

# **Warp**

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	<i>TITLE :</i> Warp		
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# Chapter 1

## Warp

### 1.1 Warp.guide

### 1.2 STCCG.guide/Warp Pack

Warp Pack

From the leaflet in the Warp Pack:

A Warp Pack will enable game players who purchase Starter Sets and Expansion Sets to start playing at "warp speed."

Anyone can get a free Warp Pack, from a retailer or by sending a hand-written, self-addressed stamped envelope to:

Decipher Inc.

"Free Warp Pack Offer"

253 Granby Street

Norfolk, VA 23510-1813

USA

Card List

Warp FAQ

### 1.3 STCCG.guide/Warp Pack/Card List

Card List

The Warp Pack consists of 12 cards,

1 outpost:

Neutral Outpost

Outpost

common

Warp Pack/AU

7 missions:

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Excavation	Mission	common	Original Set/	
Warp Pack				
Investigate Anomaly		Mission	common	↔
Original Set/Warp Pack				
Relief Mission	Mission	common	Original Set/	
Warp Pack				
Sensitive Search		Mission	common	Warp ↔
Pack				
Study Plasma Streamer	Mission	common	Original Set/Warp	↔
Pack				
Study Stellar Collision	Mission	common	Original Set/Warp	↔
Pack				
Test Mission	Mission	common	Original Set/	
Warp Pack				
1 interrupt:				
Countermanda	Interrupt	common	Warp Pack/AU	
1 event:				
Yellow Alert	Event	common	Warp Pack/AU	
2 personnel:				
Gorta	Personnel	common	Original Set/Warp	↔
Pack				
Montgomery Scott	Personnel	common	Warp Pack/AU	

## 1.4 STCCG.guide/Warp Pack/Warp FAQ

### Warp FAQ

The Warp Pack FAQ is integrated into the normal FAQ.

But some notes from the leaflet:

**NEUTRAL OUTPOST:** This card meets a player's need for a basic outpost. Personnel and ships from all affiliations may report for duty here, as long as they don't "mix" aboard the outpost at the same time (unless, of course, there is a treaty... see treaty rules on page 30 of the rule booklet). A Neutral Outpost may be seeded or built only at "space mission locations," not planet locations. Unlike a normal outpost, it has no facilities to repair ships... but, it has other advantages that make it useful for all players. Other cards in Expansion Sets will refer to Neutral Outposts.

**COUNTERMANDA and YELLOW ALERT:** These two cards are aimed against tactics which newcomers might otherwise find overwhelming. They help balance the use of some other cards without eliminating any existing strategies. Yellow Alert help mitigate the power of Red Alert cards, while Countermanda stops Telepathic Alien Kidnappers and "throws a monkey wrench" into a strategy which relies heavily on Res-Q or Palor Toff.

SCOTTY: A "bonus" card... a way of saying thank you for your patience as we prepared our Warp Pack solution to your feedback concerning distribution. Note: Scotty's skill of "Miracle Worker" will come into play via other cards.

On page 11 in the black and white rule booklet, it states... "Cards incorrectly seeded are discarded when they are discovered." This should read... "Cards incorrectly seeded are placed out-of-play when they are discovered." This rules clarification prevents someone from intentionally mis-seeding artifacts so they can be illegally rescued from the discard pile.