

Objective

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COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Objective

1.1 Objective.guide

Objective.guide

Main Back to Main Node

Objectives

1.2 STCCG.guide/Universe/Card List/Objectives

Objectives

Rarity	Set	Name	Icon	Points	Description
C	FC	Assign Mission Specialists			v 2 Mission Specialists to Outpost, Mission Specialists use skill -> + 5 pts
U	FC	Assimilate Counterpart	BH x		Target opponent's unique male personnel, Abduct Target during battle, if on Assimilation Table Probe: [com],[nav],[def]: Assimilated, worth 5 points per red-dotted-skill while objective on target
R	FC	Assimilate Homeworld	BH	40	Target unassimilated homeworld and matching counterpart. Scout Homeworld, probe [Com]: Assimilated, cards of that affiliation without [AU] may not report to any outpost for rest of game
C	FC	Assimilate Planet	BH	25	Assimilate Planet (<35pts), Probe for (D),(C) place on Planet, v new Objective
U	FC				

- Assimilate Starship
 BH If Computer Skill aboard scouted ship, ↔
 probe: [com], [def] Assimilated, v new Objective
 R FC
- Build Interplexing Beacon
 B Suspends Assimilate Homeworld targeting Earth if ↔
 Stop First Contact was nullified. Target a ship, If ↔
 Borg aboard orbiting 2063, probe, [Com],[Def]: ↔
 Transponder rods in place, [Nav]: If Transponder rods ↔
 set, place on ship, Timeline disrupted and objective ↔
 completed
 U FC
- Eliminate Starship
 BH May battle ship, if destroyed Probe [Borg ↔
] v Salvage Starship, [AU]: v Temporal Rift, [↔
 Borg only]: damage another opposing ship
 C FC
- Establish Gateway
 BH 25 Seed or play, Scout space mission, probe ↔
 : [com], [nav]: v Transwarp Network Gateway, v ↔
 Objective
 F SD
- Open Diplomatic Relations
 Seed with treaty or discard to get Treaty from ↔
 discard pile in exchange for two hand cards ↔
 or play on opponent's ship which cannot move ↔
 while your V.I.P. onboard (discard if battle ↔
 occurs)
 U FC
- Prepare Assault Teams
 H4 v One Hand Weapon, SECURITY function as ↔
 leaders, split cards into two teams when attacked
 F SD
- Reflection Therapy
 A If Treachery>Honor play on personnel to ↔
 change one regular skill OR play to capture ↔
 personnel affected by Frame of Mind and ↔
 download Interrogation or Brainwash
 R FC
- Salvage Starship
 BH 30 Scout space mission where target ship ↔
 was destroyed, if Borg there Probe [nav], [def ↔
]: place on target, search opponent's pile for ↔
 one ship to place underneath, all equipment ↔
 is added to ALL of your ships
 R FC
- Stop First Contact
 B3 Suspend Assimilate Homeworld targeting ↔
 Earth if scouting complete. Target Montana ↔
 Missile Complex, If staffed ship orbiting ↔
 location probe [Def]: Phoenix destroyed, ↔
 Timeline disrupted, Discard objective, Suspended ↔
 Objective completed, v Objective
 R FC
- Visit Cochrane Memorial
 Seed one on Earth during outpost phase, When ↔
 unopposed human ENGINEER present, probe: [↔

Fed],[Objective]: Draw card, [Event],[↔
 Interrupt]: Play card, [Fajo],[Equipment]: ↔
 Download card, [Non-Aligned],[Doorway]: ↔
 Dicard card

For a description of terms used see
 Legend

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1.3 STCCG.guide/Cards/Objectives/Assign Mission Specialists

Main Universe
 Objectives
 FAQ Picture

Assign Mission Specialists

Objective
 common First Contact

First Contact icon

Seeds or plays on table. You may download to one outpost up to two different mission specialists that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (Captain's Order. Unique.)

View the Picture of the card?

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

For a description of terms used see
 Legend

.

Picture taken from 'First Contact'.

Read the card extra!

Main Universe
 Objectives
 FAQ Picture

1.4 STCCG.guide/Cards/Objectives/Assimilate Counterpart

Main Universe
Objectives
FAQ Picture

Assimilate Counterpart

Objective
uncommon First Contact

Borg Only Icon, Hidden Agenda Icon, First Contact icon

x Points

Plays on table. Target an opponent's unique male personnel. Your Borg may beam to and battle target's crew or Away Team. One of your Borg who engages target in combat may abduct target. If target is occupying an Assimilation Table, you may probe: [com], [nav], [def]: Assimilated as a counterpart. Place on target. Worth 5 points per [red-dotted-skill] while objective on target.

View the Picture of the card?

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

For a description of terms used see
Legend
.

Picture taken from 'First Contact'.

Main Universe
Objectives
FAQ Picture

1.5 STCCG.guide/Cards/Objectives/Assimilate Homeworld

Main Universe
Objectives
FAQ Picture

Assimilate Homeworld

Objective

rare First Contact

Borg Only Icon, Hidden Agenda Icon, First Contact icon

40 points

Plays on table. Target both an unassimilated homeworld on spaceline and your matching counterpart. Your Borg may scout that homeworld. If your counterpart is at that spaceline location, you may probe:

[Com]: Assimilated. Place on homeworld. Cards of that affiliation (except [AU] cards) may not report to any outpost for rest of game.

View the Picture of the card?

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

For a description of terms used see
Legend

.

Picture taken from 'First Contact'.

Main Universe

Objectives
FAQ Picture

1.6 STCCG.guide/Cards/Objectives/Assimilate Planet

Main Universe
Objectives
FAQ Picture

Assimilate Planet

Objective
common First Contact

Borg Only Icon, Hidden Agenda Icon, First Contact icon

25 points

Plays on table. Target an unassimilated planet on spaceline (except a homeworld) with a point box showing at least 35 points. Your Borg may scout that planet. If you have Borg at that spaceline location, you may probe:

[com], [def]: Assimilated. Place on planet. May download one Objective card.

[com]: Borg Communication Icon, [def]: Borg Defense Icon

View the Picture of the card?

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

For a description of terms used see
Legend

.

Picture taken from 'First Contact'.

Read the card extra!

Main Universe

Objectives
FAQ Picture

1.7 STCCG.guide/Cards/Objectives/Assimilate Starship

Main Universe
Objectives
FAQ Picture

Assimilate Starship

Objective
uncommon First Contact

Borg Only Icon, Hidden Agenda Icon, First Contact icon

Plays on table. Targets an opponent's ship. Your Borg may scout that ship. If your Borg have Computer Skill aboard that ship, you may probe:

[com], [def]: Assimilated. May download one Objective card.

View the Picture of the card?

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

For a description of terms used see
Legend

.

Picture taken from 'First Contact'.

Main Universe

Objectives

FAQ Picture

1.8 STCCG.guide/Cards/Objectives/Build Interplexing Beacon

Main Universe

Objectives

FAQ Picture

Build Interplexing Beacon

Objective

rare

First Contact

Borg Only Icon, First Contact icon

Suspends your Assimilate Homeworld targeting Earth, if your Stop First Contact was nullified. Target a ship. Your Borg may scout target. If your Borg aboard target orbiting 2063 Earth, you may probe:

[Com], [Def]: Transponder rods are now set in place.

[Nav]: If transponder rods set, place on ship; Timeline disrupted in 2063 and suspended objective completed.

View the Picture of the card?

Sorry, no questions currently available in the FAQ.

See also the First Contact Rules

For a description of terms used see

Legend

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Picture taken from 'First Contact'.

Main Universe

Objectives

FAQ Picture

1.9 STCCG.guide/Cards/Objectives/Eliminate Starship

Main Universe

Objectives

FAQ Picture

Eliminate Starship

Objective

uncommon First Contact

Borg Only Icon, Hidden Agenda Icon, First Contact icon

Plays on table. Target an opponent's ship. Your Borg may battle that ship. If they destroy it in battle, immediately probe (draw probe card, discard objective):

[Borg]: Wreckage. You may download Salvage Starship

[AU]: Energy distortion. You may download Temporal Rift.

[Borg only]: Collateral Damage: One other opposing ship present is damaged (random selection).

View the Picture of the card?

Sorry, no questions currently available in the FAQ.

See also the First Contact Rules

For a description of terms used see

Legend

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Picture taken from 'First Contact'.

Main Universe

Objectives

FAQ Picture

1.10 STCCG.guide/Cards/Objectives/Establish Gateway

Main Universe

Objectives

FAQ Picture

Establish Gateway

Objective

common First Contact

Borg Only Icon, Hidden Agenda Icon, First Contact icon

25 points

Seeds or plays on table. Target a space mission with a point box, if not yet scouted. Your Borg may scout that location. If you have Borg there, you may probe:
[com], [nav]: Sector cleared. Place on location. Download to here one Transwarp Network Gateway (if possible). May download one Objective card.

View the Picture of the card?

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

For a description of terms used see
Legend

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Picture taken from 'First Contact'.

Main Universe
Objectives
FAQ Picture

1.11 STCCG.guide/Cards/Objectives/Open Diplomatic Relations

Main Universe
Objectives
FAQ Picture

Open Diplomatic Relations

Objective
Premium Sealed Deck

Sealed Deck icon

Seeds on table during doorway phase; you may seed one Treaty during this phase. At any time, you may exchange two cards in hand for a Treaty in your discard pile (discard objective).
OR Plays on any opponent's ship. Your Away Teams which have V.I.P may beam to or from that ship, and it may not voluntarily move while your V.I.P. aboard. Discard objective if your personnel battle aboard that ship.

View the Picture of the card?

Sorry, no questions currently available in the FAQ.
See also the Sealed Deck Rules

For a description of terms used see
Legend

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Picture taken from ...

Read the card extra!

Main Universe

Objectives

FAQ Picture

1.12 STCCG.guide/Cards/Objectives/Prepare Assault Teams

Main Universe

Objectives

FAQ Picture

Prepare Assault Teams

Objective

uncommon

First Contact

Hidden Agenda icon, Countdown: 4, First Contact icon

Plays on table. You may download to one of your crews or Away Teams one hand weapon. While in play, your SECURITY may function as leaders. Also, at start of personnel battle, you may split your cards into two assault teams (face down). Attacker chooses one team to participate in the battle. (The other team does not participate and is not "stopped.")

View the Picture of the card?

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

For a description of terms used see
Legend

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Picture taken from 'First Contact'.

Read the card extra!

Main Universe

Objectives

FAQ Picture

1.13 STCCG.guide/Cards/Objectives/Reflection Therapy

Main Universe
Objectives
FAQ Picture

Reflection Therapy

Objective
Premium Sealed Deck

AU icon, Sealed Deck icon

Plays on any personnel (except Suna) if you have Treachery>Honor present. Changes one regular skill to any other regular skill. Any player may cure with 3 Empathy present. OR Plays on and captures an opposing personnel affected by Frame of Mind. (If rescued, discard objective.) On a later turn, you may download Brainwash or Interrogation to replace (discard) this objective.

View the Picture of the card?

Sorry, no questions currently available in the FAQ.
See also the Sealed Deck Rules

For a description of terms used see
Legend

Picture taken from 'Frame of Mind'.

Read the card extra!

Main Universe
Objectives
FAQ Picture

1.14 STCCG.guide/Cards/Objectives/Salvage Starship

Main Universe
Objectives
FAQ Picture

Salvage Starship

Objective
rare First Contact

Borg Only Icon, Hidden Agenda Icon, First Contact icon

30 points

Seeds or plays on table. Target a space mission with a point box where an opponent's ship was destroyed (or Wolf 359), if not yet scouted. Your Borg may scout that location. If you have Borg there, you may probe: [nav], [def]: Place on target. May search opponent's discard pile for one ship to place underneath objective. Add it's special equipment to all of your ships.

View the Picture of the card?

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

For a description of terms used see
Legend

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Picture taken from 'First Contact'.

Main Universe
Objectives
FAQ Picture

1.15 STCCG.guide/Cards/Objectives/Stop First Contact

Main Universe
Objectives
FAQ Picture

Stop First Contact

Objective
rare First Contact

Borg Only Icon, Countdown 3, First Contact icon

Suspends your Assimilated Homeworld targeting Earth, if scouting complete. Target Montana Missile Complex

(downloading as necessary). If you have staffed ship orbiting that location, you may probe:
 [Def]: Phoenix destroyed here. Timeline disrupted in 2063. Discard objective. Suspended objective completed.
 May download one Objective card.

View the Picture of the card?

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

For a description of terms used see
 Legend

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Picture taken from 'First Contact'.

Main Universe
 Objectives
 FAQ Picture

1.16 STCCG.guide/Cards/Objectives/Visit Cochrane Memorial

Main Universe
 Objectives
 FAQ Picture

Visit Cochrane Memorial

Objective
 rare First Contact

First Contact icon

Seed one on Earth during your outpost phase. (Destroyed if Earth assimilated. Unique.) When your unopposed human ENGINEER is present, you may probe:
 [Federation], [Objective]: "Oooh." Draw one card.
 [Event], [Interrupt]: "Aaaaah." Play one card.
 [Fajo], [Equipment]: "Wow!" Download one card.
 [Non-Aligned], [Doorway]: "I thought it'd be bigger." Discard one card.

View the Picture of the card?

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

For a description of terms used see

Legend

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Picture taken from 'First Contact'.

Main Universe

Objectives

FAQ Picture

1.17 STCCG.guide/Universe/Legend

Legend

Here a short description of the different fields:

Rarity:

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

Set

OS Original Set
 AU Alternate Universe Set, abbreviated to AU
 QC Q-Continuum Set, abbreviated to QC
 WP Warp Pack
 FC First Contact
 PR Promotional
 SD Sealed Deck

Affiliation

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

Staff

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

Attributes

I Integrity
 C Cunning
 S Strength

Icon

A Alternate Universe card, Alternate Universe Door must be open
 Q Q-Continuum card, Q-Flash must be open

H Hidden Agenda
4 Countdown Icon
B Borg Only
v Download Icon