



## ARTIFACT

STAR TREK  
THE NEXT GENERATION

## OFF-ZEL VASE

Kivas Fajo kept one of the few surviving pottery vases created by Mark Off-Zel, a native of Sirrie IV. Former Klingon Chancellor K'mpec also owned a similar treasure.

Place in your point area. Z changes, where Z = the number of quadrants in which you have completed a mission (beyond the first).

15Z

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1 V



## DILEMMA

STAR TREK  
VOYAGER

## DAMAGED REPUTATION

"I'm Captain Kathryn Janeway. This is Commander Tuvok. We're from the Federation starship Voyager."

If INTEGRITY > 50, lose 5 points. To get past requires 2 Diplomacy **OR** any Intelligence and 2 Treachery **OR** STRENGTH > 30 (STRENGTH > 50 if this is a **A** mission).

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2 V



## DILEMMA

STAR TREK  
VOYAGER

## DISPLACED

In 2373, Nyrians beamed aboard U.S.S. Voyager, attempting to hijack the ship by replacing her crew. Eventually, Captain Janeway and her crew reversed the process.

One personnel present (random selection) relocated to nearest planet. To get past requires CUNNING > 30 (CUNNING > 50 if this is a **A** mission).

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3 V



## DILEMMA

STAR TREK  
VOYAGER

## X | DISTRACTED BY THOUGHTS OF HOME

After an encounter with the *Timeship Aeon*, Captain Janeway and her crew found themselves on Earth in 1996. The appeal of being on Earth — even in the past — was intense.

Place on mission. All personnel here are attributes all -1. Any player must discard a card from hand to attempt this mission. X=4 if this is a **A** mission, otherwise 2.

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4 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

## IMPORTANT GUESTS

Ambassadors used to luxury accommodations are difficult to please while in the field. Commanding officers routinely assign their staff to placate the visiting dignitaries.

To get past requires V.I.P. **OR** CIVILIAN. For each of your V.I.P.s and CIVILIANS present, randomly select an OFFICER **OR** SECURITY personnel to be "stopped."

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5 V



## DILEMMA

STAR TREK  
VOYAGER

## MEDICAL CRISIS

In the farthest reaches of the Delta Quadrant, medical supplies and those trained in their use are equally rare. Without them, even a minor injury can become lethal.

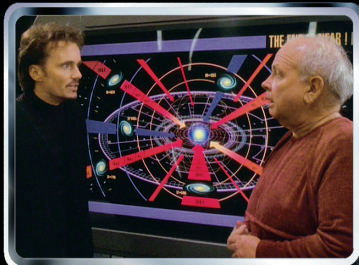
Randomly select a MEDICAL personnel. Killed if **OR** or "stopped" otherwise. To get past requires 2 Biology and (2 MEDICAL **OR** a Nurse).

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6 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

## OH NO!

Desperate to prevent the inevitable collapse of the universe, Jack and Patrick spent considerable time on a solution. After all, they only had seventy trillion years — at most.

If CUNNING > 60, lose 5 points. To get past requires 3 Astrophysics **OR** any PADD and any tricorder **OR** INTEGRITY > 30 (INTEGRITY > 50 if this is a **A** mission).

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7 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

## SKELETON CREW

With Deep Space 9 evacuated of non-critical personnel during a local plasma disruption, it was an easy matter for a mercenary team to overwhelm those left behind.

Place on mission. You may not begin a mission attempt here with fewer than six personnel.

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8 V



## DILEMMA

STAR TREK  
THE NEXT GENERATION

## THE ARSENAL: SEPARATED

While investigating the Arsenal of Freedom on Minos, a sudden attack separated the crew of the *Enterprise*.

Divide your unique personnel into two face-down piles. One pile is "stopped" (opponent's choice). To get past requires CUNNING > 27 remaining.

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9 V



# DILEMMA

STAR TREK  
DEEP SPACE NINE



## VASTLY OUTNUMBERED

"The internal security net has been sabotaged... which suggests someone didn't want to be that easily found."

If STRENGTH>55, lose 5 points. To get past requires Anthropology and 2 Honor **OR** two hand weapons **OR** INTEGRITY>28 (INTEGRITY>48 if this is a **A** mission).

10 V

# DILEMMA

STAR TREK  
THE NEXT GENERATION



## VIRUS

Ancient Iconian computer programs transmitted to the U.S.S. Yamato, U.S.S. Enterprise, and Haakona attempted to overwrite the ships' computer systems.

Unless you have 4 Computer Skill present, place on ship. This ship, and all your other ships of the same class, are attributes all -2. Cure with 6 Computer Skill.

11 V

# EQUIPMENT

STAR TREK  
VOYAGER



## BODY ARMOR

Hirogen body armor can resist injuries from battle and environmental hazards. Such equipment has been developed by many races.

While present with your SECURITY-classification personnel, all hand weapons present lose cumulative. (Immune to Disruptor Overload.)

12 V

# EVENT

STAR TREK  
ENTERPRISE



## 45<sup>th</sup> RULE OF ACQUISITION

"Expand or die."

Plays on your **ship**. Once per turn, your Gold-Pressed Latium may report aboard (for free). Each time your **personnel** aboard is killed by an opponent's dilemma, you may download one Gold-Pressed Latium aboard or draw a card.

13 V

# EVENT

STAR TREK  
THE NEXT GENERATION



## ROMULAN "REUNIFICATION"

Restore the ancestral homeworld to the glory of the Empire.

Plays to report a **SECURITY** personnel to Vulcan if you have an unopposed **ship** in orbit (discard event). **OR** Plays on Vulcan; worth points if your opponent has fewer personnel here than you have **personnel** here.

10

14 V

# INCIDENT

STAR TREK  
DEEP SPACE NINE



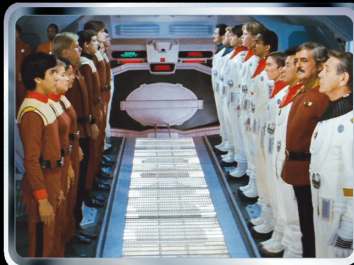
## FOR THE SISKI

Plays on table if you have three **personnel** in play. In place of a card play, discard a non-personnel card from hand to place two **personnel** in your discard pile on top of your draw deck.

15 V

# INCIDENT

STAR TREK II  
THE WRATH OF KHAN



## INSPECTION

Plays on table. Your ships native to the Alpha Quadrant (and each personnel aboard) are attributes all +1 while three Admirals and/or V.I.P.s aboard. At the start of each of your turns, you may exchange an OFFICER personnel aboard your staffed ship with an Admiral or V.I.P. in your discard pile.

16 V

# INCIDENT

STAR TREK II  
THE WRATH OF KHAN



## THE GENESIS EFFECT

Plays on your unexamined mission. When you play this incident, name a dilemma. When attempting this mission with >2 and <8 personnel and your personnel face that dilemma at this mission, prevent and discard it. (Unique.)

17 V

# INTERRUPT

STAR TREK  
THE NEXT GENERATION



## CRITICAL ASSISTANCE

Trained nurses like Alyssa Ogawa are vital aides in life-threatening situations.

Once per turn, stops your Nurse to download a MEDICAL-related equipment to his or her location **OR** unstops a MEDICAL-classification personnel present.

18 V





INTERRUPT

STAR TREK



DRIVEN

The strain experienced by Lt. Bailey during his encounter with the *Fesarius* pushed him to the brink of mental breakdown.

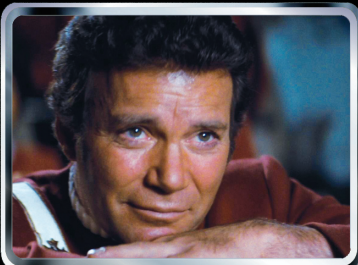
When your **OFFICER** is facing a dilemma, discard an **OFFICER** from hand to make him or her attributes all +5 until the end of that dilemma.

19 V



INTERRUPT

STAR TREK II  
THE WRATH OF KHAN



I FEEL YOUNG

Kirk felt renewed in the face of new life, in spite of the death of Spock. Dr. McCoy noted, "He's really not dead. As long as we remember him."

Adds Youth to one **PERSONNEL** until end of turn. **OR** Downloads any **PERSONNEL** Kirk if any Spock was just discarded from play.

20 V

30

ENGINEER + Physics x2 +  
(Honor **OR** Treachery)

Aftermath II

Lifeless world: Determine cause of disaster.

ENGINEER + Physics x2 +  
(Honor **OR** Treachery)



30



**WORMHOLE:** You may move your staffed ship between here and any other location if that location is a **MISSION** **OR** by playing one Wormhole interrupt there. Then flip this mission over.

4

21 V

35

SCIENCE x3 + Exobiology x2 + Geology  
Each Seismic Quake here affects two personnel.

Changing Research II



L-S VI: Investigate possible changing life signs.

SCIENCE x3 + Exobiology x2 + Geology  
Each Seismic Quake here affects two personnel.



35



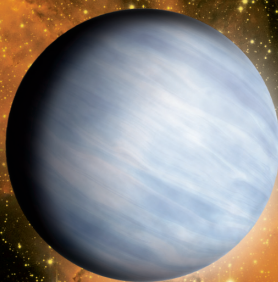
**WORMHOLE:** You may move your staffed ship between here and any other location if that location is a **MISSION** **OR** by playing one Wormhole interrupt there. Then flip this mission over.

2

22 V

30

SECURITY x3 + Leadership x2 + 2 hand weapons  
+10 if no **PERSONNEL** in Badlands Region.



Find Hidden Base



Badlands Region • Athos IV: Eliminate primary  
Maquis base of operations.

SECURITY x3 + Leadership x2 + 2 hand weapons  
+10 if no **PERSONNEL** in Badlands Region.



30\*

4

23 V



Kurn

STAR TREK  
DEEP SPACE NINE



SECURITY

Klingon living in exile. Brother of Worf. Son of Mogh.  
Recently deputized by Odo. Has a death wish.

SECURITY

Navigation

Law

Must replace your personnel present selected to die.  
SECURITY personnel present are attributes all +1.

INTEGRITY

6

CUNNING

6

STRENGTH

8

24 V



Brunt of Borg

STAR TREK  
CUSTOMIZABLE CARD GAME



Assimilated counterpart who spoke to the Alliance in a parallel universe. "The knowledge and experience of the Ferengi — Brunt — is part of us now."

Treachery x2  
Greed  
While on your ship, WEAPONS and SHIELDS +4 against

Computer Skill  
Law  
V.I.P.

Navigation  
V.I.P.

INTEGRITY

3

CUNNING

10

STRENGTH

7

25 V



Agent Garak

STAR TREK  
DEEP SPACE NINE



CIVILIAN

Elim Garak joined the Federation in its fight against the Dominion. Served as a code breaker in spite of his fear he was betraying his homeland.

SECURITY

Treachery

Anthropology

Computer Skill x2

Any Garak (discards this one)

INTEGRITY

5

CUNNING

9

STRENGTH

7

26 V



Emok

STAR TREK  
DEEP SPACE NINE



MEDICAL

Typical Obsidian Order operative trained in exobiology and medical interrogation. Expert at surgically altering operatives for long-term assignments.

Exobiology

Obsidian Order

INTEGRITY

5

CUNNING

6

STRENGTH

6

27 V



Tholun

STAR TREK  
DEEP SPACE NINE



MEDICAL

Vorta advisor sent to Deep Space 9 by the Founders. Replaced Weyoun. Witnessed the surrender of the Dominion to the Alpha Quadrant alliance.

Archaeology Computer Skill Treachery  
Law

INTEGRITY 4 CUNNING 7 STRENGTH 4

28 V

Turan'Ekan

STAR TREK  
DEEP SPACE NINE



SECURITY

Jem'Hadar bred in the Alpha Quadrant. Ordered by Weyoun to hunt for the traitor Damar. Killed Milo. Betrayed and killed by one of his Cardassian allies.

Geology Navigation Physics  
Computer Skill

INTEGRITY 6 CUNNING 5 STRENGTH 8

29 V

Admiral Kirk

STAR TREK II  
THE WRATH OF KHAN



OFFICER

An original thinker, Captain Kirk took command of the *Starship Enterprise* as an admiral. He felt young.

Honor x2 Diplomacy Leadership  
Khan! The Genesis Effect

INTEGRITY 9 CUNNING 8 STRENGTH 7

30 V

Dexter Remmick

STAR TREK  
THE NEXT GENERATION



SECURITY

Male human serving in the Inspector General's office. Found no evidence of wrongdoing aboard the *U.S.S. Enterprise*, in spite of his best efforts.

OFFICER Section 31 Inspection  
May report aboard your ship in the Alpha Quadrant.

INTEGRITY 6 CUNNING 7 STRENGTH 7

31 V

Sergey and Helena

STAR TREK  
THE NEXT GENERATION



CIVILIAN CIVILIAN

Retired chief petty officer Sergey Rozhenko is married to Helena Rozhenko. They have two sons, Nikolai and Wolf, and one grandson, Alexander.

Sergey: ENGINEER Honor  
Helena: Exobiology Nikolai Rozhenko

INTEGRITY 6+7 CUNNING 4+5 STRENGTH 4+3

32 V

Captain Nog

STAR TREK  
DEEP SPACE NINE



OFFICER

In an alternate timeline, Nog served as captain of the *U.S.S. Defiant*. Aided Jake Sisko in an effort to reverse a time-altering subspace inversion.

ENGINEER Diplomacy Honor  
Physics Ready Room Door

INTEGRITY 8 CUNNING 8 STRENGTH 5

33 V

Dr. Reyga

STAR TREK  
THE NEXT GENERATION



SCIENCE

Invited aboard the *U.S.S. Enterprise* to demonstrate his innovative technology. The ensuing murder mystery proved it successful, but at a high cost.

ENGINEER Astrophysics Physics  
Stellar Cartography Metaphasic Shields

INTEGRITY 7 CUNNING 8 STRENGTH 5

34 V

Zivan

STAR TREK  
VOYAGER



MEDICAL

Male Hirogen representative of inexperienced, overeager hunters. Trained by Harkan, who judged him to be too reliant on defense. Killed by Weiss.

Physics Body Armor

INTEGRITY 5 CUNNING 6 STRENGTH 6

35 V

Kazat

STAR TREK  
VOYAGER



CIVILIAN

Typical male member of the Kazon-Relora sect. Assistant to Haron. Spaced by Culluh and Seska for his master's refusal of an alliance against *Voyager*.

Law Youth Honor

INTEGRITY 7 CUNNING 7 STRENGTH 5

36 V





Captain B'Etor

STAR TREK  
CUSTOMIZABLE CARD GAME



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### OFFICER

B'Etor is the younger sister of Captain Lursa. Seeks to bring Security Chief Garak and The Intendant to trial for negligence and fraternizing with the enemy.

- Honor
- Leadership
- Law
- Physics
- SCIENCE
- Youth

INTEGRITY 8 CUNNING 8 STRENGTH 8

37 V



Duras

STAR TREK  
THE NEXT GENERATION



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### V.I.P.

Son of a traitor, Ja'rod, and a traitor himself. Member of the Klingon High Council.

- Treachery x2
- Leadership
- Law
- Diplomacy
- Computer Skill
- Once each turn, may kill an opponent's personnel here that just completed a mission.

INTEGRITY 2 CUNNING 7 STRENGTH 9

38 V



Porthos

STAR TREK  
ENTERPRISE



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### ANIMAL

Captain Archer's pet beagle. Likes cheese. T'Pol thinks he smells worse than even the humans do.

- Humans present are INTEGRITY +1.
- Once every turn, may "chase" (stop) one ANIMAL present.

INTEGRITY 4 CUNNING 3 STRENGTH 3

39 V



0413-Theta

STAR TREK  
DEEP SPACE NINE



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### ENGINEER

Typical Terran in the mirror universe. Caught trying to escape Terok Nor. Brought to The Intendant for sentencing by Security Chief Garak and Telok.

- Geology
- Computer Skill
- Lower Decks

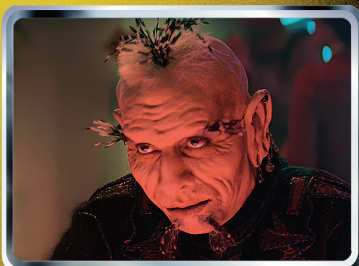
INTEGRITY 4 CUNNING 4 STRENGTH 5

40 V



Allamill

STAR TREK III  
THE SEARCH FOR SPOCK



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### CIVILIAN

Alien pilot that frequented a Starfleet bar in San Francisco. Offered to help Leonard McCoy, but would not go to the restricted Mutara sector.

- Greed
- Smuggling
- Navigation
- Any
- card

INTEGRITY 4 CUNNING 6 STRENGTH 6

41 V



Carol Marcus

STAR TREK II  
THE WRATH OF KHAN



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### SCIENCE

Intelligent scientist in charge of the Genesis Project. When showing off her results, she quipped, "Can I cook or can't I?"

- Exobiology x2
- Honor
- Physics
- X = number of cards in opponent's hand (limit 5).

INTEGRITY 7 CUNNING 6+X STRENGTH 4

42 V



David Marcus

STAR TREK II  
THE WRATH OF KHAN



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### SCIENCE

Young scientist involved with the creation of the Genesis Device. Son of Carol Marcus and James T. Kirk. Survived an encounter with Khan.

- SCIENCE
- Biology x2
- Exobiology
- Physics
- Computer Skill

INTEGRITY 5 CUNNING 8 STRENGTH 7

43 V



Falow

STAR TREK  
DEEP SPACE NINE



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### V.I.P.

Wadi head of the delegation from the Gamma Quadrant that visited station Deep Space 9 in 2369. After being cheated at dabo, made Quark play chula.

- Greed x2
- Computer Skill
- Honor
- Once per game, may nullify a Chula dilemma where present.

INTEGRITY 8 CUNNING 8 STRENGTH 6

44 V



Ilandra

STAR TREK  
DEEP SPACE NINE



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### V.I.P.

Female Wadi. Part of Falow's delegation sent to Deep Space 9 to make first contact with the Alpha Quadrant. Skilled gambler and lover of games.

- Diplomacy
- Greed
- Any Treaty OR Espionage card

INTEGRITY 6 CUNNING 6 STRENGTH 5

45 V



Vash

STAR TREK  
DEEP SPACE NINE



CIVILIAN

Human. Former partner of Q. Marooned in Gamma Quadrant but rescued by Jadzia Dax. Brought a dangerous crystal artifact aboard Deep Space 9.

- Greed x2
- Archaeology x2
- Treachery
- Anthropology
- May report at any facility.

INTEGRITY 4 CUNNING 7 STRENGTH 4

46 V

Sela

STAR TREK  
THE NEXT GENERATION



V.I.P.

Half-Human, half-Romulan female. Failed to subvert the Klingon Empire by assisting Lursa and B'Etor. Her future seemed dim after her failure to conquer Vulcan.

- Tal Shiar
- Treachery
- Diplomacy
- Youth
- Romulan "Reunification"

INTEGRITY 5 CUNNING 9 STRENGTH 8

47 V

Subcommander Decius

STAR TREK



OFFICER

Officer in service aboard the *Gal Gath'thong* during the attack against the Federation in 2266. Reduced two steps in rank for an unauthorized transmission.

- Navigation
- SCIENCE
- Once per turn, may place a discarded event on bottom of draw deck.

INTEGRITY 4 CUNNING 7 STRENGTH 8

48 V



Danica Erickson

STAR TREK  
ENTERPRISE



CIVILIAN

Devoted to her father, Emory Erickson. Spent fifteen years serving as his nurse after the loss of her brother, Quinn. Childhood friend of Jonathan Archer.

- MEDICAL

INTEGRITY 7 CUNNING 6 STRENGTH 5

49 V



Delanh

STAR TREK  
VOYAGER



CIVILIAN

Typical Vidian seeking to steal organs from live "donors." Remembered as a serious threat by Kathryn Janeway during a near-death experience.

- Greed
- SECURITY
- Physics

INTEGRITY 4 CUNNING 6 STRENGTH 6

50 V



Vetar

STAR TREK  
VOYAGER



GALOR CLASS

Cardassian warship that surveyed Dorvan V. Pursued the *Liberty* into the Badlands. Commanded by Evrek.

- Tractor Beam
- Any Pursuit card
- WEAPONS +2 vs.

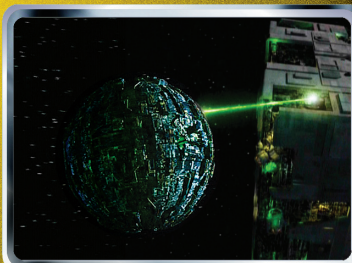
RANGE 8 WEAPONS 8 SHIELDS 8

51 V



Renegade Borg Sphere

STAR TREK  
VOYAGER



BORG SPHERE

Once freed from the Borg hive mind, General Korok commanded this vessel. Assisted the *U.S.S. Voyager* in the destruction of *Tactical Cube 138*.

- Borg may report aboard.
- WEAPONS and SHIELDS +4 vs.

RANGE 6 WEAPONS 6 SHIELDS 6

52 V



Sarajevo

STAR TREK  
ENTERPRISE



SARAJEVO CLASS

Small transport vessel used in the mid-22nd century to carry passengers to and from their destinations.

- Attributes all +1 for each Transporter Skill aboard (limit 3).
- Emory Erickson

RANGE 5 WEAPONS 4 SHIELDS 4

53 V



TACTIC

STAR TREK  
VOYAGER



DETERMINED ASSAULT

ATTACK 2 DEFENSE 1  
ATTACK bonus +2 if you have a ship firing. May not be used to fire upon a facility. Hit = ↓. Direct hit = ↓↓.

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54 V

Invasive Strike: If an opponent's ship here, one random non-equipment card aboard is relocated there and stolen.

SHIELDS -2 HULL -25%



4

30

ENGINEER + Physics x2 + (Honor OR Treachery)

Aftermath II

**Lifeless world:** Determine cause of disaster.  
**ENGINEER + Physics x2 +**  
**(Honor OR Treachery)**

30

If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over).

4

21° V

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2

35

**SCIENCE x3 + Exobiology x2 + Geology**  
*Each Seismic Quake here affects two personnel.*

Changeling Research II

**L-S VI:** Investigate possible changeling life signs.  
**SCIENCE x3 + Exobiology x2 + Geology**  
**Each Seismic Quake here affects two personnel.**

35

If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over).

2

22° V

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