

Warp Speed! (v1.1.1 / July 2023)

A fun, streamlined format for the *Star Trek CCG (First Edition)*.

Deckbuilding

Each player may have up to three missions (at least one planet and one space mission). Decks must follow a **10/20** rule: no more than 10 cards in the seed deck (missions do not count against this limit), and no fewer than 20 cards in the draw deck. If you wish, your 10 seed cards may include one Personnel, Ship, or Equipment card (your choice), to be seeded face up. Each player may seed only one outpost (of any kind); additional outposts may be built during the play phase by including Outpost cards in the draw deck and/or flipping over a "facedown" Mission II.

In constructed play, it is recommended to allow only cards with the Star Trek: Voyager property logo and Delta Quadrant locations. Recommended bans: Full Complement of Shuttles, Medical Crisis, plus all Modern Ban List cards.

In sealed play, it is recommended to allow each player 30 minutes to customize a deck from one Voyager or Enhanced Premiere starter deck, plus matching expansion packs as the tournament director deems appropriate.

The Seed Phases

Mission Phase - Missions are not shuffled. Players choose the sequence of their missions. The starting player seeds one mission at their left end of the spaceline. This **must** be that player's initial outpost (an outpost card or Outpost Mission II), if any. Players then take turns alternating missions toward the other end of the spaceline. The second player **must** save their outpost location (if any) to seed last. The spaceline will thus have the outposts at opposite ends (unless the second player seeds only two missions). In Warp Speed, your missions can go in any order (ignoring quadrants, regions, and seeding restrictions) and each player may seed their own copy of a non-❖ mission. (In other words, do not create shared missions.)



Dilemma Phase - Exactly like Modern, except you may not seed more than 4 cards under any one mission.

Facility Phase - During this phase, each player may seed one Personnel, Ship, or Equipment card at a card that allows it (such as Caretaker's Array) OR aboard their outpost. This counts as one of their 10 seed cards. No player may seed more than one outpost (including Outpost Mission IIs).

The Play Phase

Exactly like Modern, except:

- The winner is the first player to solve at least one planet mission and at least one space mission, regardless of points. If the game ends before that, the player who solved the most missions wins. If both players have solved the same number of missions, the player with the most points wins. If they are also tied on points, the game is a tie.
 - In tournament play, the time limit is 30 minutes. When time expires, the game *immediately* ends.
 - 🟡 Borg must complete objectives targeting a planet and space mission (instead of solving), as usual.
- Each player has **two** normal card plays each turn.
- All rules related to the alternate universe 🟠 icon, holographic re-creation 🟡 icon, and quadrant icons (🟠, 🟡, 🟢) (including quadrant reporting restrictions) are ignored. Some cards may still interact with the icons (for example, Home Away From Home and Revised Tuvok), but the icons have no built-in rules in Warp Speed.
- You may not attempt, solve, scout, or complete scouting at a mission you did not seed.
- At the end of each turn, after your normal card draw, you must (if possible) "even up" to have exactly 7 cards in your hand, drawing or discarding as appropriate.
 - "Even up" cards may not be converted to downloads.
 - "Draw no cards this turn" prevents "evening up."
- Once per game, "regenerate" your empty draw deck. The first time you need to draw a card and cannot (because your deck is empty), take all personnel, ships, and equipment from your discard pile, add them to your draw deck, and shuffle them. (Leave other card types in your discard pile.)
- *In sealed play*: All affiliations are compatible (except 🟡 Borg), as if a universal treaty were in effect. (Matching personnel are still required for mission attempts, ship staffing, etc.)
- *In sealed play*: There are no affiliation attack restrictions.