



## ARTIFACT

STAR TREK™  
THE WRATH OF KHAN

## KIRK'S READING GLASSES

Eighteenth century spectacles. A birthday present from Dr. McCoy in 2285. Admiral Kirk sold them for 100 dollars in 1986. Would have been worth more if the lenses were intact.

Immediately plays on table. Once each turn, you may exchange a card in hand for a card in your discard pile.

1 V



## DILEMMA

STAR TREK™  
THE WRATH OF KHAN

## ROW, ROW, ROW YOUR BOAT

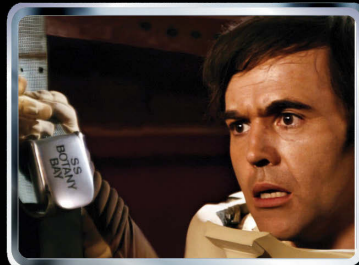
Even amongst old friends, conflicts can arise. Captain Spock initially struggled to comprehend the meaning behind the lyrics of his compatriots' chosen campfire song.

To get past requires 2 Music OR total attributes > 63 from up to 3 personnel.

2 V



## DILEMMA

STAR TREK™  
THE WRATH OF KHAN

## 2 THIS IS CETI ALPHA FIVE!

Commander Chekov was wrong about one potential test site for Project Genesis being lifeless. "Botany Bay?! ... Oh no!"

If Away Team unopposed, opponent may relocate up to three augments here. Your Transporter Skill here with transporters may beam up one personnel. Place on mission; no downloading personnel here.

3 V



## EVENT

STAR TREK™  
THE SEARCH FOR SPOCK

## CHARTER A SPACE FLIGHT

Visiting a bar in 2285, Dr. McCoy attempted to find a pilot offering passage to the forbidden Genesis planet. He was hoping for no questions asked and no Starfleet entanglements.

Seeds or plays on table. At end of each turn, you may discard a ship from hand to relocate your Away Team to a planet within the printed RANGE of that ship.

4 V



## EVENT

STAR TREK™  
THE SEARCH FOR SPOCK

## OPERATION RETRIEVE

On the assumption that diplomacy would fail, Colonel West drafted a daring rescue plan to return the captured Starfleet officers being held on Rura Penthe.

Plays on a personnel you own who is a captive OR under opponent's control. Personnel returns to hand. If they are ♣, you may immediately play them (for free). Discard event.

5 V



## Paradise City

STAR TREK™  
THE SEARCH FOR SPOCK

Capital of the so-called "Planet of Galactic Peace." The dregs of the galaxy were conned into settling on this worthless lump of rock. Many hide their pain.

Seeds at Nimbus III. J'Onn may seed here. In place of your normal card play, you may download Sybok here.



## OUTPOST

SHIELDS 24

6 V



## Space Lab Regula I

STAR TREK™  
THE WRATH OF KHAN

Advanced research biolab. Home to stage one testing of Project Genesis. Commanded by Carol Marcus.

Seeds at Regula I. Dilemmas that require SCIENCE to overcome, cure, or nullify, when revealed, stop a personnel (random selection). ♠ Science Kit



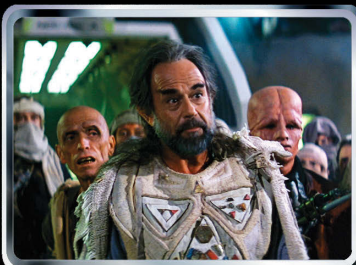
## STATION

SHIELDS 16

7 V



## INCIDENT

STAR TREK™  
THE WRATH OF KHAN

## GALACTIC ARMY OF LIGHT

Seeds on Nimbus III. Your personnel may only play here. They must be non-augment ♣ and are disabled unless ♣ or ♠. If Sybok in play, you may play Release This Pain on personnel here (even if Sybok not present) and, twice each turn, you may play one ♣ OR ♠ personnel here for free. Once per game, you may relocate your Sybok (and any of your personnel present with him) to here.

8 V



## INCIDENT

STAR TREK™  
THE WRATH OF KHAN

## HE TOOK AWAY MY PAIN!

Dr. McCoy carried the guilt of allowing his father to die shortly before a cure was found. Sybok helped McCoy let go of this burden.

Seeds on table. While Sybok in play, when you play a ♣ personnel, you may download Release This Pain to hand.

9 V



## INCIDENT

STAR TREK II  
THE WRATH OF KHAN



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### TO RULE IN HELL

Seeds on Ceti Alpha V. Your Khan may seed here and your cards may report here. You may discard two cards from hand to relocate your Khan (and any personnel you control present with your Khan) to here. When your opponent encounters Augment Aggression, you may forfeit its download and relocate up to three of your augments to that location instead.

10 V



## INTERRUPT

STAR TREK IV  
THE VOYAGE HOME



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### DOUBLE DUMBASS ON YOU!

Navigating an unfamiliar culture, with its unique idioms and colorful metaphors, can be quite a challenge.

Plays when a dilemma has just stopped any number of personnel. Choose a crew or Away Team at that location and randomly stop up to that many additional personnel.

11 V



## INTERRUPT

STAR TREK II  
THE WRATH OF KHAN



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### WE PUT CREATURES IN OUR BODIES

Ceti eels leave their victims extremely susceptible to suggestion. However, more challenging orders can be resisted.

Nullify your Ceti Eel on one personnel you control that opponent owns (relocate them anywhere; opponent's choice) to add a skill of your choice to all your augments at same location until end of turn.

12 V

38

SCIENCE x2 + Physics + Biology OR  
Carol Marcus OR David Marcus



### Analyze Rapid Terraforming

**Mutara Region • Regula I:** Assess long-term stability of artificially created habitable areas.

SCIENCE x2 + Physics + Biology OR  
Carol Marcus OR David Marcus



30

13 V

20\*

SCIENCE + ENGINEER + Navigation x2  
\*+20 points if solved using a ship you do not own.



### Breach Barrier

**Great Barrier Region • The Great Barrier:**  
"My brothers, we have been chosen..."

SCIENCE + ENGINEER + Navigation x2  
\*+20 points if solved using a ship you do not own.

Any crew may attempt mission.

20\*

14 V

35

Leadership x2 + SECURITY x2 + (Honor OR Treachery)  
When seeded, may download Planet of Galactic Peace here.



### Hostage Crisis

**Neutral Zone Region • Nimbus III:** Recover representatives from jointly-administered world.

Leadership x2 + SECURITY x2 + (Honor OR Treachery)  
When seeded, may download Planet of Galactic Peace here.



35

15 V



## OBJECTIVE

STAR TREK  
THE FIRST CONTACT



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### WE'LL NEED A STARSHIP

Seeds or plays on a Neutral Zone Region . Your Sybok may nullify Dead End here. Your personnel may attempt with these requirements:

SECURITY + Diplomacy x3 + Sybok

Once solved, opponent must (if possible) download a ship here; commandeered. Ship adds and . Ship replaces each staffing requirement with (Unique.)

16 V



## Bones

STAR TREK III  
THE SEARCH FOR SPOCK



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### MEDICAL

The katra of Mr. Spock inhabited the body of his human friend Dr. McCoy. Has all their marbles. Needed to go and climb the steps of Mount Seleya.

SCIENCE • Exobiology • Cantankerousness  
If replaced by any Spock at Vulcan, score points.

5

INTEGRITY 7

CUNNING 10

STRENGTH 4

17 V



## Colonel West

STAR TREK  
THE UNDISCOVERED COUNTRY



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### SECURITY

Assassin, master of disguise, and provocateur. He conspired with Admiral Cartwright to incite a war between the Klingon Empire and the Federation.

OFFICER • Treachery • Law • Assassination Plot  
Section 31 • Operation Retrieve (at start of turn).

INTEGRITY 3

CUNNING 9

STRENGTH 7

18 V

**Commander Kyle** STAR TREK II: THE WRATH OF KHAN



**ENGINEER**

Lt. Kyle earned a promotion while serving aboard *U.S.S. Reliant*. Marooned on Ceti Alpha V by Khan.

Becomes **●** if your Khan in play.

● SECURITY ● Transporter Skill ● Archaeology  
● Exobiology

INTEGRITY 7 CUNNING 7 STRENGTH 6

19 V

**Commander Sulu** STAR TREK II: THE WRATH OF KHAN



**OFFICER**

Father of Demora Sulu. Lt. Sulu spent years serving under Admiral Kirk. Fell under Sybok's influence.

● Navigation x2 ● Honor ● Compatible with **●** cards.  
● SECURITY ● **●** ship he is on is RANGE +1.  
▼ Demora Sulu (if aboard your facility).

INTEGRITY 7 CUNNING 8 STRENGTH 6

20 V

**Commander Uhura** STAR TREK II: THE WRATH OF KHAN



**OFFICER**

Lt. Uhura served aboard the *Starship Enterprise* for many years. Sybok helped put her in touch with feelings she'd always been afraid to express.

● ENGINEER ● Diplomacy ● Music ▼ Seductive Dance  
● Anthropology ● Compatible with **●** cards.

INTEGRITY 6 CUNNING 7 STRENGTH 4

21 V

**L'Kel** STAR TREK III: THE SEARCH FOR SPOCK



**ENGINEER**

Typical crewman working under Krug. Assigned to join Torg's boarding party. Eager to bring glory to his house by capturing the infamous *Starship Enterprise*.

● Transporter Skill ● Astrophysics ● Youth

INTEGRITY 6 CUNNING 6 STRENGTH 7

22 V

**Aranty** STAR TREK III: THE SEARCH FOR SPOCK



**CIVILIAN**

Large humanoid prisoner serving his sentence on Rura Penthe. Friends with Martia. Wanted Captain Kirk's obedience to the Brotherhood of Aliens. And his coat.

● SECURITY ● Greed ● Treachery  
● Geology

INTEGRITY 5 CUNNING 7 STRENGTH 12

23 V

**Clark Terrell** STAR TREK II: THE WRATH OF KHAN



**OFFICER**

Captain of the *U.S.S. Reliant*. Surrendered his ship while controlled via Ceti eel. Provided Khan with the coordinates to beam up the Genesis Device.

● Once per game, may relocate your Away Team here to *U.S.S. Reliant* (even if stopped). ● Computer Skill

INTEGRITY 5 CUNNING 6 STRENGTH 7

24 V

**Commander Chekov** STAR TREK II: THE WRATH OF KHAN



**OFFICER**

First officer of the *U.S.S. Reliant* who misidentified Ceti Alpha VI. Khan remembered Ensign Chekov from the *Starship Enterprise*. Controlled via Ceti eel.

● Navigation ● SECURITY ● Astrophysics ● Biology  
● If on *U.S.S. Reliant*, it is WEAPONS +2.

INTEGRITY 4 CUNNING 7 STRENGTH 6

25 V

**Kjott** STAR TREK III: THE SEARCH FOR SPOCK



**CIVILIAN**

Humanoid prisoner on Rura Penthe. Overconfident bully. Proudly displays his genitals, in keeping with his cultural norms. Few know they aren't just knees.

● Smuggling

INTEGRITY 4 CUNNING 6 STRENGTH 9

26 V

**Miss Kendra** STAR TREK III: THE SEARCH FOR SPOCK



**CIVILIAN**

Typical human waitress working in San Francisco in 2285. Old acquaintance of Dr. McCoy. She was surprised when he didn't order his usual poison.

● Biology ● SCIENCE ● Honor

INTEGRITY 7 CUNNING 6 STRENGTH 4

27 V

**Pennett**

**STAR TREK II**  
*The WRATH OF KHAN*

**CIVILIAN**

Genetically enhanced augment, typical of Khan's followers. Grateful to leave Ceti Alpha V behind. She quickly adapted to 23rd century technology.

● **SECURITY** 3 ● **Computer Skill** 3 ● **Transporter Skill** 3  
● **Youth**

**INTEGRITY** 4 **CUNNING** 8 **STRENGTH** 9

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# Star Trek™

## THE CARD GAME



### Professor Scott



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**ENGINEER**

Mr. Scott visited Plexicorp in 1986, posing as a scholar from Edinburgh. Called “the miracle worker” by his friends. Scotty is an old Aberdeen pub crawler.

 **Miracle Worker**
 **Computer Skill**
 **Transporter Skill**

 Once per game, may restore used **RANGE** of a  ship here.

**INTEGRITY** **6**
**CLUNING** **8**
**STRENGTH** **5**

29 V

# Refugee Guinan

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## CIVILIAN

**El-Aurian** who fled from the assimilation of her homeworld. Hates the Borg. Was ripped from the Nexus in 2293. Left an echo of herself behind.

Your dilemmas may only be nullified using their gametext.
 Diplomacy
 Anthropology
 Honor

INTEGRITY	9	CUNNING	8	STRENGTH	7
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30 V

**Sfreett**

STAR TREK  
THE NEXT GENERATION

**CIVILIAN**

Feline humanoid dancer. She was working on Nimbus III when Sybok took charge of Paradise City. Likes the arid atmosphere of the desolate world.

Acquisition Greed Anthropology

Integrity 5 Cunning 8 Strength 7

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**Shuttle Galileo** **STAR TREK**  
THE NEXT GENERATION

**SHUTTLECRAFT**

Large Federation shuttlecraft assigned to the *U.S.S. Enterprise-A*. Transported Sybok's Army of Light off Nimbus III to begin their quest for Sha Ka Ree.

May take off or land once each turn.

**RANGE 4** **WEAPONS 2** **SHIELDS 2**

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**Chariot of "God"**

**STAR TREK**  
THE NEXT GENERATION

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**CONSTITUTION CLASS**

In 2287, the Galactic Army of Light commandeered the Federation starship *U.S.S. Enterprise-A* to traverse the Great Barrier and travel to Sha Ka Ree.

**Tractor Beam**  
**RANGE +4 in Great Barrier Region.**

<b>RANGE</b> 6	<b>WEAPONS</b> 6	<b>SHIELDS</b> 7
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33 V

**STAR TREK III**  
**THE SEARCH FOR SPOCK**

❖ **Merchantman**

**FREIGHTER**

Common class of reconfigurable cargo vessel. Sometimes used as a passenger or courier transport.

**Tractor Beam**

**RANGE 7    WEAPONS 4    SHIELDS 5**

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TACTIC

STAR TREK III

THE SEARCH FOR SPOCK



NO TRICKS

ATTACK

0

DEFENSE

1

ATTACK bonus +2 if you have a  ship firing.  
 Hit =  . Direct hit =    .  
 Otherwise, if  ship firing with matching commander aboard = .

WEAPONS -3

HULL -15%

Emergency Beam Out: relocate one personnel (random selection) to nearest planet; stopped.





# TACTIC



## UNEXPECTED TORPEDO



<div>ATTACK</div> <div>1</div>	<p>ATTACK bonus +2 if you have a  ship firing.</p> <p>Hit =                    </p>
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Shuttle Galileo

STAR TREK  
THE FIFTH SEASON



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SHUTTLECRAFT



Large Federation shuttlecraft assigned to the U.S.S. *Enterprise-A*. Transported Sybok's Army of Light off Nimbus III to begin their quest for Sha Ka Ree.

May take off or land once each turn.

RANGE 4

WEAPONS 2

SHIELDS 2

32° V