

## DEEP SPACE NINE RULES CHANGES SUMMARY

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### *RULE CHANGE UPDATE FOR EXISTING PLAYERS*

The *Deep Space Nine*™ expansion set introduces a few important rule changes to the *Star Trek*™ Customizable Card Game™ to provide improved gameplay, simplified rules and streamlined seed card verification issues:

#### *MISSIONS*

- Mission cards now seed “for free” – that is, your six missions do not count toward your limit of 30 seed cards.

#### *FACILITIES*

- New “headquarters” cards provide outpost-like capabilities on homeworlds. Thus, outposts may no longer be seeded or built at homeworld missions.
- Outposts, stations and headquarters are now grouped together under the same card type: *facility*. References to the “outpost phase” now mean the facility phase. However, references to the outposts (or stations) themselves do not automatically include other facilities.
- You may not seed or build any facility at a location where you already have a facility.
- Facilities are now damaged just like ships if the attacker’s total WEAPONS are greater than the facility’s SHIELDS. When damaged a second time, the facility is destroyed. (It may also be destroyed by direct hit if the attacker’s total WEAPONS are greater than twice the facility’s SHIELDS.) There is currently no provision for repairing facilities.

#### *SHIPS*

- *Docking* at your outpost is no longer automatic. You must indicate which of your ships are docked (placed in the personnel row for that outpost) and which are undocked (placed on the spaceline). Docking or undocking is a form of movement and requires the ship to be staffed. Only docked ships are protected by 50% of the facility’s SHIELDS, whereas only undocked ships may attempt missions and use WEAPONS during battle.
- An affiliated ship must now have at least one personnel of matching affiliation aboard to move, attempt a mission, battle, cloak etc. (Non-Aligned ships do *not* require Non-Aligned personnel aboard.)

#### *SKILLS*

- Tal Shiar skill no longer includes the built-in function of allowing Romulans to attack Romulans, or of acting as a battle leader. Instead, this capability is now provided (in an enhanced form) by the objective card HQ: Defensive Measures.
- Transporter Skill no longer includes the built-in function of allowing you to beam personnel through anti-beaming cards. Many new cards in the *Deep Space Nine* expansion set make use of Transporter Skill in a variety of interesting ways.

#### *MISC.*

- Personnel under *house arrest* are now allowed to beam to any place they can exist in the game (not just to their own outpost), as long as that place does not also put them under house arrest. For example, you can beam them down to a planet if you wish.
- When a ship is in stasis, everything aboard it is in stasis and countdowns on that ship are suspended.