



NEW AFFILIATIONS

-  **Kazon** — The Kazon affiliation has no affiliation attack restrictions (just like the Klingons).


Kazon do not possess transporter technology (as noted on their ships and facilities). Transporters may be added with the Transporter Control Module Equipment card. (On the plus side, the Borg do not consider “species 329” to be worthy of assimilation, as indicated on the new incident card The Kazon Collective.)

-  **Vidiian** — The Vidiian affiliation has the standard attack restriction: it may initiate battle against any affiliation except its own (unless allowed by another card), but may return fire and counter-attack against anyone.

NEW ICONS

-  **Delta Quadrant** — This icon follows the same quadrant rules as the corresponding icons for the Gamma and Mirror Quadrants.

RULES CHANGES AND CLARIFICATIONS

Holographic Personnel and Equipment — Holographic  personnel and equipment enter play and move normally, but they can only exist aboard ships and facilities; they are deactivated if the ship or facility they are aboard does not have a Holodeck they are allowed to use. (A deactivated personnel is disabled; a deactivated Equipment card may not be used in any way.) However, a hologram who is wearing a Mobile Holo-Emitter does not need a Holodeck and is not confined to ships and facilities. If their Emitter is removed when they are not aboard a ship or facility, they are erased (discarded).

Your deactivated hologram may be reactivated during one of your subsequent turns (if aboard a ship or facility with a Holodeck, or wearing a Mobile Holo-Emitter) by any of your “unstopped” personnel present (even another active hologram). (A hologram reported in a deactivated state may be activated on the same turn.)

- **Death and Destruction:** When a holographic personnel would normally be killed (or a holographic Equipment card would be destroyed), whether by battle or by a card, they are instead deactivated. (A hologram that is “discarded” or “erased” goes to the discard pile.) If a ship or facility is destroyed, any holographic cards aboard are discarded.
- **Dilemmas:** If a dilemma (or other card, such as Escape Pod) requires a hologram to leave a ship or facility without immediately boarding another one, they instead deactivate (unless they are wearing a Mobile Holo-Emitter).
- **Battle:** “Holographic safety protocols” normally prevent holograms from killing other personnel. They may stun (but not mortally wound) non-holographic adversaries. If total STRENGTH at the end of a battle is entirely derived from holograms, they may win the battle but may not kill an opposing personnel.
- **Intruders:** When intruders are aboard a ship whose crew is all holographic, they may erase (discard) all holograms aboard that ship.
- **Assimilation:** Borg do not assimilate (or target for assimilation) holographic personnel. Exclude holographic personnel from any selections for abduction or assimilation.

Except as noted above, holographic personnel should be treated exactly like normal personnel. They do not require any “supervision” from other personnel when staffing ships, attempting missions, etc.

Holo-Projectors — This event has errata and no longer allows holograms to be used in Away Teams: “Plays on table. Adds Holodeck to each of your ships. (Immune to Kevin Uxbridge.)”

The Delta Quadrant and the Borg Outpost — With the introduction of a Delta Quadrant spaceline, the interim Borg Outpost rules (introduced in First Contact) are no longer needed. Instead, when playing Borg, you may seed one Borg Outpost at any Delta Quadrant space mission that has no rectangular affiliation icons. This outpost (and any cards there) may be attacked or targeted normally. (Borg may still build outposts only at planet missions they have assimilated.)

Seven of Nine — This dual-affiliation (Federation and Non-Aligned) personnel is both human and Borg, but is not a drone.

Dual-Affiliation Cards — Every dual-affiliation card in this set is printed in two different ways. The gameplay is the same, but the background color is different, highlighting each card’s two different affiliations. Together, the two are as frequent as other cards of the same rarity, but individually each is twice as rare.

Updated Cards — Selected commons and uncommons from other sets have been updated with all-new Star Trek: Voyager images and lore to support basic gameplay. Some are exclusive to the starter decks, while others are found in expansion packs. Outside of Voyager stand-alone formats (which require cards with the Star Trek: Voyager logo), cards of the same title are considered to be copies of the same card (for example, you may seed only one Male’s Love Interest dilemma under a single mission, regardless of the image and lore.)

PLAY FORMATS

Voyager Stand-Alone Formats — Although Voyager cards are 100% compatible with all other Star Trek Customizable Card Game products, they can also be played in stand-alone Warp Speed and full game formats. When playing these formats, you may use any cards with a Star Trek: Voyager logo (including those found in First Anthology, the Official Tournament Sealed Deck, Blaze of Glory, and Mirror, Mirror) as well as any Delta Quadrant missions.

Warp Speed — When playing in Warp Speed format, you ignore quadrant reporting restrictions, Alternate Universe icons, and holographic re-creation icons. Also, you now seed your facility on the left end of your side of the spaceline, regardless of affiliation icons.

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