







# DILEMMA

STAR TREK



## EMINIAN DISINTEGRATION PROTOCOL

Eminiar VII was in a simulated war with Vendikar for 500 years. Shipboard and ground-based deaths were determined by computer and completed at disintegration stations.

One SECURITY (at ) or one ENGINEER (at ) with most  is killed. To get past requires 2 SECURITY (at ) OR 2 ENGINEER (at ) OR six non- personnel.

1 V

# DILEMMA

STAR TREK  
A KLINGON CHALLENGE



## EXPERIENCE BIJI!

In his efforts to commandeer the U.S.S. Enterprise, Kovok would use "punishments" to slow the progress of the remaining Starfleet personnel aboard from reaching the bridge.

Attempt ends. Place on mission; cannot be attempted or scouted. May be nullified by any player encountering another dilemma OR if Dead End is on this mission.

2 V

# DILEMMA

STAR TREK



## 3 M-113 CREATURE

Last member of a telepathic, shape-shifting species. Craves salt. Will extract it, often fatally, from other creatures.

Place on mission. Now and end of every player's turn, kills one of that player's personnel here (opponent's choice; human if possible). Cure with 2 Exobiology here.

3 V



# DILEMMA

STAR TREK  
THE NEXT GENERATION



## NELVANA TRAP

Having discovered no covert base on Nelvana III, the U.S.S. Enterprise was caught in the act of violating the Neutral Zone by two D'deridex class warbirds.

Opponent may relocate up to two of their  or  ships from any Engage Cloak to here (declocked). Those ships may initiate battle or move away.

4 V

# DILEMMA

STAR TREK



## NUCLEAR DISARMAMENT

In 1968, Gary Seven assumed the mission of two deceased temporal agents and caused a nuclear missile malfunction, preventing further proliferation of atomic weapons.

Kills all your temporal agents in play (if 3 Anthropology present, stopped instead). To get past requires 2 Computer Skill and INTEGRITY>40 OR Physics and ANIMAL.

5 V

# DILEMMA

STAR TREK  
THE FINAL FRONTIER



## POOR QUALITY WORKMANSHIP

Mr. Scott was not impressed by the newly launched U.S.S. Enterprise-A and the numerous repairs needed. "Half the doors won't open, and guess whose job it is to make it right?"

To get past requires 4 personnel with (ENGINEER OR Computer Skill) OR discard any Kit (at ) OR discard any PADD (at )

6 V



# DILEMMA

STAR TREK  
THE NEXT GENERATION



## SHUTTLE CRASH

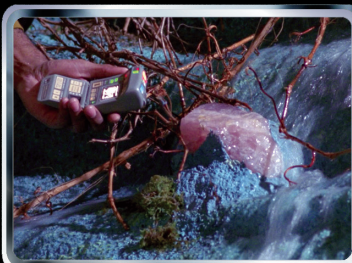
In 2367, an accident aboard the Nenebek, a mining shuttle transporting Jean-Luc Picard and Wesley Crusher to Pentarus V, caused it to crash land on one of the moons orbiting Pentarus III.

Stops one Youth personnel (opponent's choice) then one OFFICER (your choice). To get past requires 2 Navigation and (CUNNING>45 at  OR STRENGTH>45 at )

7 V



# DILEMMA

STAR TREK  
THE NEXT GENERATION



## 2 TRICRYANATE POISONING

Kivas Fajo kept the crew of the U.S.S. Enterprise busy dealing with a contaminated water table on Beta Agni II to avoid further investigation into the explosion of Data's shuttle.

Unless requirements of nearest planet mission (at  OR requirements of nearest space mission (at  present, place on mission; mission worth zero points. (Unique.)

8 V

# DILEMMA

STAR TREK



## 2 WHITE RABBIT

Time-obsessed recreation from Alice's Adventures in Wonderland encountered by Dr. McCoy. Caused shore leave to be delayed until such anachronisms could be explained.

Unless Physics and Archaeology present, place on mission. When countdown expires, if mission unsolved, reduce points by 10. Nullified by any Pocketwatch.

9 V



# EVENT

STAR TREK



## CREATURES OF DUTY

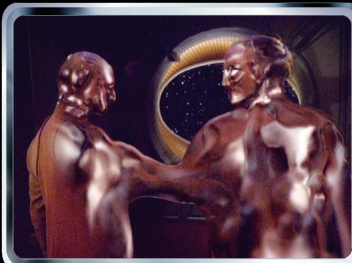
Keras and his officers lived by the ideals of duty, obedience, and service to the Praetor, to the exclusion of all other concerns.

Seeds or plays on table. Your male personnel with OFFICER classification may meet dilemma requirements as if CIVILIAN or V.I.P. or female, then are stopped.

10 V

# EVENT

STAR TREK  
DEEP SPACE NINE



## SHAPE-SHIFT: FLUIDITY

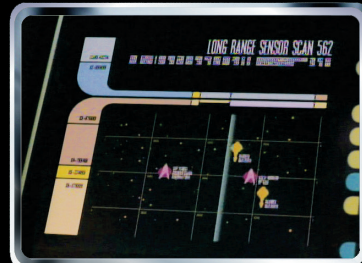
Inside the Link, an intimate sharing of thought and form, idea and sensation, concepts like gender are meaningless. Outside the Link, changelings can take any form, male or female.

Plays on table. Each changeling in play is a romantic partner of every other changeling in play and, once each turn, may change their gender (until end of turn).

11 V

# EVENT

STAR TREK  
DEEP SPACE NINE



## STRATEGIC SECTOR

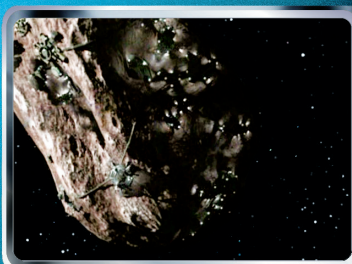
The burgeoning Maquis activity in and around the Demilitarized Zone began to draw intense scrutiny from both the Cardassian Union and the Federation.

Plays on a mission in a region. If not playing Borg, you may draw a card for every two missions in that region (plus one if you have no facilities in that region). Discard event.

12 V

# Earth Outpost

STAR TREK



After the Earth-Romulan War, Starfleet constructed a series of outposts along the Neutral Zone.

Seeds (limit one) or plays at a Neutral Zone Region mission.

## OUTPOST

SHIELDS 16

13 V

# INCIDENT

STAR TREK  
DEEP SPACE NINE



## COMMUNITY LEADER

Seeds on table. Once per game, at any time, you may download Quark's Bar and/or one Holosuite. Your Quark gains Leadership. Your Quark, Rom, and your bartenders, dabo girls, and waiters may mix with your cards. All personnel may mix at Quark's Bar.

14 V

# INCIDENT

STAR TREK



## HARD-WORKING, HAPPY ANDROIDS

Seeds on Exo III or Planet Mudd. Your androids, Cravic Warships, and Pralor Warships may report here. While you have no more than one non-android personnel in play, once each turn you may "conduct upgrades": place one android from hand underneath deck to draw 2 cards (one android drawn may report to your Cybernetics personnel). Once per game, you may download Lore's Fingernail.

15 V

# INCIDENT

STAR TREK  
ENTERPRISE



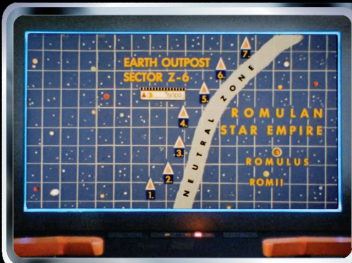
## LONG LIVE THE EMPIRE!

Seeds on Imperial Palace. If you seeded 6 missions and have no ship in play, at the start of your turn you may download one NX-class ship here. Once each turn you may discard 2 or more cards from hand to put top two cards of draw deck beneath Watch Dog and/or keep one event from counting down this turn.

16 V

# INCIDENT

STAR TREK



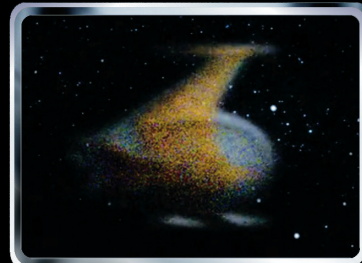
## THE NEUTRAL ZONE

Seeds on table if you seeded at least 5 different Neutral Zone missions and no homeworld. All ships are RANGE +2 in Neutral Zone. Once per game, you may download Test For Weakness OR Consume: Outpost. End of every player's turn, that player may draw an extra card if their staffed, exposed, non- ship is at a Neutral Zone mission.

17 V

# INTERRUPT

STAR TREK



## CLOAKED MANEUVERS

With the vapor trail of comet Icarus IV to further obscure their movements, the Gal Gath'ithong was able to change course and evade the pursuit from their Starfleet adversary.

Plays on your undamaged ship with a Cloaking Device. Ship cloaks (even if stopped or it has de-cloaked this turn). Shuffle back into deck if ship is .

18 V





# INTERRUPT



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## I ... HAVE HAD ... ENOUGH OF YOU!



Filled with rage following the death of his son, Admiral Kirk angrily ended Kruge's quest to acquire the secret of Genesis.

Once per game per persona, plays on any Benefactor OR on a personnel to prevent a ▼ they just initiated (after start of next turn, ▼ considered unused). Target personnel loses all skills until end of turn.

19 V



## INTERRUPT

# STAR TREK™

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### NOT PROGRAMMED TO RESPOND



With a physical show of force futile, the crew of the *Starship Enterprise* planned to use confusion and illogic, forcing the androids to consult Norman for advice.

Plays to stop your android. If Norman is in play, one of your other androids present with him gains a skill of your choice until end of turn. **OR** Nullifies Kelvan Show of Force.

28 V

35

**5**

(Cloaking Device **OR** any Intelligence **OR** any Founder) + Computer Skill + Navigation + SECURITY



## Breach Detection Grid



**Neutral Zone Region • Border Crossing:**

Evade tachyon beams and pursuing vessels.



**(Cloaking Device **OR** any Intelligence **OR** any Founder) +  
Computer Skill + Navigation + SECURITY**









35

**5**

21 V

NOT ENOUGH PICTURES OR PRAGMATIC PICTURES

## Evade Sensors

**Neutral Zone Region • Comet Icarus IV:**

Hide near comet discovered in 23rd century.

**Leadership x2 + Navigation +  
Computer Skill + Stellar Cartography**

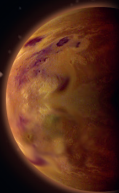
**35**

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3

35


SCIENCE + Exobiology + Astrophysics + Youth




### Investigate 'Decaying' Radiation




**Neutral Zone Region • Gamma Hydra IV:**  
 Study aftereffect from 23rd century comet.



SCIENCE + Exobiology + Astrophysics + Youth





35

23 V

3

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3

30

Leadership + Cybernetics

OR

Harcourt Fenton Mudd

Owner's androids may not mix with aligned personnel.

Yellow

Green

Red

Planet Mudd: Give direction to a society of androids first discovered in the 23rd century.

Leadership + Cybernetics

OR

Harcourt Fenton Mudd

Owner's androids may not mix with aligned personnel.

Green

Red

Yellow


30

24 V

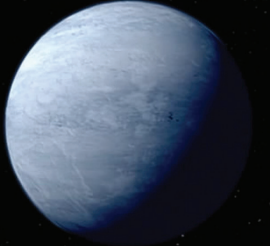
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30


3




3 non-android Computer Skill **OR** Cybernetics + Ruk  
 Owner's androids may not mix with aligned personnel.




## Study Cybernetic Relics





**Exo III:** Examine android components and systems uncovered during the 23rd century.




3 non-android Computer Skill **OR** Cybernetics + Ruk  
 Owner's androids may not mix with aligned personnel.









30

## 3

25 V

**OBJECTIVE** *STAR TREK™*

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**TEST FOR WEAKNESS** 

Plays on a Neutral Zone Region mission. Once per game, you may download Earth Outpost here (under opponent's control). Doubles WEAPONS of your  ships here when attacked or if attacking alone versus outposts. When an opposing outpost is destroyed here, score points (discard objective).

**10**

26 V



OBJECTIVE

STAR TREK™

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THE SQUIRE'S RULES



Seeds in doorway phase. At start of dilemma phase, shuffle all your dilemmas. You must seed them without looking at them. The first encountered copy of each  dilemma you seed first stops one personnel (random selection) at each encounter. Any copies you seed that are revealed later, and *all* other cards you seed under missions are mis-seeds (except artifacts). You may not download dilemmas.

27 V



**Shah'Razad** *STAR TREK*  
DEEP SPACE NINE



**ENGINEER**

Representative of virtual players in the Vorta scenario testing designed by Borath. Jem'Hadar Third trained in the fields of engineering and wormhole theory.

SCIENCE Navigation

INTEGRITY 7 CUNNING 7 STRENGTH 8

28 V

**Lt. Stiles** *STAR TREK*



**OFFICER**

Navigator and weapons controller. Has a phenomenal hatred of the Romulans, as many of his ancestors served and died during the Earth-Romulan War.

SECURITY Navigation Stellar Cartography  
Allows your cards here to initiate battle against.

INTEGRITY 4 CUNNING 7 STRENGTH 7

29 V

**Alice Series** *STAR TREK*



**MEDICAL**

Representative of androids found on Planet Mudd. She was not programmed to respond in all areas.

Limited to 500 copies in play.

Computer Skill Transporter Skill Biology  
Diplomacy Not Programmed to Respond

INTEGRITY 7 CUNNING 7 STRENGTH 10

30 V

**Andrea** *STAR TREK*



**ENGINEER**

Android built on Exo III by Dr. Roger Korby. She found human emotions to be very confusing. Assisted in producing an android duplicate of Captain Kirk.

Computer Skill Biology Physics  
If with Dr. Roger Korby, both are attributes all +1.

INTEGRITY 7 CUNNING 7 STRENGTH 7

31 V

**Barbara Series** *STAR TREK*



**SCIENCE**

Characteristic of androids native to Planet Mudd. Lt. Uhura was impressed by her estimated lifespan.

Limited to 500 copies in play.

Computer Skill Astrophysics Navigation

INTEGRITY 6 CUNNING 7 STRENGTH 9

32 V

**Dr. Brown** *STAR TREK*



**SCIENCE**

Android recreation of Dr. Roger Korby's assistant. Survived underground on Exo III. Often talks about his great Scottish ancestry. A student of all sciences.

Computer Skill Physics Anthropology  
Your Dr. Roger Korby here gains SCIENCE.

INTEGRITY 5 CUNNING 9 STRENGTH 8

33 V

**Kirk-Android** *STAR TREK*



**OFFICER**

Android recreation of Captain Kirk built on Exo III by Dr. Roger Korby. Expressed annoyance at Mr. Spock and his half-breed interference.

Treachery Leadership Anthropology  
SECURITY Navigation

INTEGRITY 5 CUNNING 8 STRENGTH 8

34 V

**Norman** *STAR TREK*



**OFFICER**

The only android of his model. Acts as central control locus for his fellow androids. Native to Planet Mudd. Diverted the Starship Enterprise there in 2268.

Leadership Navigation Commandeer Ship  
Cybernetics Computer Skill (if with another android)

INTEGRITY 7 CUNNING 9 STRENGTH 11

35 V

**Rayna Kapec** *STAR TREK*



**MEDICAL**

Android companion created by Flint. Struggled with her newfound emotional attachment to Captain Kirk.

Dies if selected by a gender-related dilemma (dilemma nullified).

MEDICAL Biology Youth  
ENGINEER Computer Skill Physics

INTEGRITY 7 CUNNING 12 STRENGTH 6

36 V



**S'Salk** *STAR TREK*



**OFFICER**

Gorn captain. He ordered the destruction of the outpost on Cestus III. Immensely strong. Forced by the Metrons to fight Captain Kirk. Snappy conversationalist.

● SECURITY ● Leadership ● Honor  
● Scores 5 points when you destroy a facility here.

INTEGRITY 8 CUNNING 8 STRENGTH 12

37 V

**Stella Mudd** *STAR TREK*



**CIVILIAN**

One of many strict and unpleasant androids on Planet Mudd. Proficient at nagging Harcourt Fenton Mudd.

Limited to 500 copies in play.

● If with Harcourt Fenton Mudd, gains SECURITY and Leadership. ● Law ● Anthropology

INTEGRITY 6 CUNNING 6 STRENGTH 6

38 V

**Sybo** *STAR TREK*



**CIVILIAN**

Typical Argelian and wife of Prefect Jaris. Descended from ancient priestesses, she tried to use empathic contact to solve a series of murders on Argelius II.

● Empathy ● Diplomacy ● Anthropology

INTEGRITY 8 CUNNING 6 STRENGTH 4

39 V

**Borix** *STAR TREK*



**SECURITY**

Characteristic of mid-23rd century Romulan soldiers. Diligent in his sentry duty. Aspires to command his own ship in service of the Star Empire.

● Youth ● Honor ● Exobiology  
● If in Neutral Zone: Leadership, Law

INTEGRITY 8 CUNNING 6 STRENGTH 6

40 V

**Centurion Kirk** *STAR TREK*



**OFFICER**

Surgically-altered human thief. Captain Kirk was under secret orders from Starfleet Intelligence.

● Leadership ● SECURITY ● Computer Skill  
● If ●, gains ●. ▼ Romulan Cloaking Device  
● May meet any Intelligence requirement with SECURITY.

INTEGRITY 6 CUNNING 9 STRENGTH 8

41 V

**Dividius** *STAR TREK*



**ENGINEER**

Assistant to Subcommander Tal who intercepted covert transmissions in 2268. Secretly an undercover Tal Shiar operative. He was later promoted to general.

● OFFICER ● Navigation ● Physics ● Tal Shiar  
▼ Classic Communicator (if in Neutral Zone).

INTEGRITY 5 CUNNING 9 STRENGTH 7

42 V

**Govas** *STAR TREK*



**OFFICER**

Typical Romulan officer, assigned to guard the cloaking device in 2268. Asked Centurion Kirk for his authorization. Easily distracted.

● ENGINEER ● Astrophysics ● Physics ● Honor  
▼ Classic Disruptor (if in Neutral Zone).

INTEGRITY 7 CUNNING 6 STRENGTH 6

43 V

**Mr. Spock** *STAR TREK*



**SCIENCE**

½ Vulcan, ½ human science officer. Briefly became romantically involved with Commander Charvaneck as part of a covert operation in 2268.

● Diplomacy ● Mindmeld ● SECURITY ● Physics  
● Computer Skill ▼ Getting Under Your Skin

INTEGRITY 4 CUNNING 9 STRENGTH 9

44 V

**Praxus** *STAR TREK*



**SCIENCE**

Sensor specialist and bridge officer who served under Keras aboard the *Gal Gath'thong* in 2266. Did not wish to use the cloak to run from a reflection.

● OFFICER ● Navigation ● Stellar Cartography  
● May download Cloaked Maneuvers in place of a card draw.

INTEGRITY 7 CUNNING 7 STRENGTH 8

45 V



**Ptol**
**STAR TREK**

**ENGINEER**

Romulan technical officer serving under Commander Charvanek. He confronted and was incapacitated by an unidentified centurian in 2268. Ale connoisseur.

- OFFICER
- SECURITY
- Archaeology
- Biology
- Computer Skill
- Classic Tricorder

**INTEGRITY 6 CUNNING 8 STRENGTH 8**

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**Pytron**
**STAR TREK**

**OFFICER**

Representative of junior officers serving the Romulan Star Empire in 2268. Trained as a field nurse. Along with Gorrus, took part in a hostage exchange.

- MEDICAL
- Diplomacy
- Smuggling
- Transporter Skill

**INTEGRITY 5 CUNNING 7 STRENGTH 6**

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**R'Moog**
**STAR TREK**

**ENGINEER**

Typical Romulan thruster specialist. Assigned to guard the brig. Studied the unusual radiation effects recently discovered on Gamma Hydra IV. Enthusiastic cook.

- SECURITY
- Archaeology
- Treachery
- Youth
- Reaction Control Thrusters (if in Neutral Zone).

**INTEGRITY 3 CUNNING 6 STRENGTH 7**

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**Telman**
**STAR TREK**

**SECURITY**

One of many Romulan security guards serving under Commander Charvanek. Was assigned as her personal bodyguard in 2268. Collects rare Romulan ales.

- MEDICAL
- Anthropology
- Biology

**INTEGRITY 6 CUNNING 5 STRENGTH 8**

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**Veznik**
**STAR TREK**

**SCIENCE**

Typical sensor operator on the *Gal Gath'thong* under the command of Keras. Surveyed Gamma Hydra IV prior to Federation colonization.

- Computer Skill
- Geology
- If in Neutral Zone: Stellar Cartography, Navigation

**INTEGRITY 6 CUNNING 6 STRENGTH 7**

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**Ensign Tamara**
**STAR TREK ENTERPRISE**

**ENGINEER**

Typical biotechnology technician. Former teacher of genetics at University of Chicago. Conscripted into Starfleet to develop more resistant radiation shielding.

- Transporter Skill
- Biology
- Anthropology
- Regenerate
- Navigation

**INTEGRITY 7 CUNNING 8 STRENGTH 6**

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**Bird-of-Prey, Mk II**
**STAR TREK**

**ROMULAN BIRD-OF-PREY**

Prototype warbird. Based on an earlier 22nd century design. Became a mainstay of the Romulan fleet in the 23rd century, alongside the D-7.

- Cloaking Device, Tractor Beam X=2 in Neutral Zone Region.

**RANGE 5+X WEAPONS 6 SHIELDS 5+X**

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**PRIMARY TURBOLIFT**

Compatible personnel may report (but not download) here. Once every turn, when a personnel reports (but is not downloaded) using their classification to another site on this Nor, that personnel's owner may draw a card.

**Any Nor**

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**TACTIC**
**STAR TREK**

**PRIMARY PLASMA WEAPON**

Requires a ship firing. ATTACK bonus +3 vs. Facilities.  
Hit = . Direct hit = .

**ATTACK 3 DEFENSE 0**

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**Damaged Crew Morale:** Personnel aboard are attributes all -2.

**RANGE -2 WEAPONS -2 SHIELDS -2 HULL -30%**



Centurion Kirk

STAR TREK

OFFICER

Surgically-altered human thief. Captain Kirk was under secret orders from Starfleet Intelligence.

Leadership

SECURITY

Computer Skill

If , gains .

Romulan Cloaking Device

May meet any Intelligence requirement with SECURITY.

INTEGRITY

6

CUNNING

9

STRENGTH

8

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