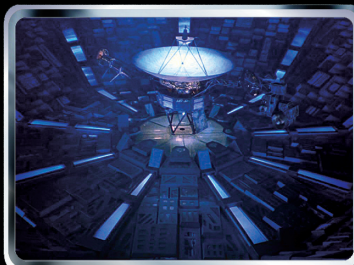


DILEMMA

STAR TREK
THE MOTION PICTURE



V'GER

Massive living machine created by an unknown race around the lost NASA space probe *Voyager VI*. Left a trail of destruction during its return to Earth in search of its creator.

Ship is destroyed unless 2 Empathy **OR** Diplomacy, Anthropology, and Computer Skill present. Discard dilemma.

5

97 VP

INTERRUPT

STAR TREK



WHAT DOES GOD NEED WITH A STARSHIP?

While orbiting Pollux IV, the godlike Apollo caused the wind to withdraw from the sails of the *Starship Enterprise* and demanded that the crew worship him and pay tribute.

Nullifies "God." **OR** Plays once every turn. Opponent chooses: you may download a ship to any location **OR** you may "stop" or "unstop" (your choice) any ship in play.

98 VP

OBJECTIVE

STAR TREK
DEEP SPACE NINE



CONSTRUCT STARSHIP

Seeds or plays on table. In place of your normal card play, you may download any outpost or headquarters (if you have a matching **ENGINEER** at an appropriate location) **OR** download Spacedock (even to a docking site) **OR** download a unique ship to your facility that has a Spacedock (if you have an **ENGINEER** aboard who is that ship's matching commander). Discard objective **OR** draw no cards this turn.

99 VP



Kor

STAR TREK
DEEP SPACE NINE



V.I.P.

Dahar master. Legendary warrior. Former ambassador to Vulcan. Victorious at Klach D'Kel Brakt. Swore blood oath against the Albino. Sought the Sword of Kahless.

• Leadership x2 • Anthropology • Honor • Music
• Other Klingons present are each **STRENGTH** +2.

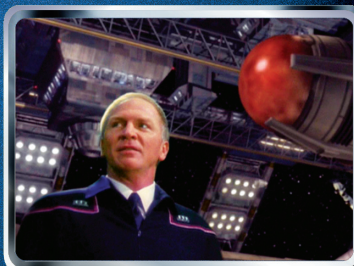
INTEGRITY 6 **CUNNING** 8 **STRENGTH** 8

100 VP



Maxwell Forrest

STAR TREK
ENTERPRISE



V.I.P.

Respected Admiral. Friend of Soval. Sent the crew of *Enterprise* out into the final frontier to go where no man had gone before.

• SECURITY • Leadership x2 • Astrophysics
• Any NX class ship

INTEGRITY 8 **CUNNING** 7 **STRENGTH** 5

101 VP



U.S.S. Enterprise-A

STAR TREK
THE DISCOVERY



CONSTITUTION CLASS

Specially commissioned in 2286 to replace the famous ship lost one year earlier. Proudly continued the mission of its predecessor under the command of James T. Kirk.

• **OR** Any Federation personnel
James T. Kirk **OR** James T. Kirk Tractor Beam

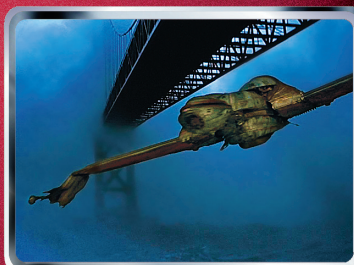
RANGE 6 **WEAPONS** 6 **SHIELDS** 7

102 VP



H.M.S. Bounty

STAR TREK
VOYAGER



B'REL CLASS

Bird-of-prey captained by Krige on a covert mission to the Genesis Planet. Stolen and commanded by Admiral Kirk; re-christened with historical irony by Dr. McCoy.

Cloaking Device, Tractor Beam
(cannot carry ships aboard).

RANGE 7 **WEAPONS** 6 **SHIELDS** 6

103 VP

Tsunkatse Ship

STAR TREK
VOYAGER



UNKNOWN CLASS

Formidable vessel commanded by Penk, from which he broadcasts his popular fighting circuit. Heavily shielded to prevent anyone from abducting his competitors.

Your personnel with "Tsunkatse" in lore may report aboard. Tractor Beam

RANGE 8 **WEAPONS** 9 **SHIELDS** 10

104 VP



U.S.S. Prometheus

STAR TREK
VOYAGER



PROMETHEUS CLASS

Prototype Starfleet vessel, NX-59650. Boosts ablative armor, regenerative shielding, and multivector assault mode. Captured by Romulans during a test flight.

May download Multivector Assault Mode when in battle. Holodeck, Tractor Beam

RANGE 10 **WEAPONS** 9 **SHIELDS** 9

105 VP