

DILEMMA

STAR TREK
THE NEXT GENERATION



CYTHERIANS

Race which explores the galaxy by giving other species the temporary ability and strong compulsion to come to them.

Place on ship. Ship must do nothing but travel to far end of spaceline at normal speed. When reached, discard dilemma. Score points.

15

224 VP

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QUANTUM SINGULARITY LIFEFORMS

Sentient dimensional beings whose young incubate in black holes. When nesting in a Romulan ship's artificial singularity engine, a frozen-time effect occurs.

If a Romulan ship present, all ships and personnel here are placed in stasis. Cure with Emergency Transporter Armbands, Timepod Ring or new ENGINEER arriving.

225 VP

DOORWAY

STAR TREK
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DEVIDIAN DOOR

Plays on table. While in play, allows you to play a card "from the future." Once each turn, you may say "Devidian Door" and play one Personnel or Equipment card to any planet. At any time during your next turn (or at game end, if sooner), you must show a Devidian Door from hand and place it out-of-play, or you lose the game. (Immune to cards which close doorways.)

226 VP

DOORWAY

STAR TREK
DEEP SPACE NINE



TEMPORAL VORTEX

Plays on a time location. While in play, any ships may time travel between here and corresponding spaceline location. **OR** Suspends play while you place doorway on Borg Ship dilemma or The Sheliak. While in play, dilemma disappears. **OR** Plays on table. While in play, nullifies Distortion of Space/Time Continuum. **OR** Relocates one of your ships at a time location to spaceline location of opponent's choice.

227 VP

EVENT

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TIMEPOD RING

Small device used to monitor the auto-timer on the time travel pod appropriated by Berlinghoff Rasmussen. As he was uncertain how to reprogram the timer, the ring was very precious to him.

Plays on table. Once each turn, you may peek at the top card of your deck. Also, you may discard this event and the top card of your draw deck to nullify an **OR** dilemma.

228 VP

INCIDENT

STAR TREK
VOYAGER



OUT OF TIME

Plays for free at any time to take up to three temporal agents in your discard pile into hand **OR** to allow your temporal agent, any number of your personnel present, and/or your ship he or she is aboard to time travel between a time location and the corresponding spaceline location. Discard incident **OR** "stop" your temporal agent to place this on top of your draw deck.

229 VP

3

95 Astrophysics + Physics + 3 **OR** icon Personnel



Fissure Research

Forkus Sector: Investigate quantum fissure between parallel universes reported here.

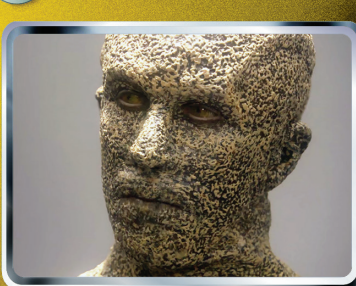
Astrophysics + Physics + 3 **OR** icon Personnel

35

230 VP

Silik

STAR TREK
ENTERPRISE



V.I.P.

Genetically-enhanced Suliban shape-shifter who led the Cabal in the 22nd-century. Temporal agent for a mysterious manipulator from the future.

Treachery x2 **ENGINEER** **Physics**
Leadership **May report to any time location.**

INTEGRITY 4

CUNNING 8

STRENGTH 8

231 VP



SCIENCE LAB

Compatible SCIENCE-classification personnel, SCIENCE-related Equipment cards, I.P. Scanner and PADDs may report here. Once each turn, if station at a **OR** mission and player who controls station has a SCIENCE personnel unopposed here, that player may scan bottom seed card under the mission. Matching SCIENCE personnel may file mission reports here.

Any Nor

Ops Module 1 Promenade 1 Habitat Ring 1 Docking Ring

232 VP