

DILEMMA

STAR TREK
VOYAGER



ABANDON SHIP!

Krenim attacks repeatedly damaged the U.S.S. Voyager. Failing life support systems led Kathryn Janeway to order the evacuation of all personnel except senior staff.

If ship damaged or RANGE reduced, personnel not needed for staffing are placed with dilemma atop mission. Rescue (opponent may capture) personnel with different ship here.

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1 V

DILEMMA

STAR TREK
THE NEXT GENERATION



ARMUS: STICKY SITUATION

Armus, a remnant of the Vagrans, engulfed William T. Riker in his skin of evil. Only the finesse and skillful negotiation of Jean-Luc Picard resulted in his release.

Away Team member with highest STRENGTH is stopped if another personnel present has Diplomacy and CUNNING-7, killed otherwise. To get past requires any personnel remaining.

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2 V

DILEMMA

STAR TREK
DEEP SPACE NINE



3 HIPPOCRATIC OATH

On stardate 49066.5, rogue Jem'Hadar detained Julian Bashir on Bopak III. He was compelled to seek a cure to their genetically engineered addiction to the drug ketraclon-white.

To get past, most CUNNING MEDICAL must relocate with dilemma to nearest planet at another location (must still have MEDICAL upon arrival); stopped until countdown expires.

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3 V

DILEMMA

STAR TREK
THE NEXT GENERATION



MAKE US GO

"We are Pakleds. We look for things... things to make us go. You are smart. Can you make our ship go? Do not try to trick us. We can tell."

To get past, place most CUNNING ENGINEER present atop mission with dilemma. At the end of your next turn, place both out of play if you do not have CUNNING>24 here.

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4 V

DILEMMA

STAR TREK
THE NEXT GENERATION



UNSCIENTIFIC METHOD

As part of his plan to steal the newly developed metaphasic shield technology, Jo'Bil sabotaged the initial testing, faked his own death and killed the inventor.

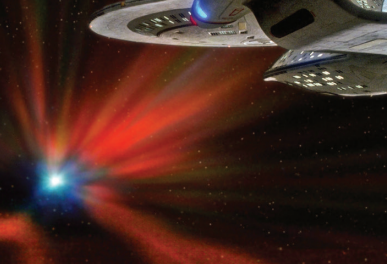
Most CUNNING SCIENCE personnel present without Greed or Treachery is killed. To get past requires CUNNING>24 remaining.

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5 V

DOORWAY

STAR TREK
THE NEXT GENERATION



SPACE-TIME PORTAL

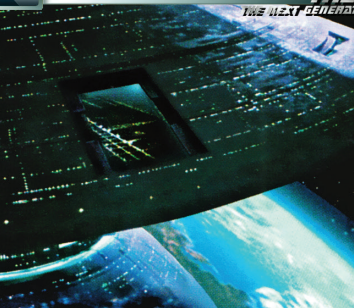
Seeds or plays on table. Your cards may seed and (once per turn) play. At any time, discard doorway to download Alternate Universe Door (except to table) OR play Wormhole on a location to relocate your ship there (stopped) OR nullify Temporal Rift OR return one of your ships to owner's hand OR (once per game) report with crew one ship (all crew must be) to any location.

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DOORWAY

STAR TREK
THE NEXT GENERATION



SPACEDOOR

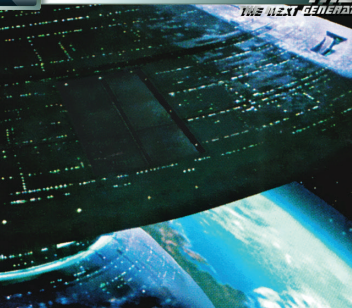
Seeds on your outpost during facility phase. Outpost is SHIELDS -8 (cumulative). In place of your normal card play, you may return your empty ship docked here (and all cards played on it) to owners' hands, nullifying any Static Warp Bubble targeting you OR download Spacedock or one compatible ship to outpost. Flip Spacedoor over after either use.

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7 V

DOORWAY

STAR TREK
THE NEXT GENERATION



SPACEDOOR

You may use opponent's Red Alert! (only at this outpost) as if you had a copy in play. At the end of your turn, you may discard a card from hand to flip Spacedoor over. (Immune to cards that close doorways.)

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7 V

EVENT

STAR TREK
DEEP SPACE NINE



TREATY: FEDERATION/ROMULAN/KLINGON

Three major Alpha Quadrant powers, in an uncharacteristic show of solidarity in 2373, focused their resources against the Dominion threat in a united stand at station Deep Space 9.

Plays on table. While you have no open side decks, your , and affiliations are compatible and ignore affiliation attack restrictions. They may not attempt opponent's missions.

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8 V

Husnock Outpost *STAR TREK THE NEXT GENERATION*



The sudden eradication of the entire Husnock race left its many outposts vacant. Various affiliations take advantage of these available facilities.

Seed at any location. You may seed one Husnock Ship face up here. Extends only 25% of its SHIELDS to ships.

OUTPOST **SHIELDS 40**

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3

25 **25** **25** **25**

When you solve, you may download a personnel here.

Establish Relations

Independent planet: Conduct negotiations to establish peaceful rapport and cultural exchange.

Diplomacy + INTEGRITY > 32 + (Leadership OR V.I.P.)
When you solve, you may download a personnel here.

25

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3

25 **25** **25** **25**

Opponent's Calamari plays at this mission (or a copy).

Explore Interstellar Matter

Unexplored space: Gather data on newly encountered phenomenon.

SCIENCE + (Astrophysics OR Stellar Cartography)
Your Subspace Warp Rift and Tetron Field play for free here.

Any crew may attempt mission.

25

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4

35 **35** **35** **35**

Unopposed OFFICER on planet may steal points.

Impose Order

Pre-unified world: Unify diverse nation-states via coercion and occupation.

Diplomacy + Treachery + STRENGTH > 40
*Unopposed OFFICER on planet may steal points.

35*

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4

30 **30** **30** **30**

Your Borg ships may report with crew here.

Investigate Incursion

Border of known space: Investigate reports of Borg presence in this sector.

SECURITY + (Shelby OR Leadership + OFFICER x2)
X = 30 (45 if or card or Borg Ship dilemma here).

Any crew may attempt mission.
Your Salvage Starship objective may target this location.

X

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2

25 **25** **25** **25**

When you solve, draw up to two cards.

Mineral Survey

Planetoid: Survey planetoid with minimal atmosphere to determine value of mineral deposits.

Geology + SCIENCE + CUNNING > 28
When you solve, draw up to two cards.

Any Away Team may attempt mission.

25

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5

25 **25** **25** **25**

Solving player's ships are RANGE +2. (Cumulative.)

Test Propulsion Systems

Remote sector: Test upgrades to faster-than-light drive components.

Navigation + Physics + ENGINEER + ship
Solving player's ships are RANGE +2. (Cumulative.)

Any crew may attempt mission.

25

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OBJECTIVE *STAR TREK DEEP SPACE NINE*



OPEN DIPLOMATIC RELATIONS

Seeds on table during doorway phase; you may seed one Treaty during this phase (cumulative). At any time, you may exchange two cards in hand for a Treaty in your discard pile. **OR** Plays on opponent's ship. Your Away Teams which have a V.I.P. may beam to and from that ship, and it may not voluntarily move while your V.I.P. aboard. Discard objective if your personnel battle aboard that ship.

16 V

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OBJECTIVE *STAR TREK THE NEXT GENERATION*



REFLECTION THERAPY

Plays on a personnel (except Suna) if your Treachery > Honor present. Replace one regular skill with one level of another regular skill (discard if skill lost). Any player may nullify with 3 Empathy present. **OR** Plays on an opponent's personnel affected by Frame of Mind; personnel is captured. Discard objective if rescued or (on a later turn) to download Brainwash or Interrogation to this captive.

17 V

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❖ Suna





SECURITY

Military official of Tilonus IV. He twisted William T. Riker's mind using neurosomatic techniques. Typical of treacherous Tilonian government interrogators.


MEDICAL


Treachery

Once per game, may download Reflection Therapy.

INTEGRITY
3

CUNNING
7

STRENGTH
4

18 V





DILEMMA



HIDE AND SEEK

"Why don't we play a little game? I'll hide... you find me."

Shuffle Hide and Seek together with crew or Away Team. Randomly select cards until a ❖ personnel or Hide and Seek selected. All selected personnel are stopped; discard dilemma. (May be seeded as a  dilemma.)

19 V





❖ Darmok



DARMOK CLASS

Typical Tamarian vessel. *"Picard and Dathon, trading knives at Eh-Adrel. Children at Tama's knee. Sokath, forging knives for his brothers."*




When reporting, choose Tractor Beam **OR** Holodeck **OR** Partide Scattering Device.

RANGE
7

WEAPONS
8

SHIELDS
7

20 V