

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

THE NEXT GENERATION

THE CONTINUING COMMITTEE

99 ADDITIONAL VIRTUAL CARDS • RELEASED APRIL 2012 • VERSION 1.0

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FERengi STARTER DECK

Welcome to the *First Edition Star Trek Customizable Card Game*, a universe of endless possibilities. With this pre-constructed Ferengi starter deck, you will take command of the Ferengi Alliance in your quest to exploit 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.

FERengi DECK LIST

MISSIONS (6)

- 1x Acquire Surplus Ships
- 1x Host Metaphasic Shielding Test
- 1x Revenge Plot
- 1x Search for Weapons
- 1x Steal Technology
- 1x The Last Outpost

DRAW DECK (31) EVENTS

- 2x Surprise Party

INCIDENTS

- 2x Get It Done

INTERRUPT

- 1x Business Gambit

PERSONNEL

- 2x Baht
- 1x Captain Picard
- 1x DaiMon Bok
- 1x Dr. Arridor
- 1x Dr. Reyga
- 2x Gozar
- 1x Kayron
- 1x Kol
- 2x Levin
- 1x Mordoc
- 2x Obol
- 1x Quark
- 2x Rata
- 1x Dr. Syrus
- 1x Korai
- 1x Vash
- 1x Vekor
- 1x Will Riker

SHIPS

- 2x Ferengi Scout Vessel
- 1x Kurdon

SEED DECK (23) DILEMMAS

- 1x Armus - Skin of Evil
- 1x Chula: The Chandra
- 1x Chula: The Lights
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Ferengi Ambush
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x Gontuu Shock Wave
- 1x Linguistic Legerdemain
- 1x Maglock
- 1x Magnetic Field Disruptions
- 1x Murder Investigation
- 1x Picking Up the Pieces
- 1x Pinned Down
- 1x Punishment Box
- 1x Radioactive Garbage Scow
- 1x Topological Anomaly 4747

DOORWAY

- 1x Temporal Micro-Wormhole

FACILITY

- 1x Ferengi Trading Post

INCIDENTS

- 1x Attention All Hands
- 1x Continuing Mission

OBJECTIVE

- 1x Assign Mission Specialists

*"Consider it...
 an act of
 friendship."*

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. Punishment Box
2. Armus - Skin of Evil
3. Ferengi Ambush

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

1. Chula: The Lights
2. Murder Investigation
3. Linguistic Legerdemain

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

1. Gontuu Shock Wave
2. Topological Anomaly 4747
3. Radioactive Garbage Scow

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

4

Acquisition + ENGINEER + Computer Skill
OR Diplomacy + Greed + Treachery

30



Acquire Surplus Ships

 **Klingon Salvage Yard:** Complete illicit sale of decommissioned *B'rek*-class hardware.

Acquisition + ENGINEER + Computer Skill
OR Diplomacy + Greed + Treachery

30

4 35 V

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4

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

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

MEDICAL + Exobiology + Treachery x2
OR any Bok + CUNNING>35

35



Revenge Plot

 **Camor V:** Lay genetic groundwork for vengeance against old foe.

MEDICAL + Exobiology + Treachery x2
OR any Bok + CUNNING>35

35

3 43 V

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3

OFFICER + Navigation + Treachery
May seed hand weapons under here.

30



Search for Weapons

 **Demilitarized Zone Region • Border planet:** Search planet for illegal Maquis arms cache.

OFFICER + Navigation + Treachery
May seed hand weapons under here.

30

3 17 V

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4

OFFICER + Greed + Transporter Skill + Treachery
When you solve, may download (or steal) an equipment here.

35



Steal Technology

 **Gamma Tauri IV:** Steal energy converter from remote Federation outpost.

OFFICER + Greed + Transporter Skill + Treachery
When you solve, may download (or steal) an equipment here.

35

4 46 V

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3

Acquisition + SECURITY + Treachery x2
OR Diplomacy x2 + Leadership + OFFICER

35



The Last Outpost

 **Delphi Ardu IV:** Investigate source of energy emanating from ancient T'Kon outpost.

Acquisition + SECURITY + Treachery x2
OR Diplomacy x2 + Leadership + OFFICER

35

3 47 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



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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INCIDENT

STAR TREK
THE NEXT GENERATION



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  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

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INCIDENT

STAR TREK
THE NEXT GENERATION



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)

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26 V



INTERRUPT

STAR TREK
THE NEXT GENERATION



BUSINESS GAMBIT

Many in the Alpha Quadrant, lacking the lobes for business, are wary of the Ferengi Alliance's capitalistic practices.

Once per game, plays to "stop" your Greed personnel and an opposing personnel present. Steal an equipment present **OR** download an equipment there.

5

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34 V



Baht

STAR TREK
THE NEXT GENERATION



ENGINEER

Typical Ferengi technician. Previously served on a D'Kora-class marauder but chose to become a privateer under Lurin in search of bigger profits.

Anthropology Transporter Skill

INTEGRITY 6 CUNNING 6 STRENGTH 5

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66 V



Baht

STAR TREK
THE NEXT GENERATION



ENGINEER

Typical Ferengi technician. Previously served on a D'Kora-class marauder but chose to become a privateer under Lurin in search of bigger profits.

Anthropology Transporter Skill

INTEGRITY 6 CUNNING 6 STRENGTH 5

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66 V



Captain Picard

STAR TREK
THE NEXT GENERATION



OFFICER

The former captain of the U.S.S. Stargazer, Jean-Luc Picard was manipulated into attacking his own ship.

If exposed, becomes under opponent's control.

Leadership x2 Navigation x2 Physics
 Picard Maneuver

INTEGRITY 8 CUNNING 8 STRENGTH 6

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67 V



DaiMon Bok

STAR TREK
THE NEXT GENERATION



OFFICER

Bok could not forgive Captain Picard for the death of his son. Vengeful commander of the Kurdon.

Exobiology Treachery x2 ENGINEER
 Transporter Skill Thought Maker
 Once per game, may capture any Jean-Luc Picard here.

INTEGRITY 4 CUNNING 9 STRENGTH 4

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68 V



Dr. Arridor

STAR TREK
THE NEXT GENERATION



MEDICAL

Conspired with Goss during the Barzan negotiations. Explored the wormhole with Kal. Prefers analysis to speculation.

Acquisition Greed Exobiology
 Biology Leadership Treachery

INTEGRITY 4 CUNNING 8 STRENGTH 5

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69 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

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26 V



Gozar

STAR TREK
THE NEXT GENERATION



OFFICER

Representative of talented Ferengi officers. Recruited by Bok to help in the capture and ransom of Jason Vigo. Devotee of the Rules of Acquisition.

Acquisition Exobiology Leadership
 Navigation Treachery Diplomacy

INTEGRITY 3 CUNNING 7 STRENGTH 6

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70 V



❖ Gozar

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Representative of talented Ferengi officers. Recruited by Bok to help in the capture and ransom of Jason Vigo. Devotee of the Rules of Acquisition.

- Acquisition
- Navigation
- Exobiology
- Treachery
- Leadership
- Diplomacy

INTEGRITY 3 CUNNING 7 STRENGTH 6

70 V



❖ Kayron

STAR TREK
THE NEXT GENERATION

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SECURITY

One of many junior crew members often found on D'Kora marauders. Part of Letek's landing party. Berik's nephew. Former assay assistant on Lappa IV.

- SCIENCE

INTEGRITY 5 CUNNING 7 STRENGTH 6

71 V



❖ Kol

STAR TREK
THE NEXT GENERATION

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SCIENCE

Ferengi scientist serving under Goss. Studied the Barzon wormhole with Dr. Arridor. Didn't realize the significance of the meson and lepton fluctuations.

- Diplomacy
- Navigation
- Greed
- Stellar Cartography
- Attributes all +2 if with Goss or Dr. Arridor.

INTEGRITY 6 CUNNING 6 STRENGTH 5

72 V



❖ Levin

STAR TREK
THE NEXT GENERATION

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MEDICAL

Typical nurse found throughout the Ferengi Alliance. Now working with the privateer Lurin. Cousin of Broik. Collects antique musical recordings.

- Exobiology
- Biology
- Music

INTEGRITY 7 CUNNING 6 STRENGTH 5

73 V



❖ Levin

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

MEDICAL

Typical nurse found throughout the Ferengi Alliance. Now working with the privateer Lurin. Cousin of Broik. Collects antique musical recordings.

- Exobiology
- Biology
- Music

INTEGRITY 7 CUNNING 6 STRENGTH 5

73 V



❖ Mordoc

STAR TREK
THE NEXT GENERATION

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SECURITY

Representative Ferengi security officer. Often part of away teams to strange, new worlds. Helped steal an energy converter. Disgusted by clothed females.

- Stellar Cartography
- Treachery
- Transporter Skill

INTEGRITY 4 CUNNING 6 STRENGTH 7

74 V



❖ Obol

STAR TREK
THE NEXT GENERATION

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SECURITY

Typical Ferengi soldier. Aspiring inventor and employee of Lurin. Tired of Klingon rations.

- ENGINEER
- Greed

INTEGRITY 4 CUNNING 7 STRENGTH 5

75 V



❖ Obol

STAR TREK
THE NEXT GENERATION

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SECURITY

Typical Ferengi soldier. Aspiring inventor and employee of Lurin. Tired of Klingon rations.

- ENGINEER
- Greed

INTEGRITY 4 CUNNING 7 STRENGTH 5

75 V



❖ Quark

STAR TREK
THE NEXT GENERATION

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CIVILIAN

Opportunistic bartender on Deep Space 9. Traded information about the Sisters of Duras in exchange for erasing William T. Riker's gambling winnings.

- Computer Skill x2
- Acquisition
- Greed
- Diplomacy
- Anthropology
- Any PADD

INTEGRITY 5 CUNNING 8 STRENGTH 3

76 V



❖ Rata

STAR TREK
THE NEXT GENERATION

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OFFICER

Profitrader representative of Ferengi second officers. Opposed Bok's decision to give away the salvaged U.S.S. Stargazer at no cost.

- Treachery
- Geology
- Acquisition
- Astrophysics
- Greed

INTEGRITY 5 CUNNING 7 STRENGTH 6

77 V



❖ Rata

STAR TREK
THE NEXT GENERATION

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OFFICER

Profitrader representative of Ferengi second officers. Opposed Bok's decision to give away the salvaged U.S.S. Stargazer at no cost.

- Treachery
- Geology
- Acquisition
- Astrophysics
- Greed

INTEGRITY 5 CUNNING 7 STRENGTH 6

77 V



❖ Dr. Syrus

STAR TREK
THE NEXT GENERATION

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MEDICAL

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

- Law

INTEGRITY 5 CUNNING 8 STRENGTH 4

92 V



Koral

STAR TREK
THE NEXT GENERATION

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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
- Treachery
- Smuggling
- Stellar Cartography
- Navigation

INTEGRITY 3 CUNNING 4 STRENGTH 10

93 V



Vash

STAR TREK
THE NEXT GENERATION

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SCIENCE

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

- Archaeology x2
- Smuggling
- Treachery
- Acquisition
- Anthropology
- Dig

INTEGRITY 4 CUNNING 7 STRENGTH 5

94 V



❖ Vekor

STAR TREK
THE NEXT GENERATION

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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



Will Riker

STAR TREK
THE NEXT GENERATION

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OFFICER

William T. Riker "went renegade" to penetrate Baran's crew during the hunt for the Stone of Gol.

Does not work with other affiliation personnel.

- SECURITY
- Treachery
- Diplomacy
- Transporter Skill
- Anthropology
- Dropping In

INTEGRITY 5 CUNNING 7 STRENGTH 7

95 V



❖ Ferengi Scout Vessel

STAR TREK
THE NEXT GENERATION

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SCOUT CLASS

Typical of small Ferengi craft converted for long-range missions. Often used to search for new business opportunities.

RANGE 7 WEAPONS 4 SHIELDS 5

96 V



❖ Ferengi Scout Vessel

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

SCOUT CLASS

Typical of small Ferengi craft converted for long-range missions. Often used to search for new business opportunities.

RANGE 7 WEAPONS 4 SHIELDS 5

96 V



Kurdon

STAR TREK
THE NEXT GENERATION

D'KORA-CLASS MARAUDER

Commanded by DaiMon Bok during his quest for vengeance against Captain Picard. First officer Kazago commanded following Bok's arrest.



Tractor Beam, Holodeck
Any personnel

RANGE 8

WEAPONS 8

SHIELDS 8

97 V



DILEMMA

STAR TREK
THE NEXT GENERATION

ARMUS — SKIN OF EVIL

A malevolent being was formed when the inhabitants of Vagra II rid themselves of all the evil they had inside.

Kills one Away Team member (random selection).
Discard dilemma.

1 V



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



DILEMMA

STAR TREK
DEEP SPACE NINE

CHULA: THE LIGHTS

Julian Bashir's confidence after completing two shops did not serve him well in the fourth shop of the Wadi game Chula.

Crew or Away Team member with total attributes closest to 22 (your choice if tie) returns to hand. To get past requires CUNNING>24 remaining.

3 V



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



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 Maje.

4 V



DILEMMA

STAR TREK
THE NEXT GENERATION

FERENGI AMBUSH

Despite prior agreements about cooperating in a joint exploration of Delphi Ardu IV, the Ferengi seized the chance to get the better of their Federation adversaries.

Opponent may download to this planet up to three different ♣ Ferengi and/or one Ferengi Whip. They may initiate battle (if possible).

5 V



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).

6 V



DILEMMA

STAR TREK™



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
THE NEXT GENERATION



GOMTUU SHOCK WAVE

Although some creatures have intricate greeting rituals, others will defend themselves violently at the first sign of danger.

Unless 2 Diplomacy and INTEGRITY>32 OR Empathy and INTEGRITY>35 present, all undocked ships at this location are damaged and relocated one location toward far end of spaceline.

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8 V

DILEMMA

STAR TREK
DEEP SPACE NINE



X LINGUISTIC LEBERDEMAIN

Sarda's contract with Quark allowed him to proposition his employees. The provision was hidden on page 21, subsection 12, paragraph D.

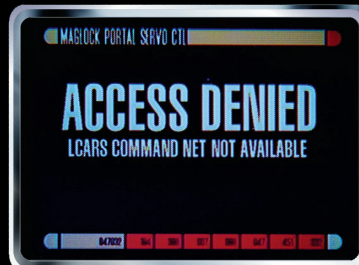
Unless Anthropology and Exobiology present, X=1+number of affiliation icons on this mission with no matching personnel present; place on mission; it cannot be attempted.

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9 V

DILEMMA

STAR TREK
FIRST CONTACT



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.

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9 V

DILEMMA

STAR TREK
THE NEXT GENERATION



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.

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8 V

DILEMMA

STAR TREK
VOYAGER



MURDER INVESTIGATION

Tuvok was forced to question many of U.S.S. Voyager's crew to solve a mystery. The efforts took focus away from his other duties.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has SECURITY, all of them are "stopped."

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10 V

DILEMMA

STAR TREK
NEMESIS



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).

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13 V

DILEMMA

STAR TREK
THE NEXT GENERATION



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."

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10 V

DILEMMA

STAR TREK
ENTERPRISE



PUNISHMENT BOX

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

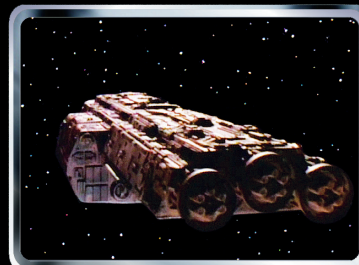
Place on planet. Now and start of each mission attempt here, cannot get past unless one OFFICER is "placed in the box" ("stopped") until end of turn.

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14 V

DILEMMA

STAR TREK
THE NEXT GENERATION



RADIOACTIVE GARBAGE SCOW

Barges containing dangerous waste can be adrift for centuries. One such barge threatened Gamelon V in 2367.

Place on spaceline here. Mission cannot be attempted where present. Ship with Tractor Beam and 2 ENGINEER can tow scow.

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3 V

DILEMMA

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3 TOPOLOGICAL ANOMALY 4747

Invasive program created in 2368 by Data and Geordi La Forge to cause the total system failure of the Borg Collective.

Borg and personnel, androids, and one ENGINEER here (random selection) are placed in stasis. Cure on your next turn with new SCIENCE arriving or when countdown expires.

6 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



Ferengi Trading Post STAR TREK
THE NEXT GENERATION



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Ferengi commercial centers are frequented by many races for trade, information, repair and resupply.

Seed one (you may also seed one D'Kara face up here) OR build where you have a Ferengi ENGINEER. Each player's non-Borg cards may report and mix aboard regardless of affiliation.



OUTPOST

SHIELDS 24

12 V

INCIDENT

STAR TREK
THE NEXT GENERATION



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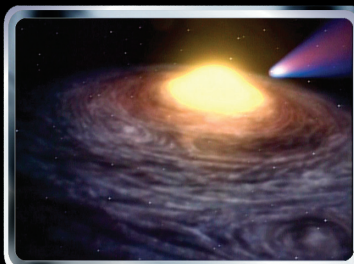
ATTENTION ALL HANDS

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