

Star Trek Deckbuilding Game

HOUSE RULES

Stardate 7.10.2026

Versus Game

- You cannot replace your starting ship with a new Flagship. (You may just fight or diplomacy them just to get points.)
- Only the losing player (or tied for losing) can gain Explores, Mission Explores, or Rewards. (When you defeat a card from the Space Deck, calculate your new total points before checking to see who is losing.)
- You cannot add multiples of any non-Basic cards to your deck.
- When Searching, you cannot discard a card from Starbase that you already have in your deck.
- You can only gain points from a Battle Card on your turn. (If you win a battle on an opponent's turn, the Battle card is discarded to the bottom of the Space Deck.)
- All card effects that make an opponent discard can only be used during battle with that opponent.

Factions Versus

- Add these rules to the Versus game if desired.
- Each player chooses a Faction (Federation, Klingon, Romulan, Cardassian, Ferengi).
- You begin the game with a 25 point Flagship from your faction.
- In your starting deck, you begin with the character from your faction that can upgrade (i.e. Wesley for Federation).
- Cards from your Faction cost you 1 less to buy from Starbase.
- Your opponents cannot discard your Faction's cards by searching, but they may purchase them.
- At the end of each of your turns, if there is a card from your faction in Starbase, you must remove it and put it in your Reserve.
- Your Reserve acts just like a Starbase that only you can buy from. Cards there are NOT immune to wormholes.

Cooperative Game

All the players play as a team and take turns together.

Make the Space Deck full of the most challenging cards, including some from Borg and Infection scenarios.

Each turn, one player is designated as the Leader. When completing actions during the turn, the Leader goes first followed by the other players in order. At the end of the turn, the player to the Leader's left becomes the next Leader.

Turn Sequence

- The Leader must flip a new card from the Space Deck.
- If it has a Flip effect, that effect is applied to all players immediately! (Except, of course, extra Explores or Traveller like effects.)
- If it is an Event, one of the players individually must defeat it before completing the rest of the turn or all players suffer the Fail effect. If you defeat an Event, add it to the Team Score pile. If you fail it, add it to the Negative Score pile.
- If it is a Ship, each player (starting with the Leader) must encounter it before completing the rest of the turn. If you do damage to the ship, that damage does carry over into the encounter with your other teammates. However, the enemy ship gets to fire at each player. If you Diplomacy the ship, you can either make it your Flagship or add it to the Team Score pile (not both). If you already have a Flagship, you may replace it, but the old one goes to the bottom of the Space Deck. If you destroy the ship, put it on the bottom of the Space Deck. If all players are unable to defeat the ship, put it in your Negative Score pile.
- If it is a Mission, add it to the Mission area. Any one player individually (starting with the Leader) can choose to encounter a Mission during the turn. The individual player who defeats a the Mission gains the Reward. Your team can only encounter one Mission per turn, and only if you did not already Encounter another card (or were given an extra Explore or Mission Explore.) If a Mission is drawn and the Mission area already has 2, one of the old Missions must be discarded. Discarded Missions are added to the Negative Score pile.
- After the Space Deck card is resolved, all players can finish their turn.
- When buying new cards, do so in order starting with the Leader.
- Only the Leader gets a free Search. Other players can Search only if a card effect allows it.
- You cannot add multiples of any non-Basic cards to your deck.
- A player can do a Trash phase instead of an Action phase, but only if they have not played any cards yet this turn.
- Victory: Your team wins the game if collectively you earn 300 points.
- Defeat: Your team loses if the Negative Score pile has 300 points or more before your team reaches 300 points. Also, you lose if any player has 5 or more Borg cards in their hand at any time.

Cards for Co-Opt Only

James T. Kirk (fed, non-promo)

Tajor

Joret Dal

Ocett

K'Tal

Joe Tormolen

Jean-Luc Picard (9)

Spock (6)

Jean-Luc Picard (9 promo)

Number One

Christine Chapel

Christopher Pike

Tactical Scope

Always Banned

Romulan Male Commander