

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

THE NEXT GENERATION

THE CONTINUING COMMITTEE

99 ADDITIONAL VIRTUAL CARDS • RELEASED APRIL 2012 • VERSION 1.0

Design Team
 Dan Hamman
 Thomas Vineberg
 Charles Plaine

FEDERATION STARTER DECK

Welcome to the *First Edition Star Trek Customizable Card Game*, a universe of endless possibilities. With this pre-constructed Federation starter deck, you will take command of the U.F.P. in your quest to explore the galaxy and win the game!

To set up your deck, first you'll want to cut out all the cards and separate them into the different groups listed in the Deck List. Slide each card in front of a physical card and then into a sleeve, and you're ready to go.

FEDERATION DECK LIST

MISSIONS (6)

- 1x Amnesty Talks
- 1x Avert Solar Implosion
- 1x Botanical Research
- 1x Host Metaphasic Shielding Test
- 1x Investigate Destruction
- 1x Salvage Borg Ship

DRAW DECK (31) EVENTS

- 1x Cowboy Diplomacy
- 2x Surprise Party

INCIDENTS

- 2x Get It Done

PERSONNEL

- 1x Barron
- 1x Beverly
- 2x Daniel Kwan
- 1x Data
- 1x Davies
- 1x Deanna Troi
- 1x Dr. Christopher
- 1x Geordi La Forge
- 1x Jean-Luc Picard
- 1x Kosinski
- 1x Lian T'su
- 2x Lopez
- 1x Martin
- 1x Robert DeSoto
- 1x Seth Mendoza
- 1x Spock
- 1x Tasha Yar - Alternate
- 1x Dr. Syrus
- 1x Koral
- 1x Vash
- 1x Vekor

SHIPS

- 1x U.S.S. Enterprise
- 2x U.S.S. Oberth

SEED DECK (23) DILEMMAS

- 1x Birth of "Junior"
- 1x Blended
- 1x Chula: The Chandra
- 1x Dangerous Climb
- 1x Dedication to Duty
- 1x Dignitaries and Witnesses
- 1x Diplomatic Intervention
- 1x Flim-Flam Artist
- 1x Fractured Time
- 1x Friendly Fire
- 1x Maglock
- 1x Magnetic Field Disruptions
- 1x New Essentialists
- 1x Picking Up the Pieces
- 1x Pinned Down
- 1x Tense Negotiations
- 1x The Arsenal: Separated
- 1x Virus

DOORWAY

- 1x Temporal Micro-Wormhole

FACILITY

- 1x Federation Outpost

INCIDENTS

- 1x Attention All Hands
- 1x Continuing Mission

OBJECTIVE

- 1x Assign Mission Specialists

*"Let's see
 what's out there.
 Engage."*

QUICK START RULES

First, determine who will go first by any random method. Then, you'll enter the seed phase to set up the game — you seed cards in three steps:

Seed Missions — Shuffle your missions into a stack face down in front of you. Starting with the first player, alternate placing missions on the table in a single space line. When you place a new mission, it can go on either end.

Seed Dilemmas — Place a dilemma combo (see below for suggested combos) under each opponent's mission, making sure to match the type of dilemmas to the mission type. Make sure the first dilemma of the combo is touching the table.

RECOMMENDED DILEMMA COMBOS

1. New Essentialists
2. Blended
3. Diplomatic Intervention

1. The Arsenal: Separated
2. Fractured Time
3. Tense Negotiations

1. Dedication to Duty
2. Birth of "Junior"
3. Virus

1. Flim-Flam Artist
2. Picking Up the Pieces
3. Dangerous Climb

1. Chula: The Chandra
2. Pinned Down
3. Friendly Fire

1. Maglock
2. Magnetic Field Disruptions
3. Dignitaries and Witnesses

Seed Everything Else — Place the rest of your seed cards on the table (or on the space line). These cards set up your deck and give you the tools to bring other cards into play during the game. (Note: If any cards tell you to download a card, that means search your draw deck for the appropriate card, and place it on the table.)

Now you're ready to begin the game! Shuffle your draw deck, then draw an opening hand of seven (7) cards. You will alternate turns with your opponent, starting with the first player. There are three steps to each turn:

Play Cards — Every turn, you get to play one (1) card as your card play. This can be any card in your hand, as long as you meet the conditions for playing that card. However, there are other ways to play additional cards for free; this means they don't take up your card play.

Execute Orders — Once you are done playing cards, you can use any card that you have in play. This includes beaming personnel to and from ships, moving your ships to different locations, attempting missions, or using the game text on the cards you have in play.

Draw a Card — When you are done with your turn, you always get to draw one (1) card — this is your card draw. You may play other cards that give you additional card draws, but at the end of each of your turns you get to draw a card.



Winning the Game — You win the game when you have earned a total of 100 points and you have completed both a planet mission and a space mission. You attempt missions during the execute orders phase using the personnel, ships and equipment you

have played. You attempt space missions with your crew aboard a ship; you attempt planet missions by beaming an away team down to the mission.

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read the dilemma's text and check to see if you have the dilemma's requirements. If you do, the dilemma is discarded and you continue with the next dilemma. If you do not, you will suffer the effects of the dilemma and follow its instructions. Usually this means that some of your personnel will be stopped (unavailable the rest of this turn) or killed (placed in your discard pile).

When there are no more dilemmas beneath the mission, check your crew or away team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.

Conclusion — These are just the basic quick start rules for *First Edition*. For the complete rules, visit the official website of The Continuing Committee at www.trekcc.org. There you can find the extended rules, more cards you can print (for free) and add to your decks, and players in your area of the world so you can play more often!

ARTICLES

FORUMS

RULES

CARD IMAGES

TOURNAMENTS

PLAYER LOCATOR


The Star Trek CCG Community lives on at
WWW.TREKCC.ORG

3

Any crew

Anthropology + Diplomacy x2 + Low OR Leadership + SECURITY + Treachery x2 OR Marouk

35



Amnesty Talks

Near Acamar system: Mediate an end to Gatherer raids in this area.

Anthropology + Diplomacy x2 + Low OR Leadership + SECURITY + Treachery x2 OR Marouk

Any crew may attempt mission.

35

3

36 V

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3

Anthropology + Leadership + OFFICER + Honor + STRENGTH>38 OR James T. Kirk + Jean-Luc Picard

35



Avert Solar Implosion

Veridian III: Prevent annihilation of inhabited star system by deranged scientist.

Anthropology + Leadership + OFFICER + Honor + STRENGTH>38 OR James T. Kirk + Jean-Luc Picard

35

3

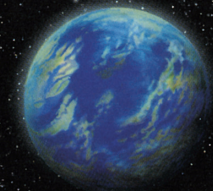
37 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

2

SCIENCE + MEDICAL + CUNNING>35

30



Botanical Research

Unexplored planet: Gather plant life for medical research from planet with highly ionized atmosphere.

SCIENCE + MEDICAL + CUNNING>35
Atmospheric Ionization may seed here.

30

2

15 V

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4

Diplomacy + ENGINEER + Navigation + SCIENCE

40



Host Metaphasic Shielding Test

Veytan: Test revolutionary shield design within star's superdense corona.

Diplomacy + ENGINEER + Navigation + SCIENCE
When you solve, may download Metaphasic Shields here.

40

4


39 V

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3

Stellar Cartography + Diplomacy + OFFICER OR Navigation + SECURITY + Treachery

30



Investigate Destruction

Neutral Zone Region • Science Station Delta-05: Seek cause of missing outposts.

Stellar Cartography + Diplomacy + OFFICER OR Navigation + SECURITY + Treachery

30

3

41 V

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3

Astrophysics + ENGINEER + MEDICAL + Computer Skill

35



Salvage Borg Ship

Argolis Cluster Region • Small Moon: Study wreckage and crew member of lost scout.

Astrophysics + ENGINEER + MEDICAL + Computer Skill
*+10 if a card in play.

35*

3

44 V

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EVENT

STAR TREK THE NEXT GENERATION



COWBOY DIPLOMACY

Spock undertook a personal mission to reconcile ancient enemies Romulus and Vulcan. Starfleet took a dim view of his rash actions.

Once per game, plays (for free) to score points if your Diplomacy personnel is on a planet mission opponent seeded.

5

16 V

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EVENT

STAR TREK THE NEXT GENERATION



SURPRISE PARTY

Planning Lt. Worf's party was easy; translating "For He's a Jolly Good Fellow" into Klingon was hard. There didn't seem to be a Klingon word for "jolly."

Plays on table. Your opponent may immediately draw up to two cards. At the end of each of your turns, you may draw an extra card. (Unique.)

10 V

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EVENT

STAR TREK THE NEXT GENERATION



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Plays on table. Your opponent may immediately draw up to two cards. At the end of each of your turns, you may draw an extra card. (Unique.)

10 V

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INCIDENT

STAR TREK
THE NEXT GENERATION



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GET IT DONE

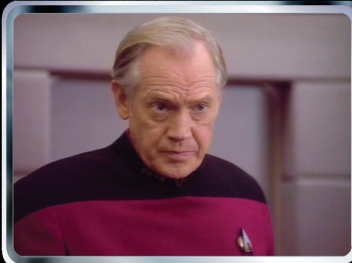
Plays on table. Once each turn, you may place two cards from hand on the bottom of your deck to choose: make a unique personnel attributes +2 until end of turn **OR** make a ship RANGE +2 until end of turn **OR** shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. After any use, discard incident **OR** discard a card from hand. (*Captain's Order*)

26 V



INCIDENT

STAR TREK
THE NEXT GENERATION



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GET IT DONE

Plays on table. Once each turn, you may place two cards from hand on the bottom of your deck to choose: make a unique personnel attributes +2 until end of turn **OR** make a ship RANGE +2 until end of turn **OR** shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. After any use, discard incident **OR** discard a card from hand. (*Captain's Order*)

26 V



Barron

STAR TREK
THE NEXT GENERATION



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CIVILIAN

Typical civilian researcher studying pre-warp civilizations throughout Federation space. Supervised an anthropological study on Mintaka III.

Anthropology Archaeology Geology

INTEGRITY 6 CUNNING 6 STRENGTH 4

53 V



Beverly

STAR TREK
THE NEXT GENERATION



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MEDICAL

While hosting an experimental metaphasic shield test, Beverly Crusher took on the roles of diplomat, detective, coroner, and test pilot.

Diplomacy Law Navigation Exobiology
 Starfleet Type II Phaser

INTEGRITY 7 CUNNING 8 STRENGTH 5

54 V



Daniel Kwan

STAR TREK
THE NEXT GENERATION



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ENGINEER

1/2 Napean, 1/2 human representative of Starfleet engineers. Inherited his empathic sense from his mother. Formerly served at Utopia Planitia Yards.

Physics Empathy

INTEGRITY 7 CUNNING 6 STRENGTH 6

55 V



Daniel Kwan

STAR TREK
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Physics Empathy

INTEGRITY 7 CUNNING 6 STRENGTH 6

55 V



Data

STAR TREK
THE NEXT GENERATION



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OFFICER

Pinocchio-like in his desire, the Soong-type android would gladly trade his superior abilities to be human. Learning to whistle "Pop Goes the Weasel."

Computer Skill Astrophysics ENGINEER
 When reported, selects Anthropology, Physics, or Navigation.

INTEGRITY 7 CUNNING 12 STRENGTH 12

56 V



Davies

STAR TREK
THE NEXT GENERATION



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SCIENCE

Geochemist representative of science specialists assigned to *Galaxy*-class starships. Intrigued by the symbiotic nature of the Trill species.

Physics Geology

INTEGRITY 6 CUNNING 7 STRENGTH 6

57 V



Deanna Troi

STAR TREK
THE NEXT GENERATION



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OFFICER

Ship's counselor and occasional ambassador. 1/2 Betazoid, 1/2 human. Formerly romantically involved with William T. Riker as his *imzadi*.

Empathy Anthropology Diplomacy
 Honor Intuition Life-form Scan

INTEGRITY 7 CUNNING 7 STRENGTH 4

58 V

Dr. Christopher *STAR TREK THE NEXT GENERATION*



SCIENCE

Subspace theoretician and husband of T'Pol. Invited to participate in a metaphasic shield test. Doubted Dr. Reygo's new technology.

● **SCIENCE**

INTEGRITY 6 CUNNING 8 STRENGTH 4

59 V

Geordi La Forge *STAR TREK THE NEXT GENERATION*



OFFICER

Conn officer of the U.S.S. Enterprise in 2364. Son of two Starfleet officers. Blind at birth, he has used the VISOR to see since the age of five.

● At **Navigation, Astrophysics, Stellar Cartography**
● At **ENGINEER, Physics, Computer Skill**

INTEGRITY 7 CUNNING 7 STRENGTH 6

60 V

Jean-Luc Picard *STAR TREK THE NEXT GENERATION*



OFFICER

Rescued Borg counterpart. After returning to his command of the U.S.S. Enterprise, Picard developed a violent vendetta against the Borg.

● Leadership x2 ● Archaeology ● Navigation
● While on your ship, WEAPONS and SHIELDS +4 against ●

INTEGRITY 8 CUNNING 8 STRENGTH 7

19 V

Kosinski *STAR TREK THE NEXT GENERATION*



ENGINEER

Arrogant engineer believed to have improved engine performance on several ships in 2364. Finds problem solving highly therapeutic.

● Computer Skill ● Physics ● SCIENCE
● Stellar Cartography ● X=4 when facing a dilemma.

INTEGRITY 5 CUNNING 9-X STRENGTH 5

61 V

Lian T'su *STAR TREK THE NEXT GENERATION*



OFFICER

Typical relief operations officer in the 24th century. Relishes the chance to explore new frontiers. Originally considered a security career.

● Navigation ● Transporter Skill ● Astrophysics

INTEGRITY 7 CUNNING 6 STRENGTH 5

62 V

Lopez *STAR TREK THE NEXT GENERATION*



SECURITY

Representative of talented junior security officers aboard the U.S.S. Enterprise. Assigned to compile the duty roster for his department.

● Biology ● Honor ▼ Federation PADD

INTEGRITY 7 CUNNING 6 STRENGTH 7

63 V

Lopez *STAR TREK THE NEXT GENERATION*



SECURITY

Representative of talented junior security officers aboard the U.S.S. Enterprise. Assigned to compile the duty roster for his department.

● Biology ● Honor ▼ Federation PADD

INTEGRITY 7 CUNNING 6 STRENGTH 7

63 V

Martin *STAR TREK THE NEXT GENERATION*



MEDICAL

One of many staff doctors assigned to the U.S.S. Enterprise. Took charge of sickbay in 2368 after Beverly Crusher was incapacitated.

● Exobiology ● Computer Skill

INTEGRITY 7 CUNNING 6 STRENGTH 6

64 V

Robert DeSoto *STAR TREK THE NEXT GENERATION*



OFFICER

Captain of the U.S.S. Hood and former commanding officer of William T. Riker. Years ago, he and Jean-Luc Picard served together as lieutenants on the same ship.

● If on U.S.S. Hood, your compatible V.I.P.s may report aboard. ● Leadership ● Honor ● Exobiology

INTEGRITY 8 CUNNING 7 STRENGTH 5

20 V

Seth Mendoza *STAR TREK THE NEXT GENERATION*



V.I.P.

One of many ambassadors serving in the Federation Diplomatic Corps. Distant relative of Earth politician. Gambler and poker player.

● Anthropology ● Diplomacy ● Law

INTEGRITY 6 CUNNING 6 STRENGTH 5

65 V

Spock *STAR TREK THE NEXT GENERATION*



V.I.P.

½ Vulcan, ½ Human son of Sarek and Amanda Grayson. Over 140-year-old ambassador. On private mission to Romulus. Mindmelded with Picard.

● Diplomacy x2 ● Computer Skill ● Leadership
● SCIENCE ● Mindmeld

INTEGRITY 9 CUNNING 10 STRENGTH 7

23 V

Tasha Yar-Alternate *STAR TREK THE NEXT GENERATION*



SECURITY

Traveled to 2344 and helped prevent a disastrous war. Survivor of the Battle of Norendra III. Consort of Romulan general. Mother of Sela.

● Honor ● Leadership
▼ Starfleet Type II Phaser

INTEGRITY 8 CUNNING 7 STRENGTH 8

24 V

Dr. Syrus *STAR TREK THE NEXT GENERATION*



MEDICAL

Tilonian psychiatrist created by Suna as part of a plan to brainwash Riker. Worked in Ward 47 of the Tilonius Institute for Mental Disorders.

● Law

INTEGRITY 5 CUNNING 8 STRENGTH 4

92 V

Koral *STAR TREK THE NEXT GENERATION*



CIVILIAN

Dour smuggler of few words. Acquired part of the Stone of Gol for Baran. Commanded a Klingon shuttle. Disliked games and replicated bloodwine.

● Archaeology ● Smuggling ● Navigation
● Treachery ● Stellar Cartography

INTEGRITY 3 CUNNING 4 STRENGTH 10

93 V

Vash *STAR TREK THE NEXT GENERATION*



SCIENCE

Treasure hunter, archaeologist, liar, and thief romantically involved with Jean-Luc Picard. Partnered with Q to explore distant Gamma Quadrant ruins.

● Archaeology x2 ● Treachery ● Anthropology
● Smuggling ● Acquisition ▼ Dig

INTEGRITY 4 CUNNING 7 STRENGTH 5

94 V

Vekor *STAR TREK THE NEXT GENERATION*



SCIENCE

Representative of female mercenaries operating throughout the galaxy. Worked with Baran to find the Stone of Gol.

● MEDICAL ● Navigation ● Geology

INTEGRITY 2 CUNNING 7 STRENGTH 6

37 V

U.S.S. Enterprise *STAR TREK THE NEXT GENERATION*



GALAXY CLASS

Encountered the U.S.S. Enterprise-C in an alternate reality. Became the Future Enterprise in an alternate future. Visited by crew from the Starship Enterprise.

★ ★ ★ Holodeck, Tractor Beam
▼ Wall of Ships

RANGE 8 WEAPONS 7 SHIELDS 9

39 V

U.S.S. Oberth *STAR TREK THE NEXT GENERATION*



OBERTH CLASS

Class of small ships often used for scientific missions. Named for 20th century rocket scientist Hermann Oberth.

★ Tractor Beam

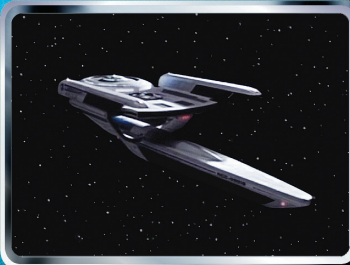
RANGE 6 WEAPONS 4 SHIELDS 7

40 V



U.S.S. Oberth

STAR TREK
THE NEXT GENERATION



OBERTH CLASS

Class of small ships often used for scientific missions. Named for 20th century rocket scientist Hermann Oberth.



Tractor Beam

RANGE 6

WEAPONS 4

SHIELDS 7

40 V

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DILEMMA

STAR TREK
THE NEXT GENERATION



BIRTH OF "JUNIOR"

Large infant spaceborne life-form. Attached itself to the U.S.S. Enterprise in 2368, sucking energy from the ship.

Place on ship. End of each turn, RANGE reduced by 1; if reduced to 0, ship destroyed. Nullify with 3 ENGINEER.

2 V

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DILEMMA

STAR TREK
DEEP SPACE NINE



BLENDED

Whether it be Kanar, Blood Wine, or Romulan Ale, a little libation can often yield valuable intelligence.

To get past requires Empathy, Diplomacy, Morn or any Scotty. All such personnel are "stopped," but if two or more present, one must continue (random selection).

1 V

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DILEMMA

STAR TREK
DEEP SPACE NINE



CHULA: THE CHANDRA

"Allamaraine, count to four. Allamaraine, then three more. Allamaraine, if you can see. Allamaraine, you'll come with me."

One person (random selection) continues, along with all crew or Away Team members who have at least one attribute number matching that personnel. Others are "stopped."

2 V

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DILEMMA

STAR TREK
ENTERPRISE



DANGEROUS CLIMB

Deep underground passages such as those on Xantoras pose a problem for transporters. Without climbing skills, they may also pose a problem to away team personnel.

Unless STRENGTH>40 OR 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

2 V

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DILEMMA

STAR TREK II
THE WRATH OF KHAN



DEDICATION TO DUTY

Starship work is hazardous. When danger arises, one must place the good of the crew ahead of one's own life.

One unique personnel is "stopped" (random selection). Choose one: kill that personnel OR opponent may draw cards equal to the number of on that personnel. Mission continues.

3 V

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DILEMMA

STAR TREK
DEEP SPACE NINE



DIGNITARIES AND WITNESSES

The bitterness of defeat and the exultation of triumph have taught many leaders a great lesson: they must preserve in peace what they have won in war.

To get past requires INTEGRITY>20 and an Admiral OR STRENGTH>30 and a General OR CUNNING>20 and 3 Leadership OR STRENGTH>20 and a Maj.

4 V

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DILEMMA

STAR TREK
THE NEXT GENERATION



2

DIPLOMATIC INTERVENTION

The Federation often sends expert negotiators to defuse volatile situations before they spiral out of control.

Opponent may download up to two ambassadors to planet; they cannot be battled this turn. Place on mission. To solve mission, you must have more Diplomacy here than opponent.

3 V

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DILEMMA

STAR TREK
THE NEXT GENERATION



FLIM-FLAM ARTIST

The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

Your opponent may immediately draw a card. To get past requires Diplomacy and 2 Computer Skill OR Law and CUNNING>32 (CUNNING>50 if this is a mission).

5 V

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DILEMMA

STAR TREK
 THE NEXT GENERATION


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FRACTURED TIME

In 2370, Data suggested Worf would be able to use an inverse warp field to restore the barriers between quantum realities. Thankfully, Mr. Data was correct, in every reality.

Nine personnel (random selection) continue. Place out-of-play all other personnel in this crew or Away Team.

7 V



DILEMMA

STAR TREK
 THE NEXT GENERATION


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2

FRIENDLY FIRE

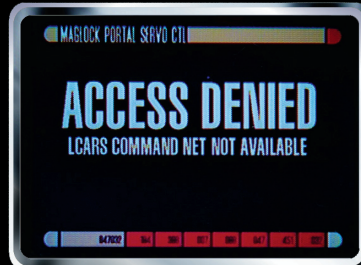
Only a seasoned leader can prevent disaster during tense situations.

Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.

7 V



DILEMMA

STAR TREK
 FIRST CONTACT


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MAGLOCK

Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.

9 V



DILEMMA

STAR TREK
 THE NEXT GENERATION


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MAGNETIC FIELD DISRUPTIONS

Proximity to severe stellar phenomena can disrupt shipboard systems. In 2364, intense magnetic fields from the Delos star overloaded many consoles on the U.S.S. Enterprise.

One personnel (random selection) is killed unless you "stop" a personnel with Astrophysics or Navigation. To get past requires CUNNING>24 remaining.

8 V



DILEMMA

STAR TREK
 DEEP SPACE NINE


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NEW ESSENTIALISTS

In 2373, Mr. Lubitsch, Mr. Hopkins, Mr. Marshall, and other New Essentialists sabotaged Risa's weather modification network causing a great deal of trouble in paradise.

Unless INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery present, place one non-Borg Away Team member (random selection) atop draw deck. Nullify with Jamaharon.

11 V



DILEMMA

STAR TREK
 NEMESIS


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PICKING UP THE PIECES

Parts of B-4's assembly were found strewn across the Kolaran system. Many planetary scans were required to locate all of the positronic signatures.

To get past requires Geology or Computer Skill. All such personnel are "stopped," but if two or more present, one must continue (random selection).

13 V



DILEMMA

STAR TREK
 THE NEXT GENERATION


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PINNED DOWN

Confronted with Sir Guy of Gisbourne's archers, Jean-Luc Picard, posing as Robin Hood, ordered his crew deeper into Q's recreation of Sherwood Forest.

To get past, two personnel (random selection) must be "stopped." Then, if any  card in play, another personnel (random selection) is "stopped."

10 V



DILEMMA

STAR TREK
 THE NEXT GENERATION


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TENSE NEGOTIATIONS

Experienced diplomats are willing to meet their opponents on their terms and to confront challenges to their integrity with appropriate invectives when necessary.

To get past, one Diplomacy OR Leadership personnel (opponent's choice) must be "stopped." Nullify with a personnel who has either 3 Diplomacy OR 3 Leadership.

12 V



DILEMMA

STAR TREK
 THE NEXT GENERATION


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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.

15 V

DILEMMA

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

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.

7 V



DOORWAY

STAR TREK
VOYAGER



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TEMPORAL MICRO-WORMHOLE



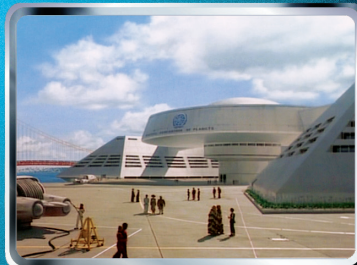
Seeds or plays on table. Your Personnel and Equipment cards may report for duty. Once per game, you may download Space-Time Portal (or nullify its report with crew) OR download Dr. Telek R'Mor. Once each turn (twice per game), you may report a personnel aboard your ship regardless of affiliation, then discard doorway; for rest of game, that personnel may mix with your other affiliations.

10 V



Federation Outpost

STAR TREK
THE NEXT GENERATION



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Earth is a member of the United Federation of Planets. The Federation establishes outposts throughout its territory.

Seed one OR build where you have a Federation ENGINEER.



OUTPOST

SHIELDS 30

11 V



INCIDENT

STAR TREK
THE NEXT GENERATION



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11

ATTENTION ALL HANDS



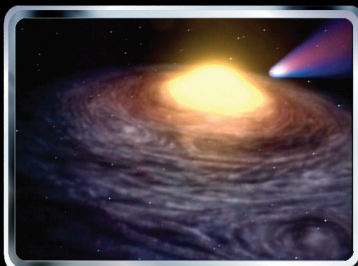
Seeds or plays on table. Once each turn, your Personnel (except an android, hologram, or) may report (for free) aboard your matching outpost or matching ship with at least one staffing icon. Once per game, in place of your normal card play, you may download a ship to your matching outpost.

21 V



INCIDENT

STAR TREK
THE NEXT GENERATION



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CONTINUING MISSION



Seed one on table. You may download one card. Your personnel and ships that have a *Star Trek: The Next Generation* or *Star Trek Generations* property logo gain (even if not in play). Twice each turn, when you play a personnel with four or fewer icons (and no), you may draw a card. Discard this incident if you play (or have played) a non- personnel or ship.

22 V



OBJECTIVE

STAR TREK
THE NEXT GENERATION



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ASSIGN MISSION SPECIALISTS



Seeds or plays on table. You may download to one of your outposts up to two different mission specialists (personnel whose only skill is a regular skill) that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (Unique.)

18 V