

DOORWAY

Q'S TENT

Place one atop Q's Tent side deck (up to 13 different cards) during the seed phase. Q's Tent is now open and in play. **OR** Stock in deck and use as follows: Once per turn, play to take a card from tent into your hand, either your choice (discard doorway) or random selection (place doorway on top of your draw deck). Must show card to opponent. Draw no cards this turn.

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1 V

DOORWAY

3

TEMPORAL VORTEX

Plays on a time location. While in play, any ships may time travel between here and corresponding spaceline location. **OR** Suspends play while you place doorway on Borg Ship dilemma or The Sheliak. While in play, dilemma disappears. **OR** Plays on table. While in play, nullifies Distortion of Space/Time Continuum. **OR** Relocates one of your ships at a time location to spaceline location of opponent's choice.

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2 V

EVENT

FAIR PLAY

When Miles O'Brien discovered his publicized racquetball match was unfairly influenced by an alien gambling device, he refused to take advantage of an unfair situation.

Seeds or plays on table; may not be nullified. No player may solve an opponent's unique mission unless its point box shows at least 40 points **OR** both players have a copy of it in play.

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3 V

EVENT

FAIR PLAY

In 2372, Tom Paris concocted a sweepstakes to guess the daily radiogenic particle count, skimming a tenth of the proceeds for himself. Chakotay put a stop to the game, confiscating the pot.

Seeds or plays on table; may not be nullified. No player may solve an opponent's unique mission unless its point box shows at least 40 points **OR** both players have a copy of it in play.

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3 V

EVENT

INTERMIX RATIO

Zefram Cochrane struggled to maintain the optimum balance of matter and anti-matter injection for the Phoenix warp systems. The proper ratio, of course, is 1 to 1.

Plays on table. If any player's ratio of bonus points to non-bonus points exceeds 1:1, the excess bonus points do not count toward winning. (Immune to Kevin Uxbridge.)

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4 V

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4 V

EVENT

SHAPE-SHIFT INHIBITOR

Prototype device developed by the Obsidian Order. Emits a quantum stasis field that prevents a changeling from altering its biomolecular structure.

Plays on table. Each player must first discard a personnel card in order to download a non- personnel. (Immune to Kevin Uxbridge.)

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6 V

EVENT

THE BIG PICTURE

Jean-Luc Picard had to convince Lily Sloane that she was on a starship orbiting Earth. To defeat the Borg, Captain Picard's crew had to succeed on the ship as well as on the planet.

Plays on table. Each player who has not solved (or scouted) at least two missions with point boxes (one and one) needs an additional 40 points to win. (May not be nullified.)

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7 V

EVENT

THE BIG PICTURE

Though facing a long voyage across uncharted space, Kathryn Janeway never lost sight of her ultimate goal — to get her ship and crew home.

Plays on table. Each player who has not solved (or scouted) at least two missions with point boxes (one and one) needs an additional 40 points to win. (May not be nullified.)

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7 V



EVENT

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VOYAGER

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VILLAGERS WITH TORCHES

After years of poverty, the Takarians were eager to be rid of their Great Sages. Fortunately, Chakotay and Tom Paris were there to keep them from being sent away on "wings of fire."

Seeds or plays on table. Whenever opponent begins a planet mission attempt with fewer than three personnel, all are killed unless opponent has Thermal Deflectors in play.

8 V



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FIRST CONTACT

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ACCESS DENIED

Seeds or plays on table. Place on any opponent's mission; adds 1 Computer Skill to mission requirements and increases existing Computer Skill requirements of each dilemma there by 1. Also, while in play, nullifies all Establish Gateway objectives targeting your missions. You may suspend play while you discard incident (from table or mission) to download Fractal Encryption Code.

9 V



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VOYAGER

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CONTAINMENT FIELD

Seeds or plays on table. (Not duplicatable.) Each player who uses a icon, Hidden Fighter, or Going to the Top must first stack a card from hand face up here. Before each player's turn begins, they reclaim up to two of those cards; if they still have any here, they must skip that turn. Also, nullifies each Destroy Radioactive Garbage Scow (its owner loses its points), Static Warp Bubble, and Telepathic Alien Kidnappers.

10 V



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VOYAGER

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FEEDBACK SURGE

Seeds or plays on table. If opponent completes Establish Gateway targeting a mission they did not seed, you score those points (instead of opponent). Also, if opponent discards any seed cards using Ajur, Boratus, Senior Staff Meeting, or their own dilemma, you may immediately re-seed them under any mission(s); opponent loses 10 points for each such card.

11 V



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DEEP SPACE NINE

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HQ: ORBITAL WEAPONS PLATFORM

Plays on any homeworld. Each time opponent initiates battle here against your ship or facility matching this homeworld's affiliation, just after it is targeted each of your Orbital Weapons Platforms here may "fire upon" an opposing ship present. Each ship fired upon is damaged= for each platform that targets it, and you may exclude that ship from the battle.

12 V



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IN THE ZONE

Seeds or plays on table. If a non-Borg player scores more than 50 points during a single turn (including this turn), those points in excess of 50 do not count toward winning. While your score is exactly 50 points, each of your ships has double RANGE and SHIELDS. Also, nullifies End Transmission and Preparation, and each player may call "Devilian Door" during their turn (and only once per turn).

13 V



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DEEP SPACE NINE

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INTRUDER ALERT!

Seeds or plays on table; nullifies all seeded Memory Wipe cards. At any time, you may capture a one- or two-person Away Team in your Ops or assimilate one personnel intruder on your Borg ship or facility if your Talon Drone is present (discard incident) **OR** download Intruder Force Field (place incident atop event to protect it from nullification and extend its effects to all intruders on your ships).

14 V



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DEEP SPACE NINE

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IT'S ONLY A GAME

Seeds or plays on table. Limits each non-Borg report with crew action to four total personnel/equipment. Limits Red Alert to one Personnel, one Ship and one Equipment card per turn. Limits probing and doubling for Visit Cochrane Memorial to once per game per persona. Also, whenever opponent draws three or more cards in one turn, you may download (even from discard pile) Scorched Hand, ignoring Computer Crash.

15 V



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THE NEXT GENERATION

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OBEISK OF MASAKA

Seeds or plays on table. Each time a card provides two or more card draws, no more than one may be converted to a download. Also, to move or initiate battle, each ship that has one or more staffing icons (and each Interceptor) requires at least two crew members aboard. Once each turn, unless opponent has The Mask of Korgano in play, you may download Masaka Transformations, then discard incident.

16 V



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THE NEXT GENERATION



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PANEL OVERLOAD



Seeds or plays on table. When opponent plays Scan or Full Planet Scan, you may kill one Computer Skill personnel on any ship there (even if docked or landed) and/or download Scanner Interference. Also, you may place incident on any outpost to prevent its Spacedoor(s) from re-opening (nullified by 4 ENGINEER aboard) OR discard incident to nullify Bynars Weapon Enhancement or Genetronic Replicator.

17 V



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CUSTOMIZABLE CARD GAME






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Q THE REFEREE



Seeds or plays on table. Once each turn, you may play one  card for free OR discard (or place beneath draw deck) one of your  cards from hand or in play to draw a card. Also, you may suspend play while you download any other  card (ignoring Computer Crash), then discard incident.

18 V



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DEEP SPACE NINE





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REACTOR OVERLOAD



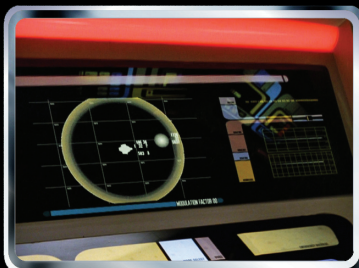
Seeds or plays on table. If any player has "processed ore" to draw two cards per turn at any one Ore Processing Unit, destroys that site. OR Seeds or plays on table. Place on your ship or facility. EM surge disables each android aboard until Cybernetics present; erases all  cards aboard; kills each Borg aboard (unless  drone in hive); and kills all Rogue Borg aboard. Return incident to your hand after either use.

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DEEP SPACE NINE



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SCANNER INTERFERENCE



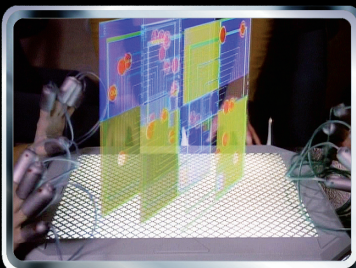
Seeds or plays on table. Nullifies each Scan and Full Planet Scan unless owner has 2 Computer Skill aboard a staffed ship at targeted mission. Just after opponent scans mission (after seed cards are replaced) you may discard incident to seed one card there from hand, discard pile or Q's Tent. At any time you may discard incident to download Atmospheric Ionization, Distortion Field and/or Particle Scattering Field.

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THE NEXT GENERATION



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STRATEGEMA



Seeds or plays on table. Launch Portal, Ooby Dooby, Revolving Door, and Rogue Borg Mercenaries are nullified. Q's Planet may not be played. Your opponent may not initiate battle against your card at a homeworld matching that card's affiliation. For each personnel or ship card a player reports using Barzan Wormhole or Caretaker's Array, that player loses 10 points (even if playing Borg).

21 V



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DEEP SPACE NINE





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WHITE DEPRIVATION



Seeds or plays on table. At start of every player's turn, all of that player's  personnel present together must battle (and stun or mortally wound when able) opposing non-changelings present, or (if none) any non-changelings present, or (if none) each other (split randomly into two equal groups). Also, one  personnel in each of that player's crews and Away Teams dies (random selection).

22 V



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DEEP SPACE NINE




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WRIT OF ACCOUNTABILITY



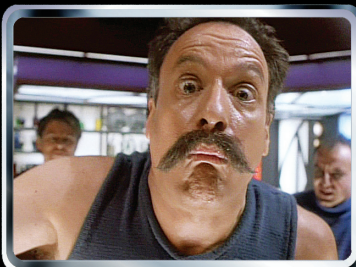
Seeds or plays on table. Once per game, downloads an FCA personnel; discard incident. OR Seeds or plays on table. Place on your  FCA personnel. If opponent has used Subspace Schism, Brain Drain or Horga'n'n more than twice OR played Static Warp Bubble, Anti-Time Anomaly or Black Hole more than once OR used their own dilemma(s) to score more than 15 points or to discard other dilemmas, they lose the game.

23 V



INTERRUPT

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DEEP SPACE NINE



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OOF!



Surprised by Benjamin Sisko's rather unconventional response to Q's antagonism, the allegedly omnipotent being protested, "You hit me! Picard never hit me!"

Nullifies Fighting Words. OR Place each Amanda Rogers, Kevin Uxbridge, and Q2 in opponent's point area out of play; opponent loses 5 points for each. (Immune to Amanda Rogers.)

24 V



INTERRUPT

STAR TREK
FIRST CONTACT



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SCORCHED HAND



Plasma gas from the ruptured coolant tank liquified all the organic skin grafted onto Data's endoskeletal structure.

Plays to cause each player who has more than 12 cards in hand to shuffle all but 6 (random selection) and place beneath draw deck. (Immune to Amanda Rogers.)

25 V



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THE NEXT GENERATION



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THE JUGGLER



The Juggler hosted Lwaxana Troi and Alexander Rozhenko's visit to the Parallax Colony, all the time juggling his three worlds.

Choose any player to re-shuffle the cards in their draw deck.

26 V



INTERRUPT

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THE NEXT GENERATION



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THE WAKE OF THE BORG



The New Providence colony on Jouret IV was scooped up by the Borg in 2366, just as Federation and Romulan outposts along the Neutral Zone had been destroyed in 2364.

Plays on opponent's Neutral Zone mission or location of opponent's Colony. End of opponent's next turn, destroys all ships, facilities and personnel there. (May not be nullified.)

27 V



OBJECTIVE

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DEEP SPACE NINE



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DEFEND HOMEWORLD



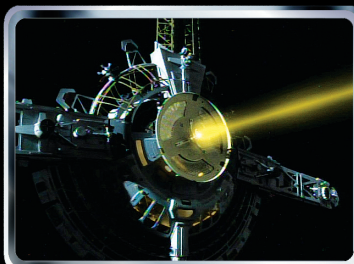
Seeds or plays on table. When opponent initiates battle against your card at a homeworld matching that card's affiliation, just after it is targeted you may download there any number of HQ cards and compatible ships, leaders, SECURITY personnel, and hand weapons. Once per game, you may discard objective to download a SECURITY personnel **OR** any HQ card (except Return Orb to Bajor).

28 V



OBJECTIVE

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DEEP SPACE NINE



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OPERATE WORMHOLE RELAYS



Seeds or plays on table. Downloads of Bajoran Wormhole may not be prevented or nullified. Also, whenever opponent plays Wormhole interrupt on your ship, both ends of that wormhole remain at the locations where they were played. Any ship may move from either end to the other (requires 3 RANGE each time). You may place both ends of wormhole out-of-play at any time.

29 V



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STAR TREK
VOYAGER



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TRIBUNAL OF Q



Seeds on table. You may download **IIII** cards from your discard pile. While you are downloading or playing a **IIII** card, you may ignore any effect and no action may suspend play. In place of a card draw you may download a **IIII** card (once per game per card title) **OR** the Referee (limit once every turn). At the start of the first turn, if it is not your turn, you may download a **IIII** card.

2 VP