

# STAR TREK<sup>®</sup>

## CUSTOMIZABLE CARD GAME™

### SECOND EDITION

## Dangerous Missions Draft Rules (8/22/06)

This document contains additional rules for the Dangerous Missions Draft tournament format, and is designed to complement the layout of the Call to Arms Rulebook. Consider all entries in this supplement as part of the Rulebook only in a Dangerous Missions Draft tournament. (Last updated 8/22/06)

Unlike a normal sealed deck tournament, players will choose individual cards from many different booster packs to create a deck.

Players sit in groups of three, four, five, or six, as determined by the tournament director. Tournament directors should create the largest drafting groups possible. Players should open and examine the Dangerous Missions Draft Pack before the drafting process begins.

### SETTING UP THE GAME

Each Dangerous Missions Draft box contains five packs of cards – one Dangerous Missions Draft Pack and four random boosters from the following expansions:

- Second Edition
- Energize
- Call to Arms
- Reflections 2.0
- Strange New Worlds
- To Boldly Go

The Dangerous Missions Draft Pack is not drafted. Each player drafts his or her remaining boosters in the order above.

*For example, Justin receives two Energize booster packs, one Call to Arms booster, and one Reflections 2.0 booster in his Dangerous Missions Draft box, while Michael receives one Energize booster, one Call to Arms booster, one Reflections 2.0 booster, and one To Boldly Go booster. Justin begins the first round of drafting by opening one of his Energize booster packs, while Michael begins by opening his only Energize booster. In the second draft round, Justin opens his other Energize booster, while Michael opens his Call to Arms booster.*

The draft begins when the tournament director instructs all players to open their first booster pack to be drafted. The Dangerous Missions Draft Pack cards and each card drafted becomes a player's card pool. Each player may examine the pack's contents and select one card to place in his or her card pool. Each player's card pool should begin with the Dangerous Missions Draft Pack cards he or she received; new cards that a player selects are placed face-down on top of the rest of that player's card pool. Players should keep their card pools organized as a single stack of cards separate and apart from boosters that are being drafted.

After selecting one card from his or her first booster pack, each player passes the pack's remaining cards to the player on his or her left. When a player has passed his or her booster pack, he or she may then select another card from the pack that was passed to him or her by the player on his or her right. This process is repeated until all of each of the first booster pack's cards have been selected.

A player may only examine one booster pack at a time, and players may only pass a pack once the player to their left has begun examining the previous pack. Players cannot examine cards in their card pool once they have been selected until the draft is completed.

The same process is repeated for all the remaining booster packs to be drafted, with players alternating the direction of passing packs for each subsequent booster pack (first pack passes to the left, second pack passes to the right, third pack passes to the left, etc.). If there are cards remaining in one booster while all the cards in other boosters have been drafted, that remaining booster continues to be passed around. Players then construct decks using the cards in his or her card pool.

The card limits in deck construction for the Dangerous Missions Draft format are as follows:

<b>Draw deck</b>	<b>25 cards minimum (no maximum)</b>
<b>Dilemma pile</b>	<b>10 cards minimum (no maximum)</b>
<b>Missions</b>	<b>3 cards minimum (5 maximum)</b>

Each player's card pool may contain no more than five missions. If a player has more than five missions in his or her card pool when drafting is completed, he or she selects the corresponding Dangerous Missions mission and four other missions to keep. The tournament director should redistribute any remaining missions: first, to any players who do not have both a planet and a space mission in his or her card pool; then to the player(s) with the least number of missions in his or her card pool.

The only other card that players may add to their card pool from outside the draft is one of the following corresponding headquarters missions (players may only choose to add the headquarters mission that matches the affiliation of his or her Dangerous Missions personnel and ship):

- Bajor, Gift of the Prophets (The Siege)**
- Earth, Cradle of the Federation (Generations)**
- Earth, Humanity's Home (The Forge)**

The following card is not permitted in the Dangerous Missions Draft format:

Information Drone (3 C 130)

When you begin a game, instead of drawing seven cards from your deck to form your opening hand, you may download one Dangerous Missions personnel or ship. If you do this, reveal that card to your opponent, shuffle and replace your deck, then draw six more cards to form your opening hand.

### PLAYING THE GAME

#### 1. PLAY AND DRAW CARDS

Once per game, you may place a personnel or ship face-up beneath your headquarters mission (you do not command that card). Place the card so that its left side is visible. You may now play personnel and ships that match that card's affiliation at that headquarters.

*For example, Matt has drafted several personnel and ships that he wishes to include in his deck; however, he did not select Qo'noS in the draft. He places Gowron, Leader of the High Council beneath his Earth, Cradle of the Federation. He may now play personnel and ships at that headquarters mission.*

If your deck contains more than one headquarters mission, you may play a personnel or ship at your headquarters mission that you could play at your other headquarters mission. You must spend one additional counter when paying that card's cost.

*For example, Scott's Dangerous Missions Draft pack is The Siege; he may add Bajor, Gift of the Prophets to his card pool after drafting has been completed. Scott also selected Romulus, Seat of Power during the draft. He may include both headquarters missions in his deck. Scott may now play a personnel or ship to either Bajor or Romulus; however, he must spend an additional counter to play that card at Bajor.*

When your deck contains no cards, you must take all the cards from your discard pile and shuffle them to form a new deck. This is done only once per game.

#### 2. EXECUTE ORDERS

When your opponent scores points from a mission, you may return all your dual dilemmas overcome at that mission to your dilemma pile.

### WINNING THE GAME

A player wins the game when he or she has:

- scored 70 points (or more);**
- completed at least one planet mission; and**
- completed at least one space mission.**

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