

## Star Trek CCG Unofficial Multiplayer Rules

The following experimental format is designed to accommodate multiple players in a single game of Star Trek CCG. Each player must construct a deck according to the standard 30-30 deck-building rule. All cards must be in sleeves bearing distinctive markings on the *front* of the card indicating ownership (stickers, magic marker, etc.).

### THE SEED PHASE

#### Missions

The spaceline(s) form a “spacegrid,” which is seeded as a wheel with a number of spokes equal to the number of players. Three missions are seeded on each spoke. Remaining missions are seeded on a ring connecting the spokes (three between each pair of spokes). A ❖ Nebula (from the Q-Continuum expansion) is seeded in the center of the wheel.

Begin by seeding the ❖ Nebula in the center of the playing area (it is considered part of the Alpha Quadrant). Players then take turns (proceeding clockwise) seeding their missions one at a time. Each mission must be placed adjacent to another mission already seeded, with an exception only for the first mission in a quadrant.

Missions within the same region must still seed adjacent to one another. If all appropriate spots on the grid are already occupied by other non-regional missions, you must shift missions “outward” to create an empty space (move the fewest number of missions possible; your choice if a tie).

The first mission to be seeded in a different quadrant may be placed at *any* empty spot on the grid. All other missions in that same quadrant must then build off of it. As with regions, you may shift missions outward (the fewest number possible) to allow your mission to seed in its proper quadrant. (Note that while missions in different quadrants are adjacent on the grid, you may not travel to them using normal movement. They can be reached only by cards allowing movement between quadrants.)

The ❖ Space mission may not be used.

## **The Dilemmas Phase**

Players take turns seeding in the dilemma phase going clockwise. A player may seed as many cards as they like under a single mission when it is their turn to seed (or seed one other card normally).

## **Facilities**

Borg Outposts still seed off the spaceline in the Delta Quadrant. All other facilities seed normally.

## **PLAYING THE GAME**

Play proceeds normally, clockwise around the table. Following are further instructions on the use of certain cards in the multiplayer environment.

**Alien Probe** affects all players.

**Borg Ship** moves clockwise once around the outer ring (returning to the starting location) before leaving play. (If encountered on a spoke, it first takes the most direct path to the outer ring.) It may move freely between quadrants as necessary.

**Dial Martok for Murder** must target two personnel belonging to the same player.

**Far end of spaceline, farthest planet, etc.** is the location directly opposite on the outer ring (after taking the most direct path off a spoke, if necessary). If the opposite location does not meet the selection criteria (is in a different quadrant, is not a planet location, etc.), then select the closest appropriate location to it on the outer ring. (Count cards to determine the closest, using span if there is a tie.) If when determining the opposite location on the outer ring you find there are an odd number of locations, choose the one with the higher span number (your choice if tied). If no appropriate location exists on the outer ring, select the location within the same quadrant on one of the spokes farthest from the center of the grid (on a direct path). Count cards to determine the farthest, using span if a tie.

When **inserting cards** (such as Bajoran Wormhole, Gaps in Normal Space or Q's Planet) into the spaceline, simply place the card in between two missions without "shifting" any cards on the grid to create an extra space.

**Plasma Fire** damages a ship only at the end of the ship's owner's turns.

**Q** allows you to swap any locations on the grid with any other locations, within the same quadrant.

**Rogue Borg Mercenaries** attack only on the affected and owning player's turns.

**Static Warp Bubble** targets one player only, who is chosen at the time you play the card.

**Telepathic Alien Kidnappers** targets one player only, who is chosen at the time you play the card.

**Transwarp Network Gateway**, when seeded, is placed on the outer ring, at the end of any spoke.

**Where No One Has Gone Before** (and **Lakanta**) move ships to opposite location on the outer ring (or, if not in the same quadrant, to the far end of spaceline as defined above).