

Race to the Alpha Quadrant Rules [Second Edition]

Before each round, each player should randomly select one rule that will affect them for that round. Players may not have the same rule twice in the same tournament. Once per tournament, players may choose to reselect their rule. Tournament directors should record which rule was used by each player, and whether they chose to reselect their rule, on that player's score card.

1. Your maximum hand size is reduced by two.
2. The span on all your missions is +1.
3. You cannot play more than two cards per turn.
4. You may not attempt a mission with less than nine personnel.
5. Your non-unique personnel are each cost +1.
6. You may select your opening hand.
7. At the start of each of your turns, you may draw a card.
8. You may command more than one copy of any unique personnel.
9. You may begin the game with a ship under your command at your headquarters mission.
10. Your ships have no staffing requirements.
11. You may play personnel and equipment on any planet mission.
12. You may draw up to two additional cards from your dilemma pile each time your opponent attempts a mission.

Before each round, each player should randomly select one rule that will affect them for that round. Players may not have the same rule twice in the same tournament. Once per tournament, players may choose to reselect their rule. Tournament directors should record which rule was used by each player, and whether they chose to reselect their rule, on that player's score card.

1. Your maximum hand size is reduced by two.
2. The span on all your missions is +1.
3. You cannot play more than two cards per turn.
4. You may not attempt a mission with less than nine personnel.
5. Your non-unique personnel are each cost +1.
6. You may select your opening hand.
7. At the start of each of your turns, you may draw a card.
8. You may command more than one copy of any unique personnel.
9. You may begin the game with a ship under your command at your headquarters mission.
10. Your ships have no staffing requirements.
11. You may play personnel and equipment on any planet mission.
12. You may draw up to two additional cards from your dilemma pile each time your opponent attempts a mission.