

DILEMMA

— STAR TREK —
ENTERPRISE



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3 DISTRACTING TECHNOLOGY

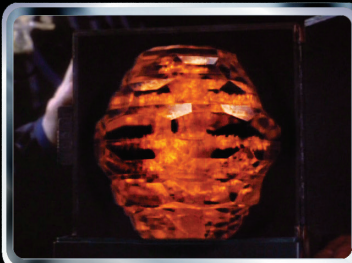
The Xyrrilian holodeck was centuries ahead of most Alpha Quadrant races' recreational facilities. "If we had one of these on Enterprise, I'd never ask for shore leave."

Place on ship. If ship is or , all crew with that icon are stopped this turn. Any player voluntarily moving or attacking with this ship must first discard 2 cards from hand.

1 V

DILEMMA

STAR TREK
DEEP SPACE NINE



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PROMETHEAN QUARTZ

A mysterious crystal found in the Gamma Quadrant by Vash was later revealed to be an egg of a spaceborne life-form.

Opponent may download and seed a dilemma here. Unless EXOBIOLGY, SCIENCE, and CUNNING > 40 OR ARCHAEOLOGY, ENGINEER, and STRENGTH > 40, crew or Away Team stopped. Discard dilemma.

2 V

DILEMMA

STAR TREK
THE NEXT GENERATION



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THE ARSENAL: WEAPONS DEMONSTRATION

The automated weapons system on Mynos also attacked orbiting starships. "The 607 does it all... neutralize ground personnel, even destroy enemy space vessels."

To get past, choose your ship here (even a cloaked or landed ship): opponent may . You may lose 10 points to prevent one , or 20 points to prevent both.

3 V

EVENT

STAR TREK
THE NEXT GENERATION



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48TH RULE OF ACQUISITION

"The bigger the smile, the sharper the knife."

Plays on your ship. While Gold-Pressed Latinum aboard, ship is WEAPONS +1 for each Diplomacy aboard (limit +3).

4 V

EVENT

STAR TREK
VOYAGER



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ASTROMETRICS LAB

Seven of Nine and Harry Kim combined astrometric technology from Starfleet and the Borg. Their enhanced sensors helped them plot a more efficient route home.

Plays on your ship. Once each turn, if Stellar Cartography aboard, you may discard the top card of your draw deck to make this ship RANGE +3 until end of turn.

5 V

EVENT

STAR TREK
DEEP SPACE NINE



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BORDER CHECKPOINT

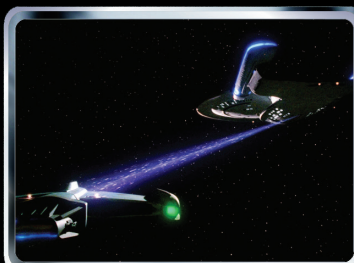
In order for the U.S.S. Defiant to enter Cardassian territory in 2371, Benjamin Sisko used a holofilter to appear as a Kobheerian and allow the ship to pass the Cardassian patrols.

Plays on a mission with "array" or "listening post" in lore. Once each turn, when you play a non- ship here, you may draw a card.

6 V

EVENT

STAR TREK
THE NEXT GENERATION



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VERSATILE VESSEL: APPLIED SCIENCE

The Romulan scientists aboard the *Apnex* strategically used an undetected muon feedback wave to destabilize the U.S.S. Enterprise's dilithium chamber.

Plays on your *Nebula*- or *Science*-class ship or scout ship. Once each turn, you may select SCIENCE OR Geology OR Stellar Cartography OR Astrophysics. Until re-selected, adds that skill.

7 V

EVENT

— STAR TREK —
ENTERPRISE



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VULCAN OBSERVATION

After taking their initial steps into deep space, Jonathan Archer and his crew felt the gaze of their pointy-eared neighbors looking over their shoulder a little too often.

Plays on an opponent's mission. Add the skills of each ship here to this mission's requirements (add double those skills instead if this mission is or).

8 V

5

Any crew
Computer Skill x2 + (ENGINEER x2 OR CUNNING > 50)
Cytherians in this quadrant instead force travel here.



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Cytherian Lure

Great Barrier Region • Cytheria: Exchange knowledge with advanced race.

Computer Skill x2 + (ENGINEER x2 OR CUNNING > 50)
Cytherians in this quadrant instead force travel here.

Any crew may attempt mission.

30

5

9 V

08

SECURITY + Astrophysics + (Law OR CUNNING>32)
Border Checkpoint may seed here.

4

10 V

Monitor Traffic

Morska Listening Post: Identify ships crossing busy border.

SECURITY + Astrophysics + (Law OR CUNNING>32)
Border Checkpoint may seed here.

30

Assembly Transport

STAR TREK
DEEP SPACE NINE

11 V

BESTRI CLASS

Bajoran transport used by various dignitaries and members of the Vedek Assembly. This class of transport is named after a forested area on Bajor.

Tractor Beam. RANGE and SHIELDS +1 for each vedek aboard (limit 4).

RANGE 5

WEAPONS 4

SHIELDS 4

Type-2 Galor

STAR TREK
THE NEXT GENERATION

12 V

GALOR CLASS

Vessel used by the Cardassian Union from the outbreak of hostilities with the Federation until the 2360s when it was replaced by the Type-3 Galor.

Tractor Beam. WEAPONS +3 while you have a captive.

RANGE 8

WEAPONS 6

SHIELDS 7

U.S.S. Defiant

STAR TREK
DEEP SPACE NINE

13 V

DEFIANT CLASS

Federation starship commandeered and commanded by Kudak'Etan. Encountered a little problem.

Attributes all -3 unless 4 in crew.

Cloaking Device, Tractor Beam (cannot carry ships aboard except shuttles)

RANGE 8

WEAPONS 10

SHIELDS 9

U.S.S. Ambassador

STAR TREK
THE NEXT GENERATION

14 V

AMBASSADOR CLASS

Mainstay Federation vessel of the mid-24th century. NCC-10521. The design had more maneuverability than many of its counterparts of that era.

Tractor Beam

RANGE 7

WEAPONS 6

SHIELDS 8

U.S.S. Sovereign

STAR TREK
NEMESIS

15 V

SOVEREIGN CLASS

Prototype advanced cruiser developed in the early 2370s. First ship of its class. NCC-73811. Part of a special Federation task force in 2384.

Attributes all +1 if 4 aboard. Holodeck, Tractor Beam

RANGE 9

WEAPONS 8

SHIELDS 9

Pequod

STAR TREK
VOYAGER

16 V

LIGHT CRUISER

Cruiser commanded by Takiac. The first to install holographic projectors. Renamed after a ship from Takiac's favorite hunting simulation, *Moby Dick*.

WEAPONS and SHIELDS +4 vs. 4. Holodeck, Tractor Beam

RANGE 8

WEAPONS 8

SHIELDS 8

Klingon Transport

STAR TREK
THE NEXT GENERATION

17 V

TORON CLASS SHUTTLECRAFT

Shuttlecraft of Klingon design. Korat commanded one in 2370. Was intercepted before his rendezvous.

Holds two personnel. Has no transporters.

May report with 2 personnel (one must have Smuggling) to any mission.

RANGE 6

WEAPONS 5

SHIELDS 3

Soterus

STAR TREK
NEMESIS

18 V

NOREXAN CLASS

Warbird commanded by Suran during the Battle of Bassen Rift. Survived the conflict but sustained significant damage. Sister ship to the *Valdore*.

Cloaking Device, Tractor Beam. While in battle, may draw an extra Tactic.

RANGE 9

WEAPONS 10

SHIELDS 9

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