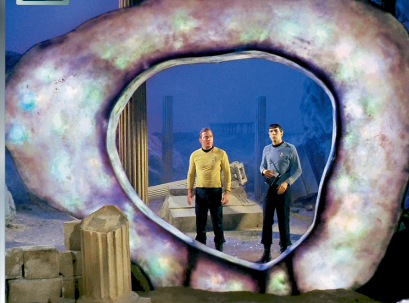


DOORWAY STAR TREK



THE GUARDIAN OF FOREVER

Plays on planet Gateway (limit one). Once per turn, one or more personnel present may time travel to a time location in this quadrant, or may return here from there (with any of owner's other personnel present). **OR** Plays once each turn to nullify any card that is closing Guardian, or to draw up to four cards if your Archaeology or Anthropology personnel just time traveled back to Guardian; place doorway out-of-play.

36 VP

EVENT STAR TREK DEEP SPACE NINE



TEMPORAL SHIFTING

Time Travel can afford the user certain abilities that might not be available to those native to the current time.

Plays on a player. That player must choose to either discard three cards from hand or discard one **RED** card. If that player discards a **RED** card, he/she may draw up to four cards. Discard event.

37 VP

Deep Space 9 STAR TREK DEEP SPACE NINE



Formerly known as Terok Nor. Now a Bajoran trading center and administrative facility run by the Federation.

Seed during dilemma phase at a Bajor Region location. If commandeered by any personnel who is not Bajoran or Federation affiliation, flip card over. (Not duplicatable.)

STATION **WEAPONS 6** **SHIELDS 34**

38 VP

Terok Nor STAR TREK DEEP SPACE NINE



Mining station built in Bajoran system. Operated by Cardassians using Bajorans in forced-labor conditions.

Seeds at a Bajor Region location. If commandeered by any personnel who is Bajoran or Federation affiliation, flip card over. (Not duplicatable.)

STATION **WEAPONS 6** **SHIELDS 34**

38 VP

OBJECTIVE STAR TREK IV



HQ: SECURE HOMEWORLD

Seeds or plays on a homeworld. Your Away Teams which include a personnel who matches homeworld's affiliation may attempt the mission using these requirements: **Leadership x2 + SECURITY + (Honor OR Treachery) + any one attribute total > point value of mission** When you solve mission, capture all opposing personnel on planet who do not match affiliation of homeworld.

39 VP

Agent Garak STAR TREK DEEP SPACE NINE



CIVILIAN

Elim Garak joined the Federation in its fight against the Dominion. Served as a code breaker in spite of his fear he was betraying his homeworld.

SECURITY **Treachery** **Anthropology**
Computer Skill x2 **Any Garak (discards this one)**

INTEGRITY 5 **CUNNING 9** **STRENGTH 7**

40 VP

Captain Nog STAR TREK DEEP SPACE NINE



OFFICER

In an alternate timeline, Nog served as captain of the U.S.S. Defiant. Aided Jake Sisko in an effort to reverse a time-altering subspace inversion.

ENGINEER **Diplomacy** **Honor**
Physics **Ready Room Door**

INTEGRITY 8 **CUNNING 8** **STRENGTH 5**

41 VP

George and Gracie STAR TREK IV



ANIMAL

ANIMAL

Two humpback whales, male and female, raised in captivity on 20th-century Earth. Gracie is pregnant.

May enter play only at Cetacean Institute.

George: **Nullifies The Whale Probe at this location.**
Gracie: **Worth points while on Earth.**

INTEGRITY 6+6 **CUNNING 3+3** **STRENGTH 3+3**

42 VP

U.S.S. Voyager STAR TREK VOYAGER



INTREPID CLASS

NCC-74656. Commanded by Kathryn Janeway. Pulled 70,000 light years from the Alpha Quadrant. Its crew has spent nearly seven years on a long trek home.

Holodeck, Tractor Beam
Bio-Neural Gel Pack **Blue Alert**

RANGE 9 **WEAPONS 8** **SHIELDS 8**

43 VP