said it was to be discarded at that point?

- A: 1) No. See section 2.3, "Beaming/Away Teams." "Any time" here refers to the ability to use it at any time since it is an interrupt (such as during your opponent's turn), but still the normal conditions have to be met.
- 2) No. First off, you cannot use the ETA's to beam them back up to the ship they are stopped, and stopped cards cannot "beam" (see section 2.3, "Beaming/Away Teams"). And, even if you somehow could, there is nothing currently in the game that can "unstop" a card.
- 3) Normally, no; see "Dilemmas", above.

Q: ENERGY VORTEX -- Can Energy Vortex be used to stop a Devidian Door?

A: No. See "Doorways," below.

Q: FULL PLANET SCAN -- See "SCAN", below.

Q: HAIL -- Can I use Hail on the Borg Ship to prevent it from attacking me?

A: No. Cards played "on a ship" cannot target the Borg Ship. See "Borg Ship" under "Dilemmas -- Space", above.

Q: HOWARD HEIRLOOM CANDLE -- How does this double Anaphasic Organism or Empathic Echo? Do those Dilemmas now affect two people, or do I need double the requirements to overcome them?

A: You need double the requirements.

Q: INCOMING MESSAGES --

- 1) When my opponent plays an incoming message on me, does that mean that I can't beam any personnel off to a neighboring ship before I head home. Does the nature of the card intend to stop me from all actions for a while?
- 2) Would the Incoming Message interrupt have any effect on a ship whose entire crew has beamed down to attempt a mission? What if only part of the crew is aboard but they do not have the necessary staff or command rating to move the ship?
- 3) Do I have any control over my speed? For example, if moving my full normal speed would land the ship on a "Gaps in Normal Space" or where a Borg Ship is, do I have to do it?
- 4) This requires the indicated ship to "return to outpost", but what happens if the Outpost has been destroyed?

A: The Incoming Message is an "order." You are supposed to say, "Yes Sir!" and do as you are told.

- 1) Correct. You can do nothing but move your ship to the nearest

outpost. You cannot beam anyone on or off (except as noted below) or attempt any other actions (such as missions or battle).

- 2) You can beam up the necessary personnel to meet the ship's staff requirements, if necessary.
- 3) If this forces you to stop on a location where you would rather not be, that's tough -- you are under orders! If your ship is attacked by the opponent on the way back, it may defend itself and return fire, but must continue its assignment on your next turn.
- 4) If the Outpost had been destroyed, the ship must return to its "place of origin" (where the Outpost was), perhaps to investigate the debris leftover from the disaster.

Q: ISABELLA -- It says, "Plays on any non- Borg ship at a nebula..." How do you determine if a space location is a "nebula"?

A: It is any mission card which has the word "nebula" in its title or in its lore. Here is a current list of the missions which can be considered to be at a nebula:

"Nebula" Locations

- FGC-47 RESEARCH (FGC-47 Nebula)
- STUDY NEBULA (Gamma Erandi)
- SURVEY MISSION (Mar Oscura nebula)

There are a few other cards which seem to have nebulae on them, but they turn out to be globular clusters of stars or gas.

Q: THE JUGGLER -- How does The Juggler work? Does the player reshuffle just the cards he has not drawn? Does the player reshuffle his discard pile back into his draw deck?

A: Just the cards in his/her draw deck are shuffled.

Q: KEVIN UXBRIDGE -- Can Kevin Uxbridge cancel an event if he's played right after the event is played.

A: Yes. This is an error on the Kevin Uxbridge card. It would be more appropriate if it said he could "nullify" any event. Kevin has two uses:

- a) He can destroy an event already in play; or
- b) He can prevent an event from ever entering play if he is played immediately after the event is played. In this way, he is similar to Amanda Rogers in that he "counters" an event being played.

As he is currently written, Kevin could not cancel an event as in b) above, because the timing rules would state that the event takes place before the Kevin Uxbridge, because the cards resolve in first in, first out order.

Q: KEVIN UXBRIDGE: CONVERGENCE --

- 1) Does KU: Convergence actually destroy events protected by Rishon at this location, along with Rishon herself?
- 2) What exactly is an Event "on the spaceline"? Nutational Shields affects ships so it's sort of played on the spaceline.
- 3) Can KU: Convergence destroy a Kurlan Naikos?

A: 1) KU: Convergence would destroy all events at the location where it is played, including Rishon herself, EXCEPT it would not destroy the Event which Rishon was protecting.

- 2) Events "on the spaceline" are physically placed on the spaceline (or on a ship). Nutational Shields is played in your play area (see the diagram on page 14). Cards like Atmospheric Distortion, however, are not.

3) Yes. The original Kevin Uxbridge card says that he can nullify

"an artifact played as an event," although KU: Convergence does not explicitly state this. However, once the Kurlan Naiskos is played "as an Event", it is vulnerable to any other cards that have an effect on Events.

Q: KLINGON DEATH YELL

- 1) Can I play a Klingon Death Yell even if I have no Klingons left on the table?
- 2) Can I play a Klingon Death Yell on one of my opponents Klingons?

A: 1) Tell me, Grasshoper, If a Klingon yells in the forest, does he make a sound? The answer is yes, if a Klingon dies and there are no other Klingons out (say, if they all got killed from an Anti-Time Anomaly), you can still Yell for the points. One can rationalize this by saying that perhaps the Klingons had time to yell for one another before the Anomaly wiped them all out.

2) Yes.

Q: NEAR-WARP TRANSPORT --

- 1) Can I Near-Warp Transport through a Q-Net?
- 2) When using Near Warp Transport, can you beam a maximum of six persons during the turn (such as 3 down to a planet and three back to the ship)? Or is it just applicable "from" a ship?
- 3) Can you beam from an Outpost with this card?

A: 1) Yes. From a logic standpoint this is debatable. But the way the Near-Warp Transport card is symbolically used in the play of ST:CCG, one would have to say yes.

2) Just *from* the ship.

3) No. If you could get your outpost to move at Near-Warp speed, we might allow it ;)

Q: PALOR TOFF --

- 1) Can I use Palor Toff to rescue Amanda Rogers from my discard pile and immediately play her to nullify an opponent's Interrupt card?

A: 1) No. This is a common question for players who are in a "Q- Battle" (in which you play an Interrupt, I try to nullify it with Amanda, and you block with Q2, I block your Q2 with another Amanda, you block with another Q2, etc. The last one to play in such a battle will be the winner). You don't have time to use Palor Toff during the middle of such a Q-Battle, because the chain of interrupts is broken. Why? Palor Toff does not modify or cancel the previous interrupt. Therefore, if he is played, he will resolve after the previous chain of interrupts resolves. By that time, it will be too late to counter anything!
See "Res-Q" for more about retrieving cards with Palor Toff.

Q: PARTICLE FOUNTAIN -- Can I play Particle Fountain on my opponent's just-scored mission if I have 2 Engineer present?

A: No.

Q: PHASER BURNS -- Is Phaser Burns cumulative?

A: Yes, and this can be a very nasty card if played in multiple.

Q: Q2 -- If my opponent has enough to override the Q dilemma, can I play Q2, nullifying the Q dilemma, and thus make him go thru the rest of the dilemmas at that location? Can you explain the re-

relationship between the Q2 card and the Q dilemma card?

A: Yes! This is a good point that a lot of people forget about. The Q2 card says it "nullifies any Q-Related dilemma" This specifically says it can nullify the Q-dilemma even after it has already come up. "Nullifies" in ST:CCG means that the target card is discarded and its effects are canceled. The only question is whether you can wait to see whether the opponent has enough Leadership and Integrity to overcome the dilemma first, and then decide to nullify it if he does. The current ruling on this is yes, you can wait to make the decision.

Note that a common tactic players use is to place a lot of valuable dilemmas or artifacts at one location and then place a Q Dilemma there *last* (so it will be the first to come up). Then they make sure they have Integrity >60 before attempting the mission, which overcomes all the dilemmas at once. There are at least two ways to foil such a strategy. While they are preparing their big away team, if you suspect they have this kind of plan you can send over a "Red Shirt" to attempt the mission. This will "use up" the Q-dilemma and spoil what might be their entire gameplan at small cost to you. The other method is to "defend" against the Q dilemma by using Q2 as described above. At the current time, there is only one "Q-related dilemma", the basic one named "Q". However, you can bet there will be some more in the future.

Q: ROGUE BORG --

- 1) How do they work?
- 2) Can Rogue Borg be played upon a Cloaked ship?
- 3) Say I beam down all but one person to form an Away Team. After I do that, my opponent plays some Rogue Borg on my ship and kills the one personnel there. Can I beam back to that ship to battle the Rogue Borg?
- 4) My opponent puts down a Gaps in Normal Space and then waits for me to fly over it. When I'm over it, he plays a Rogue Borg on me so I have to stop there and lose a personnel. Is this fair?
- 5) Do you need one Amanda Rogers per Rogue Borg (or Crisis) played?
- 6) If only one Rogue Borg card is played on a ship, and it loses the ensuing battle, is the crew of that ship still "stopped" for the rest of that turn? If so, can Rogue Borg cards be played individually on successive turns to effectively "stop" a single ship for turn after turn after turn?

A: 1) The Rogue Borg, like the holographic recreations, are an aspect of the game which were "introduced" in this set and will be developed somewhat further in future expansion sets. Basically the Rogue Borg are used as a nasty way to directly attack the opponent. This card says: "Plays on any occupied ship. Battles crew now and at start of every players' turn. Two Borg =2 STRENGTH each, three =3 each, etc. Surviving Borg remain." This is enhanced further in the rulebook, on page 32, but it is a complex card so we will discuss it more here.

The idea is that you stock a whole bunch of these guys into your deck, and save them as they come up in your hand until you have, say, 5 or 6. Five Rogue Borg, for example, combine to have an attack strength of 25 points. If Crisis is in this group, the total is doubled to 50 points (see his card). When you are ready, you can play them as Interrupts, in a group, right onto the bridge of one of the opponent's occupied ships (technically, you play them one at a time so your opponent can respond, but normally they won't).

They immediately battle the ships crew, just like a normal "Away Team vs. Away Team Battle" on a planet, and they continue battling the crew automatically at the start of every player's turn (both your and your opponents turns).

Here are some of the things that can happen as a result: As in all battles, the loser of the battle will lose one personnel by random selection. If his crew is strong enough to defeat your Rogue Borg group, one Rogue Borg will be killed, but they will resolutely stay to continue the attack until they are all killed off. You might be able to "reinforce" them with more Rogue Borgs on later turns. In any case, his crew members will be "stopped" for this turn and all subsequent turns in which the battle continues, because all battles "stop" their participants. This alone makes Rogue Borg powerful. If his crew is defeated by your Rogue Borg group, he will first lose one personnel by random selection, his crew is stopped, and then he will be faced with the problem of what to do next turn. The battle happens at the start of each subsequent turn, so his options are limited.

If the battle seems hopeless, he might "run away" by, for example, using Emergency Transporter Armbands to beam down to a planet, or to another ship. Or, he might bring up another ship, and then beam over "reinforcements" to the crew of the besieged ship, which might turn the tide of the battle! There are many creative options available. The card "Hugh" is another defense against the Rogue Borg (as well as against the Borg Ship). While the ship is under siege by the Rogue Borg, it cannot be moved by the remnants of its crew because they are not in control and are stopped anyway by the battle. If the Rogue Borg wipe out or "chase off" the ship's crew, they win control of the ship. However, they cannot yet use the ship. They can only stay aboard the ship and try to repel an attempt by your opponent to recapture it. If you put into play the Event card Lore Returns, Lore will allow you to use this Rogue Borg crew to pilot the ship up and down the spaceline, attacking the opponent's ships (just as if it was one of your own ships). You will also be able to beam down and attack your opponent's Away Teams. For all battles, Rogue Borg are assumed to have the "leadership" required to participate in battles, (think of it as something left over from when they were part of the collective conscious). Used correctly, the Rogue Borg can be very nasty.

- 2) The ruling on this is that there is no canonical evidence in the show that the Borg have the technology to detect cloaked ships, and therefore the Rogue Borg can't be used on a cloaked ship. Since the Rogue Borg are Interrupts, just wait until the ship decloaks and then attack it.
 - 3) The Borg are known for allowing people to beam aboard their ships. As long as Lore Returns hasn't come in to take control of the ship you can try to regain the ship by beaming a new "boarding party" aboard. You can bring up one of your other ships and beam over some attackers, as well as from the planet. The Federation prohibition against initiating attacks is not in force here, since the Rogue Borg started this battle.
 - 4) No. When you are in the process of moving your ship you are in the middle of an action. Interrupt cards (like Rogue Borg) can only be played *between* actions, so to speak (see "Timing"). To do what the opponent tries here would require an Interrupt card that specifically says it is allowed to interrupt *during* a move. The Wormhole card is like this, for example, and the "Hail" card in
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the AU set can be used this way, but the Rogue Borg is not.

- 5) Amanda nullifies any "Interrupt card just played", so she can only stop only one Rogue Borg at a time.
- 6) Yes, as the rules clearly state (page 32), this can be done. This strategy can be abused at times, though. There is at one card related to this in the Alternate Universe set -- the "Intruder Force Field". However, anybody who played that way very often would soon not have any playing partners!

Q: SCAN and FULL PLANET SCAN --

- 1) These cards allow you to scan the dilemma and artifact cards at a mission location for 20 seconds. But it doesn't say a ship has to be present there to do the scan. Isn't it more realistic to require a ship to be there to do the scan?
- 2) What if (in a Scan) my opponent has a Cryosatellite (and personnel) seeded? This card doesn't say that I can look at personnel!

- A: 1) The card doesn't list that limitation for gameplay reasons which seemed to override here. Perhaps it would be more realistic to require a ship present, and you might want to play with a house rule to that effect, but this is one of several cases in which a card's effect has a symbolic effect in addition to a realistic effect, for gameplay reasons.
- 2) True, but in this case it seems that all we can do is make an exception. Consider the cards to read "Glance at the seed cards..."

Q: SEIZE WESLEY -- Can I play Seize Wesley immediately after my opponent uncovers the game, even if he would have the skills to overcome it?

A: No. See Section 1.4, "Timing", above.

Q: SENIOR STAFF MEETING --

- 1) May I play this card on my opponent?
- 2) What if the first dilemma underneath the mission is a mis-seed, like a planet dilemma? Was your card wasted, or do you only take the first dilemma you actually "encounter?"

- A: 1) Yes, if they have the proper personnel types on board.
- 2) The mis-seeded card is ignored. Senior Staff Meeting says that the first dilemma encountered is discarded. Since you didn't encounter it, the SSM doesn't use up its effect on it.

Q: TEMPORAL RIFT -- Can I use Temporal Rift to allow my ship to "escape" a space dilemma by playing it right after I see the dilemma?

A: No. See Section 3.2, "Dilemmas".

Q: VORGON RAIDERS --

- 1) Is it true I can use this card to steal artifacts from the opponent?
- 2) Can I play this card on my opponent's Ajur and Boratus?

- A: 1) Yes, that is correct. For example, if the opponent had earlier acquired the Ressian Flute, you could steal it this way. Or, if he plays the Ophidian Cane, you could usurp it and use it as your own. They only steal Artifacts which are "in play" or "just played", however, not ones in the opponent's hand or still undiscovered.
- 2) No. The card says it is *you* that has to have Ajur and Boratus in play, so you can't be playing it on the opponent like this.

Q: VULCAN MINDMELD --

- 1) Can I Mindmeld with Soong- type Androids, Exocomps or Holograms?
- 2) How would this be used? Also, does each mindmeld capable person meld with someone, or do they all meld with the same person?
- 3) If I encounter a Dilemma I can't overcome, can I use Mindmeld to give my Vulcans enough skills to overcome the Dilemma?
- 4) Can I use Vulcan Mindmeld to get the "special" skills of characters such as Mickey D. or Dathon?

- A:
- 1) See "Holograms, Exocomps, and Androids."
 - 2) The "mindmelded" skills are duplicated. For example, if Sarek (who has mindmeld ability) is present with Geordi and Worf, you could play the Mindmeld card and Sarek could "meld" with Geordi (or Worf, your choice) and thus also have the skills in Geordi's skill box (ENGINEER, Navigation, Physics, Computer Skill) this turn. The mindmeld thus allows you to temporarily "duplicate" the skills of any of the people present in the Away Team, and you have the choice of which one; which provides nice tactical flexibility when beaming down to attempt a mission where there are a lot of dilemmas. Each of the mindmeld capable people at that location can do this.
 - 3) No. The dilemma is considered one "action," which cannot be interrupted, unless specifically permitted by a card (such as Emergency Transporter Armbands). Since Vulcan Mindmeld doesn't say that it permits itself to be played "as a response," you can't use it to help you overcome a Dilemma. On the other hand, if you knew a particular Dilemma was there (with a Full Planet Scan, for instance), you could use Mindmeld before attempting the mission, so that you could be assured of getting by that Dilemma. For more, see Section 3.2, "Dilemmas".
 - 4) We've decided that any skill that is "mental" and does not involve only an inanimate object can be gained with Mindmeld. So you could get Mickey D's or {"Dathon's" link DATHON} special skill. Or you could ← get Berlingoff Rasmussen's skill (we assume his ability relates to his knowledge of how the Time Travel Pod works). However, you could not gain Tasha Yar -- Alternate's skill (Mindmeld doesn't get you a phaser!) or the skill of an Exocomp (the Exocomp still needs to create the tools to repair the ship).

Q: VULCAN NERVE PINCH --

- 1) Is this card cumulative?
- 2) By "random selection", do you mean that I might pinch my own personnel?

- A:
- 1) Yes, you can play more than one of these per battle.
 - 2) No, you can not accidentally (or intentionally) pinch one of your own personnel. You randomly select from the opposing away team.

Q: WORMHOLES --

- 1) What if my opponent uses Amanda Rogers on one end of my Wormhole?
- 2) They are to be played on a ship "as it begins to move". Does this mean when the ship first moves in a turn, or can it also be played if the ship moves somewhere, stops to do something, and then begins to move again?
- 3) Can two ships travel through the same pair of wormhole cards if they start at the same location?

- A:
- 1) See "Amanda Rogers," above.
 - 2) Yes, as it begins to move any time.
 - 3) No. The card refers only to "ship".
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3.10 Doorways

Q: AU DOORWAY --

- 1) At what time of the seed phase may the AU Doorway be seeded? At first? After the Dilemmas and Missions? Or at any time you like?
- 2) What happens if my AU Doorway gets "closed"? How can I reopen it?
- 3) When you play one from your hand, how does it work?

A: 1) Technically speaking, you can seed it at any time you like, but

- practically speaking, you should seed it first. Remember that the AU Doorway is supposed to be in place before AU dilemmas and AU artifacts are seeded. Thus, traditionally the Doorway is seeded first, so that there will be no question about an AU card being seeded out of sequence. But if this causes a problem with arguments about sequencing, then players should use a house rule to seed the AU Doorway first. Tournaments will probably require seeding the AU Doorway immediately.
- 2) Think of it as a literal doorway. When it is open, AU cards can come through and be put in play. Having already come through the Door, they do not suddenly have to leave if the Door gets closed behind them -- they are already here. When the Door is closed, no more AU cards can come through until it is reopened. The main way to close an A.U. Doorway is to play the Revolving Door card on it. Kevin Uxbridge does not nullify the AU Doorway, because it is not an Event card. The Revolving Door can be removed by playing another AU Doorway, another Revolving Door of your own, or Kevin Uxbridge. Stocking some of these three cards is advisable if your deck is dependent on AU cards, to "defend" your Doorway and keep it open.
 - 3) Normally, a "Doorway" card is assumed to work as follows: you can play it at any time during your own turn. It is thus similar to an Interrupt, except that it plays only during your turn, not during anyone's turn. Playing a Doorway does not count as your one card play for that turn, just like an Interrupt does not count as this card play.

Q: AU DILEMMAS and AU ARTIFACTS --

- 1) How do these AU Dilemmas work? Does the Doorway have to be "open" for the AU Dilemma to affect you when it is revealed?
- 2) Some AU Artifacts say they go to the owner's hand to be later played like a normal Equipment card, etc. Does this mean that they go "out of play" and thus need your AU Doorway to be open for them to re-enter play?

A: 1) First, remember that the purpose of the A.U. Doorway card is to allow AU-icon cards to "come through the door" into the "real" Trek universe. Thus, to be able to seed AU dilemmas or AU artifacts, you have to play the AU Doorway first during the seed phase, opening the door. Once this has been done, the AU dilemmas and AU artifacts can "come through the door" and be seeded. There is no need for them to "come through the doorway twice" by requiring the AU Doorway to be open when these cards are actually revealed or activated.

Think of it this way: Artifacts and dilemmas represent latent

possibilities -- plot twists and cool things which are hidden at the location, waiting there to be found. They are not considered to be "in play" until they are revealed, but from a storyline perspective we can imagine them literally waiting there, just as the Tox Uthat artifact was buried on Risa and waiting for Picard and Vash to find it. Thus, having already passed through the A.U. Doorway to be hidden there in the first place, there is no need for another trip through the door; it would be redundant.

- 2) The rationale explained in the previous question remains unchanged. The artifact has already earned the right to be here by coming through the Doorway in the seed phase, and just because its use involves re-deploying it doesn't mean it symbolically left the universe.

Q: DEVIDIAN DOOR EXPLANATION -- Elaborate on the Devidian Door. What does it represent?

A: This is probably the most complex card in the AU expansion. The intent was to simulate an effect happening before a cause. The effect is that a new card gets played (seemingly out of nowhere), and the next turn, the Devidian Door gets played. From a storyline perspective, imagine it this way. You're on the bridge of your ship in the middle of a crisis. Suddenly, out of nowhere, Picard appears and helps you solve the dilemma that you're in. You now know that, at some point in the future, you're going to have to send Picard backwards in time so that he can help you overcome the dilemma you were just in. This is similar to the episode "Time's Arrow", in which Guinan waited 500 years to send Picard back to 19th Century San Francisco where they were to meet. From a gameplay perspective, you may play a card now, so long as in your next turn (the future) you play the Devidian door (which explains where the card you're playing now is coming from). If you fail to show the Devidian Door, you have corrupted the space/time continuum, the universe implodes, and you lose the game.

Q: DEVIDIAN DOOR: WHERE PLAYED -- Where can a card coming from a Devidian Door be played? The card says "to anywhere." Is that literally true? Elaborate on the consequences of this.

A: Yes. It allows you to play one Personnel or Equipment card "anywhere" (and also "at any time", like an Interrupt card play). This creates a couple of tricky situations which we're going to try to resolve here and now.

- 1) First, "Can I play the card on the Kitchen table in the next room?"
No, it has to be played somewhere within the scope of the game. There are many possible places to put it (many examples are given below). Placing the card in the fish tank is not within the scope of the game.
- 2) "Can I play the card onto one of my own ships, escape pods, or outposts, wherever they are located? Yes. Certainly this would be a common use for the D.Door, getting a key personnel quickly to a needed location.
- 3) "Can I play the card directly to any planet location?" Yes. It can arrive alone, or can join an away team there. It would not be affected by cards that hinder beaming, etc.
- 4) "Can I play the card to a space location?" Playing the card to a space location would of course mean it is left floating in

space. At the current time, there is no card that allows personnel to survive in space. So, a person placed this way would logically be immediately killed, and furthermore would not be able to do a mission there before they die. There is some evidence in the series that Soong-type Androids and Exocomps could survive the vacuum of space, so you can play with the ruling that these Personnel plus Equipment cards could be played to a space location where they are not aboard a ship. In that case, they would be considered to be "floating around" and may be rescued by one of your own ships. They would not be able to participate in a mission from such a position, however. The same would apply to "Gaps in Normal Space" on the spaceline.

- 5) "Can I play the card down on the table (not on the spaceline) next to my events and artifacts (which play like events)?" Yes, but they would just sit there and do nothing, and at the current time there is not any way I know of to retrieve them. Perhaps someone can think of a use for such a tactic!
 - 6) "Can I play the card to a mission location where my away team has just revealed a dilemma which I cannot overcome without the help of someone from the Devidian Door?" No. You cannot play a card in response to a dilemma (see "Timing," above). There has been some talk of allowing this to be done *between* dilemmas, due to the new rules regarding mission attempts. If feedback suggests we should, we will make this ruling.
 - 7) "Can I play the card to augment my forces where an away team battle is already in progress?" Yes. This would be another common use, deploying the card to a planet or ship where it is needed to meet some immediate condition. Of course, you could not do it during the battle itself, but between turns.
 - 8) "Can I play the card underneath a mission (like a seed card)?" Yes, you can seed a personnel or equipment card. When it is discovered, it is considered an improperly seeded card and is placed out of play unless you have some way of making it properly seeded, such as a Cryosatellite at that location.
 - 9) "Can I play the card onto one of my opponent's ships or outposts, etc., and attempt to capture their ship?" At the current time, we do not have rules to handle what it means to capture an opponent's ship (except in the limited case of Rogue Borg combined with Lore Returns). However, there are such concepts in the works for future expansions (as well as more Borg stuff related to those type of actions). Such rules would also require that the concept of "capturing", introduced in AU, will have to be enhanced; to cover situations where such an attack fails. This too is in the works. So, at the time of this writing, using the Devidian Door to place one of your Personnel on an opponent's ship (etc.) would essentially mean that they are immediately captured, and treated as captured personnel.
 - 10) "Can I play the card onto my opponent's draw deck, discard pile, or hand?" Yes, but that would essentially mean that you are "giving" them that card to play as their own card (returning it to you at the end of the game). One reason to put a card in your opponent's draw deck would be to prevent him from ending the game next turn by drawing his last card; a desperate measure that might work in some circumstances.
 - 11) "Can I play the card on a dilemma like the Borg ship or the Radioactive Garbage Scow?" Yes, but currently, these are the
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- only two dilemmas that you can play personnel onto via the Door. If you play any personnel onto the Garbage Scow, they immediately die, due to radiation poisoning. If you play them onto the Borg ship, nothing happens to them, and when the Borg ship exits the spaceline, they go to back to your discard pile. (As mentioned before, there will likely be other cards in the future that would give players more to do if they get aboard a Borg Ship, but currently not). There might be some reasons to play a personnel onto the Borg Ship (to allow it to get past certain Events on the spaceline) and one non-aligned AU personnel in particular can have an interesting effect on the Borg Ship...
- 12) "Can I play the card onto my own hand, discard pile, or draw deck?" Yes, you can play them to all of these places legally. They act just like they got there in the normal way. There wouldn't be much point in playing a card from your hand to your hand, but you could do it if you really wanted to.

These are some of the main examples of what you can do with the Devidian Door. I'm sure there are more. We intentionally left this card rather vague in order to "push the envelope" and allow maximum player creativity. If you try something new with the D.Door and wonder if it is legal or how it should be allowed to play out, just use common sense, bearing in mind both the "storyline" of time travel it represents and what rules currently exist to handle what you are trying to do. You have to live with the result within the current rule structure. If necessary, we might post some limitations on what can be done, but for now; let your creativity go!

Q: DEVIDIAN DOOR and ITS TIME LIMIT -- Is the time limit for "showing" the Devidian Door on your next turn (after using it) a general time frame, or a specific game instruction? That is, is "showing the D.Door" considered to be a game action which my opponent might be able to prevent?

A: The Devidian Door says that the person who uses it must "...any time during your next turn, you must show opponent a Devidian Door from your hand ... or you lose the game."

First, note that this means the time period in which you must show the Devidian Door begins at the start of your next turn, and ends at the end of that turn (i.e., it must be done before you draw a card to end your turn).

Second, note that there is a gap of time between when you use the card and the start of your next turn when you have the first opportunity to show the D.Door. During this time gap, the opponent has the opportunity to find a way to mess you up by somehow forcing you to discard the Devidian Door before you get the chance to show it. For example, he could play Masaka Transformations on you, forcing you to discard your entire hand. Or, if he has the Telepathic Alien Kidnappers in play, he could possibly use it to correctly guess which card is your Devidian Door, forcing you to discard it. If this happens to you, you will lose the game if you cannot somehow get that Devidian Door back in your hand and show it to the opponent by the end of your next turn.

For example, you might be able to get back a Devidian Door that was discarded by using Palor Toff.

Finally, "showing the opponent the Devidian Door card from your hand" is a game "action." If your next turn has come around, and you delay showing your Door, you still risk the opponent doing something to force you to discard it before you can show it. If

that happens, you may have lost your chance to show it.

Q: DEVIDIAN DOOR and OPHIDIAN CANE -- How is the cane used with the D.Door? The Cane says, "...allow 3 through Devidian Door..." If it is to be used in this way, is it played when you *use* the D.Door, or when you *show* the D.Door?

A: It is played with the personnel who "go through" the Devidian Door, to justify the action of sending three through the door instead of just one.

Q: ENERGY VORTEX -- Can Energy Vortex be used to stop a Devidian Door?

A: No. Energy Vortex says that it can be played immediately after a player "plays a card." The Devidian Door is not "played," it's just "shown," so there is no way to "counter" it.