Star Trek™ Customizable Card Game™
Enhanced Premiere FAQ
10/2/00

This document answers the most frequently-asked questions about the Enhanced Premiere premium cards which are not directly covered by the rules sheet for that set or by existing rules in the Glossary. It is an official interim rules document, which should be referred to (along with the Enhanced Premiere rules sheet) for all events using Enhanced Premiere cards until the rulings are incorporated into the next Current Rulings update.

DUAL-PERSONNEL CARDS

Most questions about the dual-personnel cards are covered by the Glossary entry on that topic. The key concepts are:

- any effect that happens to one of the two personnel also happens to the other; and
- if a dual-personnel card causes a group limit to be exceeded, the opponent may either allow the group limit to be increased or cause a re-selection (but a group limit of one is always automatically increased to two).

Can I download Sons of Mogh with Defend Homeworld?

Yes, because Worf is a SECURITY personnel. (This is similar to downloading 10 and 01 with Quark's Isolinear Rods based on 10's Computer Skill x2.)

Can Data and Geordi (or Data and Picard) report for free if Cybernetics is present?

Yes. The Cybernetics skill allows Data to report for free, and Geordi (or Picard) comes along as a bonus.

What happens when an Away Team including Beverly and Will encounters a dilemma that selects cards of a specific gender, such as Parallel Romance?

Regardless of which gender you are selecting, you must shuffle the dual-personnel card with the others in the Away Team, because it includes both a male and a female personnel. For Parallel Romance, first select one card from all males, then select one card from all females. If you select Beverly and Will each time, then just those two are "stopped." If you select Beverly and Will for one gender, and a different card for the other gender, then all three personnel are "stopped."

Can I perform a persona replacement with Data and Geordi plus Jean-Luc Picard in my hand, exchanged for Data and Picard plus Geordi La Forge in play?

Yes, as long as all the versions in play are present together and you can do a one-for-one exchange. For example, you cannot exchange just Data in play for Data and Geordi in hand.

How does Lore's Fingernail affect Data and Picard?

Since a dual-personnel card may have only one affiliation at any time for both personnel, when Lore's Fingernail makes Data Non-Aligned, Picard becomes Non-Aligned as well.

What happens if Data and Geordi are targeted by Q-Type Android and the opponent chooses the first function?

Both personnel are affected by the card. In this case, that means Data becomes human, and Geordi becomes a Q-type android.

Is Jean-Luc (of Jean-Luc and Beverly) the matching commander of the U.S.S. Enterprise?

No, because neither his lore nor the ship's lore says he is its captain. Different versions of a persona cannot serve as matching commanders unless they also meet the definition.

COMBO DILEMMAS

Is "Combo Dilemma" a new card type (for purposes of Telepathic Alien Kidnappers or Burial Ground)?

No, a combo dilemma is simply a Dilemma card, just as a Q-icon dilemma is.

How does Mission Fatigue affect a combo dilemma?

It affects each part of the combo as if it were a separate dilemma, so one personnel is "stopped" before each part is encountered.

If I accidentally mis-seed an Iconian Computer Weapon dilemma plus Computer Weapon & Hyper-Aging at the same mission, and Iconian Computer Weapons is encountered first, how do I place half a combo out-of-play when I encounter it?

The second Iconian Computer Weapon, which is part of the combo dilemma, is "conceptually" placed out-of-play when the combo is encountered. Your opponent still must encounter the Hyper-Aging half of the combo, however. When it is time to discard the Hyper-Aging (either when it is cured or when it kills the entire Away Team or crew), place the card physically out-of-play instead of discarding it.

MISSION IIs – Built-In Wormholes

Can I discard a Space-Time Portal from the table in place of playing a Wormhole interrupt to use a built-in Wormhole?

No, because the Space-Time Portal may be discarded only as the "second Wormhole interrupt" of a pair. Only one Wormhole interrupt is played to make use of the built-in Wormhole.

Can I move to Covert Installation II from a non-[Wormhole] mission by playing a Wormhole interrupt at the other mission, or can I only move from the [Wormhole] mission to the non-[Wormhole] mission?

You may move in either direction.

If I move between two [Wormhole] missions, do I have to flip both missions over, or just one?

You flip only one (you choose which one if they are both your missions).

May I move between my opponent's [Wormhole] mission and my own?

Yes, but you must flip your own mission over.

May I move between my opponent's [Wormhole] mission and a non-[Wormhole] mission by playing a Wormhole interrupt?

No, because the text allowing you to move using the built-in Wormhole appears only on the owner's end of the mission.

If my opponent nullifies my Wormhole interrupt, do I still have to flip over the mission and lose the use of the built-in Wormhole?

No. Flipping the mission over is part of the results of the action of using the Wormhole, and occurs after your ship travels through the wormhole. If your Wormhole interrupt is nullified, the ship does not move through and you don't flip the mission.

MISSION IIs – Built-In Outposts

Note: "Typhon Expanse" and "Beta Stromgren" are the same locations as the original mission locations "Typhone Expanse" and "Beta Stromgen." These misspellings were corrected on the Enhanced Premiere missions.

Can a Borg player seed one of the space Mission IIs, such as Secret Salvage II, with the outpost side down?

No. A Borg player may not include *any* non-Borg facilities in his deck, including a non-Borg outpost bulit into a mission, even if he does not use that function of the card.

If I seed Excavation II and my opponent seeds Excavation, do I score 20 or 25 points when I solve it?

20 points. When duplicated missions are stacked to form one location, you ignore the end of your opponent's mission that faces you.

Can I seed a Spacedoor on a Mission II built-in outpost?

Yes. All cards that refer to outposts work normally with the built-in outposts.

What happens to the Spacedoor if the outpost is destroyed and the mission flipped over?

The Spacedoor is discarded.

How do I show that my ship is docked at a built-in outpost or that personnel are aboard the outpost?

Pull the mission towards you so that it partially overlaps both the seed cards and your cards that are aboard or docked at the outpost.

Can I seed a separate Federation outpost at Test Mission II with the built-in outpost face down, and then flip the mission over with an ENGINEER there during the game?

No, flipping the mission is building an outpost, and you cannot build a facility where you already have a facility.