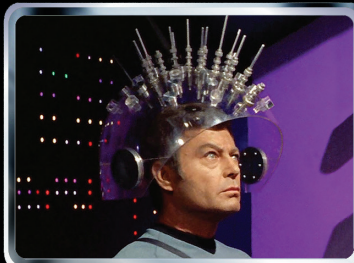


ARTIFACT *STAR TREK*



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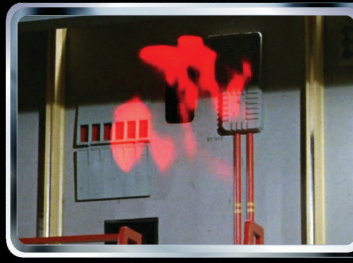
3 THE GREAT TEACHER

Computer interface from Sigma Draconis VI. Ancient technology which temporarily imparts knowledge, spanning topics such as neurosurgery, astrometrics, philosophy, and card game rules.

Use as Equipment card. (Unique.) Immediately choose a personnel present. While present, chosen personnel gains two of every regular skill.

1 V

DILEMMA *STAR TREK*



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BETA XII-A ENTITY

Non-corporeal energy being fueled by anger and hatred. Could transmute matter, turning everyday objects into weapons.

End of every turn: If no personnel here, moves. Otherwise, on planet surface and aboard each ship and facility here, two strongest personnel must battle each other.

RANGE 6 WEAPONS 8 SHIELDS 8

2 V

DILEMMA *STAR TREK*



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KLINGON TROOP DEPLOYMENT

When new worlds are absorbed into the Klingon Empire, such as Orgiana in 2267, a battalion of Klingon warriors quickly subdues the population and suppresses any resistance.

Opponent may download to this planet up to three different ♣ ♠ ♡ ♣ personnel and/or one Classic Disruptor. They may initiate battle (if possible).

3 V

DILEMMA *STAR TREK*



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REDJAC

After killing a string of women on Argelius II, the murderous entity possessed the computer banks of the *Starship Enterprise*.

End of every turn: Kills one of each player's ♣ personnel (random selection) on planet surface, on each non-Nor facility here, and aboard each exposed ship here, then moves.

RANGE 6 WEAPONS 5 SHIELDS 6

4 V

DILEMMA *STAR TREK*



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3 SPOCK'S BRAIN

In 2268, Mr. Spock's brain was removed and taken to Sigma Draconis VI to act as a computer control system for the Eymorg.

To get past, most CUNNING SCIENCE must relocate to a planet with "23rd century" in lore (your choice; dilemma nullified if no such planet); they are stopped until countdown expires. Nullify with The Great Teacher present.

5 V

DILEMMA *STAR TREK*



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THE METRONS' ARENA

To resolve the conflict between the Gorn Hegemony and the Federation, the Metrons arranged for the two representative captains to battle for survival.

One personnel (opponent's choice) is relocated to nearest planet with no personnel on surface; opponent may download S'Salk there. Attempt ends.

6 V

EQUIPMENT *STAR TREK*



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FLINTLOCK RIFLE

Primitive hand weapon developed by many races. Uses chemical combustion to fire projectiles over a long distance.

Once each turn, discard your ♣ ♠ or ♡ personnel here to unstop up to X non-Honor ♠ personnel in your Away Team here. X = number of ♠ on the discarded personnel.

7 V

EQUIPMENT *STAR TREK*



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KLINGON BALDRIC

Largely ornamental Klingon garment. Often used ceremonially to denote membership of a specific Klingon house. A cunning wearer can conceal weapons within as part of a strategic plan.

Your non-Treachery Klingons present are INTEGRITY +2. Your Worf OR one of your ♠ leaders present may pair first in personnel battle (and select their adversary).

8 V

EQUIPMENT *STAR TREK*



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LIBRARY RECORD TAPE

Computer memory storage medium. During the 23rd century, much historical data and distant star charts were stored on such devices. Such equipment has been developed by many races.

Once each turn, you may select Anthropology OR Stellar Cartography. Until re-selected, your ♠ OFFICER personnel and Computer Skill personnel present gain that skill. (Unique.)

9 V



EQUIPMENT

STAR TREK
THE NEXT GENERATION

PAINSTIK

Electrified baton used throughout the Klingon Empire. Requires incredible endurance to withstand it. Often used by prison guards or during Klingon ceremonies.

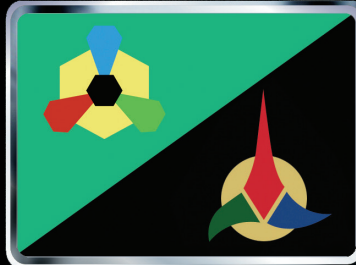
When reported, name a skill. Your personnel present with that skill are STRENGTH +2. Opponent's personnel present without that skill are STRENGTH -1. (Cumulative.)

10 V



EVENT

STAR TREK



TECHNOLOGY SHARING TREATY

Fueled by a mutual hatred of the Federation, the Klingon Empire and the Romulan Star Empire formed a brief alliance to share technology in the 2260's.

Seeds or plays on table. Your and cards are compatible and may use your D-7-Class ships. Your D-7-Class ships gain Cloaking Device.

11 V



INCIDENT

STAR TREK



ASSIGNMENT: EARTH

Seeds or plays on Earth. Your Gary Seven, Isis, and Roberta Lincoln gain (even if not in play) and may report to any corresponding time location. Your facilities, personnel, and ships at same location as your Gary Seven are immune to timeline disruption effects of Build Interplexing Beacon and Stop First Contact.

12 V



INCIDENT

STAR TREK



ORGANIAN ANNEXATION

Seeds on Organia. You may only play personnel and ships if they are or . Once each turn, when you report a personnel, you may report an equipment or equipment with "Klingon" or in gametext to that personnel for free OR place an equipment, personnel, or ship from discard pile beneath draw deck.

13 V



INCIDENT

STAR TREK



THE SAVAGE CURTAIN

Seeds or plays on Excalbia. Captain Kirk and Mr. Spock in play gain Honor and . Once each turn, in place of a card draw, you may download to hand a OR . When you solve this mission, you may draw a card for each Geology personnel who helped solve, then may report an Honor personnel for each who helped solve, then may report a Treachery personnel for each who helped solve.

14 V



INTERRUPT

STAR TREK



TEAM OF AMBASSADORS

The diverse nature of the Federation diplomatic corps resulted in many conflicting views, but allowed for the collected wisdom of the various ambassadors to find optimal solutions.

Plays on your unstopped personnel with V.I.P. and Diplomacy to cause a random selection present to be cancelled and re-selected. OR Nullifies Misinterpreted History.

15 V



Access Dilithium Cache

Tellur System Region • Troiys: Negotiate for dilithium, stockpiled here since the 23rd century.

Geology x2 + Diplomacy + Anthropology + (Acquisition x2 OR personnel OR INTEGRITY>35)



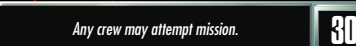
16 V



Assassinate Diplomat

Near Babel: Ambush high ranking official travelling to famed site used since the 23rd century.

SECURITY x2 + (Treachery x3 OR Orion Syndicate OR personnel OR assassin) + no humans



17 V



Attend Disciplinary Proceeding

M-11: Participate in court-martial at starbase established in the 23rd century.

Diplomacy x2 + Anthropology + (Law OR INTEGRITY>30)



18 V

3

55

Leadership + SECURITY + Anthropology + (Guramba OR STRENGTH>35)

Attend Royal Function

Tellun System Region • Elas: Adhere to strict formal protocols imposed since the 23rd century.

Leadership + SECURITY + Anthropology + (Guramba OR STRENGTH>35)

35

3

19 V

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4

30

SECURITY + Treachery x2 + Navigation

Destabilize Region

Disputed Sector: Fuel political unrest in system contested since the 23rd century.

SECURITY + Treachery x2 + Navigation

30

4

20 V

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4

40

Honor x4 + no Treachery OR Treachery x4 + no Honor OR Geology x4 + no Honor + no Treachery

Examine Morality

Excalbia: Make contact with rock-based life-form first encountered in the 23rd century.

Honor x4 + no Treachery OR Treachery x4 + no Honor OR Geology x4 + no Honor + no Treachery

Any Away Team may attempt mission.

40

4

21 V

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2

30

Anthropology + Leadership + (Music OR Honor x2)

Mourn Victims

Tarsus IV: Attend remembrance event for those massacred in the 23rd century after food shortages.

Anthropology + Leadership + (Music OR Honor x2)

30

2

22 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

40

Diplomacy x2 + Anthropology x2 + MEDICAL + Geology

Obtain Mining Agreement

Capella IV: Renegotiate topolne deposit rights, first granted to the Federation in the 23rd century.

Diplomacy x2 + Anthropology x2 + MEDICAL + Geology

When you solve, you may draw two cards.

40

3

23 V

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3

30

SECURITY + Leadership + Physics + CUNNING>30 OR Captain Kirk + Captain Kang

Pursue Origins

Beta XII-A: Track entity feeding on hostility, first encountered here in the 23rd century.

SECURITY + Leadership + Physics + CUNNING>30 OR Captain Kirk + Captain Kang

30

3

24 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

30

Diplomacy + Leadership x2 + (Honor OR Treachery)

Renegotiate Pact

Beta Thoridar: Renew technology-sharing agreement from the 23rd century.

Diplomacy + Leadership x2 + (Honor OR Treachery)

When seeded, you may download Technology Sharing Treaty.

30

4

25 V

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4

30

SECURITY x2 + Leadership + (Klingon Intelligence OR Law OR Treachery x2)

Upgrade Munitions

Planet Neural: Re-arm faction after initial military interference in the 23rd century.

SECURITY x2 + Leadership + (Klingon Intelligence OR Law OR Treachery x2)

30

4

26 V

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OBJECTIVE

STAR TREK

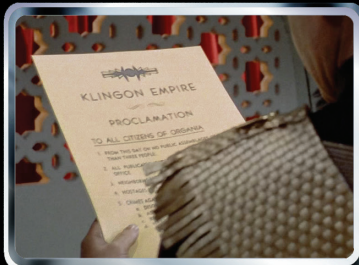
ANCIENT CITADEL

Seeds or plays on your mission with "23rd century" in lore. Your personnel who name in lore this planet become (even if not in play). OR Plays on your crew or Away Team with at least 4 Honor or 4 SECURITY. Draw up to three cards; discard objective.

27 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OBJECTIVE *STAR TREK*



MILITARY PROTECTORATE

Seeds or plays on your non-homeworld mission. When your Away Team of at least four personnel solve this mission, you may download Colony here; it becomes and compatible cards may report here. While a Colony is here, personnel who name this mission in lore and your SECURITY-classification personnel here gain CIVILIAN.

28 V

OBJECTIVE *STAR TREK*



NEW CIVILIZATIONS

Seeds on table if each of your non-homeworld missions shows 30 points or less. When you have completed a planet mission, a space mission, and four total missions, you win the game.

29 V

Lt. McGivers *STAR TREK*



OFFICER

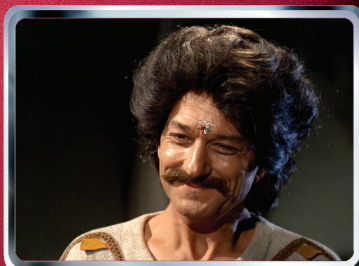
Historian and artist. Human who betrayed her crew when she became romantically involved with Khan Noonien Singh. Later exiled with her beloved Khan.

SCIENCE Archaeology Treachery

INTEGRITY 3 CUNNING 7 STRENGTH 5

30 V

Apella *STAR TREK*



V.I.P.

Native of Planet Neural and leader of a village there. He was supplied with advanced weapons by Krell to attain power and act on behalf of the Klingon Empire.

Leadership Treachery Greed
Flintlock Rifle

INTEGRITY 4 CUNNING 6 STRENGTH 6

31 V

Bielsa *STAR TREK*



SECURITY

Loyal henchman. Security chief serving under Captain Kang. Acted as bodyguard to Mara while aboard the *Starship Enterprise* in 2268.

Physics Transporter Skill Navigation x2
Agonizer (if with two other personnel).

INTEGRITY 6 CUNNING 7 STRENGTH 8

32 V

Captain Kang *STAR TREK*



OFFICER

Klingon warrior who encountered Captain Kirk on Beta XII-A. Tried to avenge the destruction of his ship and the deaths of 400 soldiers. Husband of Mara.

Honor Leadership Physics Diplomacy
Classic Disruptor (if with two other personnel).

INTEGRITY 7 CUNNING 7 STRENGTH 8

33 V

Captain Khod *STAR TREK*



OFFICER

Klingon fleet captain. Commanded the *I.K.S. Molar* in 2268. Co-ordinated with the Elasian traitor Kryton to attack a sabotaged *Starship Enterprise*.

Anthropology Computer Skill Treachery
If all your personnel present are Biology, MEDICAL.

INTEGRITY 4 CUNNING 8 STRENGTH 8

34 V

Dorigo *STAR TREK*



SCIENCE

Representative of junior science officers serving in the Klingon Defense Force in the 23rd century. He is good with a blade. Member of the House of D'Ghor.

Geology Treachery Computer Skill
Youth

INTEGRITY 3 CUNNING 6 STRENGTH 8

35 V

Governor Kor *STAR TREK*



V.I.P.

Fleet captain and *Dahar* master. Klingon warrior and military strategist who reports directly to the High Council. Hero of the glorious Baltar campaigns.

OFFICER Leadership Law Diplomacy
SECURITY Taking Charge Klingon Baldrick

INTEGRITY 6 CUNNING 8 STRENGTH 8

36 V



Krell

STAR TREK



SECURITY

Klingon arms dealer working for the High Council. Provided "advanced" weapons to Apella to tip the local balance of power. Descendant of Admiral Krell.

- Anthropology • Archaeology • Klingon Intelligence
- Smuggling • Treachery

INTEGRITY 4 CUNNING 8 STRENGTH 8

37 V



Kryton

STAR TREK



ENGINEER

Stiff, robotic Elasian bodyguard. Part of a noble family on Elas. He conspired with the Klingons, jealous that Elaan was promised in marriage to a Trojan.

- SECURITY • Treachery • Greed
- ▼ Bodyguards OR Warp Core Breach

INTEGRITY 3 CUNNING 8 STRENGTH 7

38 V



Mara

STAR TREK



SCIENCE

Science officer and wife of Captain Kang. She was initially skeptical about an alien fueling tensions.

- Physics • Honor • ENGINEER • Computer Skill
- If with Captain Kang, both are attributes all +2.
- ▼ Library Record Tape (if with 2 other ♠️ ♠️ personnel).

INTEGRITY 7 CUNNING 5 STRENGTH 6

39 V



❖ Mok'Rand

STAR TREK



SECURITY

Typical soldier in the Klingon Defense Force. Friend of Korax. Relayed information to Arne Darwin during the Sherman's Planet affair. Talented linguist.

- Klingon Intelligence • Exobiology
- If all your personnel present are ♠️: Diplomacy, Biology.

INTEGRITY 5 CUNNING 7 STRENGTH 8

40 V



❖ Piabok

STAR TREK



ENGINEER

Representative of deflector technicians serving in the 2260s. Part of Captain Kang's crew for many years, eventually rising to chief engineer of the J.K.S. K'elric.

- Stellar Cartography • Navigation
- If all your personnel present are ♠️: Physics, Treachery.

INTEGRITY 6 CUNNING 6 STRENGTH 8

41 V



❖ Radebe

STAR TREK



OFFICER

Characteristic of Klingon soldiers assigned under Governor Kor. Stationed on Organia in 2267. Despite trying, could not provoke any Organians to fight him.

- Leadership • Transporter Skill
- If all your personnel present are ♠️: Honor, Physics.

INTEGRITY 7 CUNNING 6 STRENGTH 7

42 V



Trader Worf

STAR TREK
DEEP SPACE NINE

CIVILIAN

The Klingon Worf visited Deep Space Station K-7 near Sherman's Planet in 2267. Hates Tribbles.

- Honor • SECURITY • Anthropology
- If all your personnel present are ♠️: Acquisition, Law.
- Twice per game, may nullify all ♠️ cards present.

INTEGRITY 7 CUNNING 6 STRENGTH 10

43 V



❖ Yeboah

STAR TREK



MEDICAL

Typical Klingon battlefield surgeon serving in the 2260s. She was one of 40 survivors from her ship rescued by the crew of the Starship Enterprise.

- Biology • Exobiology

INTEGRITY 6 CUNNING 7 STRENGTH 6

44 V



Ambassador Petri

STAR TREK



V.I.P.

Trojan diplomat and emissary sent to act as teacher for Elaan before she reached Troyius. Got a knife in his back for trying to educate her in manners.

- Diplomacy • Anthropology • Law

INTEGRITY 7 CUNNING 7 STRENGTH 5

45 V

Baroner *STAR TREK*



OFFICER

The human Starfleet officer Captain Kirk posed as a native on Orgonia to hide during its occupation by the Klingons. Appointed as liaison. A ram amongst sheep.

Leadership • Diplomacy • Anthropology
 Disruptor Overload

INTEGRITY 7 CUNNING 9 STRENGTH 8

46 V

Elaan *STAR TREK*



V.I.P.

Dohlman of Elas who became queen of Troyius. Elasian promised in marriage to create peace. Her tears can intoxicate men. Not used to anyone defying her will.

Leadership • Youth • Biology
 I Love You

INTEGRITY 7 CUNNING 7 STRENGTH 7

47 V

Excalbian Genghis *STAR TREK*



V.I.P.

Excalbian who posed as the human military strategist who united the Mongol tribes and became their emperor. He likes the sugar rush from certain foods.

Treachery • SECURITY • Law
 Any blade weapon (if present with another)

INTEGRITY 4 CUNNING 8 STRENGTH 8

48 V

Excalbian Green *STAR TREK*



OFFICER

Excalbian who posed as a genocidal human colonel for a morality play on Excalbia. He euthanized countless radiation victims. Genetic purist. Inspired Terra Prime.

Treachery x2 • Leadership • Navigation
 Physics • X=3 vs. non-human adversaries.

INTEGRITY 2 CUNNING 7 STRENGTH 7+X

49 V

Excalbian Kahless *STAR TREK*



V.I.P.

Excalbian who posed as the legendary Klingon, drawn from the limited Starfleet data available in 2269.

Treachery • Leadership x2 • SECURITY
 Once each turn, may gain a skill from a personnel present until end of turn.

INTEGRITY 5 CUNNING 8 STRENGTH 10

50 V

Excalbian Lincoln *STAR TREK*



V.I.P.

Hero of Captain Kirk who fought to abolish slavery. In truth an Excalbian who posed as the human president. Helped confront the forces of evil on Excalbia in 2269.

When your personnel present is captured, you may draw a card. • Law x2 • Honor • Leadership

INTEGRITY 10 CUNNING 7 STRENGTH 5

51 V

Excalbian Surak *STAR TREK*



V.I.P.

Excalbian who posed as the famous Vulcan scientist and philosopher. Abhors violence. Finds it more logical to heal than to kill. He went in peace to propose peace.

Honor x2 • SCIENCE • Anthropology
 When killed, you may draw up to 3 cards.

INTEGRITY 10 CUNNING 6 STRENGTH 7

52 V

Excalbian Zora *STAR TREK*



MEDICAL

Excalbian who posed as the Tiburonian governor. She experimented on many subjects' body chemistry.

Treachery x2 • Exobiology • MEDICAL
 Leadership • When randomly selected, may substitute your ♠ personnel present instead.

INTEGRITY 1 CUNNING 9 STRENGTH 5

53 V

Gary Seven *STAR TREK*



SECURITY

Supervisor 194. Temporal agent sent to 1968 Earth to protect Earth's future. Genetically enhanced human and pilot. Travels everywhere with Isis.

OFFICER • Astrophysics • Archaeology • Navigation
 Transporter Skill • Immune to Vulcan Nerve Pinch.

INTEGRITY 6 CUNNING 8 STRENGTH 8

54 V

OFFICER

Historian and artist. Human who betrayed her crew when she became romantically involved with Khan Noonien Singh. Later exiled with her beloved Khan.

SCIENCE
 Archaeology
 Treachery

INTEGRITY 3 CUNNING 7 STRENGTH 5

30° V

CIVILIAN

The Klingon Worf visited Deep Space Station K-7 near Sherman's Planet in 2267. Hates Tribbles.

Honor
 SECURITY
 Anthropology

If all your personnel present are Acquisition, Law.
Twice per game, may nullify all cards present.

INTEGRITY 7 CUNNING 6 STRENGTH 10

43° V

OFFICER

The human Starfleet officer Captain Kirk posed as a native on Organia to hide during its occupation by the Klingons. Appointed as liaison. A ram amongst sheep.

Leadership
 Diplomacy
 Anthropology

Disruptor Overload

INTEGRITY 7 CUNNING 9 STRENGTH 8

46° V

V.I.P.

Excalbian who posed as the legendary Klingon, drawn from the limited Starfleet data available in 2269.

Treachery
 Leadership x2
 SECURITY

Once each turn, may gain a skill from a personnel present until end of turn.

INTEGRITY 5 CUNNING 8 STRENGTH 10

50° V

V.I.P.

Excalbian who posed as the famous Vulcan scientist and philosopher. Abhors violence. Finds it more logical to heal than to kill. He went in peace to propose peace.

Honor x2
 SCIENCE
 Anthropology

When killed, you may draw up to 3 cards.

INTEGRITY 10 CUNNING 6 STRENGTH 7

52° V