

ARTIFACT

STAR TREK
FIRST CONTACT



MAGIC CARPET RIDE OGD

High-res encoding of 20th century rock 'n' roll, known for its enervating rhythms and unbearable volume. "You don't know what we can find... on a Magic Carpet Ride."

May seed at a space location. Owner may relocate any ship at this location (and ship's Away Teams, if any) to any planet location on spaceline. Discard artifact.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

165 VP

DILEMMA

STAR TREK
VOYAGER



SCOUT ENCOUNTER

The Vidians use scout ships to explore uncharted space. One such vessel hid within the reflective interior of an asteroid to avoid detection and retain its cargo of harvested organs.

Opponent may download to this location one scout ship with one or two ♣ crew members. That ship may (if possible) initiate battle against you or move away.

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166 VP

DILEMMA

STAR TREK
VOYAGER



THETA-RADIATION POISONING

With a damaged Malon freighter leaking theta radiation, the Doctor developed an inoculation to allow U.S.S. Voyager to beam over an away team to conduct repairs.

Play on any ship or outpost here (opponent's choice). End of each turn, one personnel present without Medical Kit killed (random selection). Cure with 6 ENGINEER.

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167 VP

DOORWAY

STAR TREK
DEEP SPACE NINE



THE FIRST STABLE WORMHOLE

Seeds on table. You may download Bajoran Wormhole(s) (even from outside the game). When your ship travels through Bajoran Wormhole, you may discard a card from hand to download Wormhole Navigation Schematic (even from discard pile). Your ♠ missions are span -1 for your ♠ ships. Doubles point boxes of your File Mission Report (for ♠ missions) and Rescue Personnel (if Away Team on a ♠ planet).

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168 VP

EQUIPMENT

STAR TREK
DEEP SPACE NINE



KETRACEL-WHITE

Isogenic enzyme controlled by the Vorta. Genetically addicted Jem'Hadar need a constant supply of "the white" to stay alive. Withdrawal prevents shrouding and leads to killing rampages.

Where present, prevents "white deprivation." Counts down only if you have ♠ personnel present. (Your Vorta may "ration" just one Ketracel-White present to count down.)

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169 VP

EVENT

STAR TREK



TORTURE

Captain Kirk was captured by the Vians on Minara II in 2268. He was subjected to intense physiological and psychological torment to explore the nature of self-sacrifice.

Plays on a personnel you've captured. When countdown expires, captive dies and owner loses points (including any Madred bonuses).

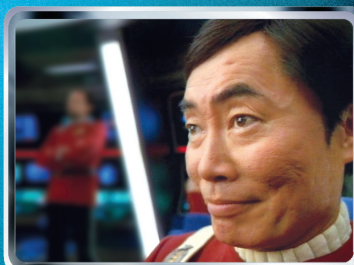
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170 VP

Captain Sulu

STAR TREK
VOYAGER



OFFICER

After moving up through the ranks aboard Enterprise, Lt. Sulu was given the captaincy he deserved in 2290. Holds loyalty in high regard, his crew as dear as family.

Leadership Navigation Honor
Physics SCIENCE

INTEGRITY 8 CUNNING 8 STRENGTH 6

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171 VP

Dr. Gillian Taylor

STAR TREK
IV



CIVILIAN

20th-century marine biologist. Helped Admiral Kirk safely bring George and Gracie to the 23rd century, where she then signed on aboard a Starfleet science vessel.

May exclude George and Gracie from any personnel battle or random selection here. Biology SCIENCE

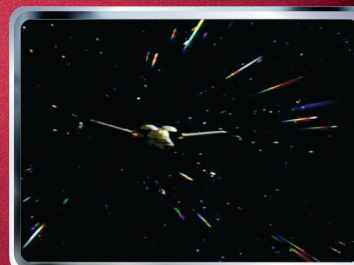
INTEGRITY 8 CUNNING 7 STRENGTH 5

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172 VP

I.K.S. Lukara

STAR TREK
DEEP SPACE NINE



K'VORT CLASS

Bird-of-Prey commanded by Kang. Transported its commander and his comrades to Secarus IV in 2370, to confront the Albino in his stronghold.

Cloaking Device, Tractor Beam

RANGE 7 WEAPONS 7 SHIELDS 7

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173 VP