

INCIDENT *STAR TREK*
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ALWAYS A CHESS GAME

Plays on table. Once each turn, your  personnel (except Tal Shiar, CIVILIAN, or V.I.P.) may report for free to your  outpost **OR** you may report (for free) to your ship its  matching commander. Once per game, score 5 points when your  personnel helps solve a non-❖ Neutral Zone mission.

92 VP

INCIDENT *STAR TREK*
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ALWAYS A CHESS GAME

Plays on table. Once each turn, your  personnel (except Tal Shiar, CIVILIAN, or V.I.P.) may report for free to your  outpost **OR** you may report (for free) to your ship its  matching commander. Once per game, score 5 points when your  personnel helps solve a non-❖ Neutral Zone mission.

92 VP

INCIDENT *STAR TREK*
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ALWAYS A CHESS GAME

Plays on table. Once each turn, your  personnel (except Tal Shiar, CIVILIAN, or V.I.P.) may report for free to your  outpost **OR** you may report (for free) to your ship its  matching commander. Once per game, score 5 points when your  personnel helps solve a non-❖ Neutral Zone mission.

92 VP