



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



KLINGON STARTER DECK



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

KLINGON DECK LIST

MISSIONS (6)

- 1x Acquire Surplus Ships
- 1x Amnesty Talks
- 1x Cloaked Mission
- 1x Impose Order
- 1x Intercept Sleeper Ship
- 1x Seize Freighter

DRAW DECK (31) EVENTS

- 1x Heart of Glory
- 2x Surprise Party

INCIDENTS

- 2x Get It Done

PERSONNEL

- 2x B'Somgh
- 1x Captain Worf
- 1x Commander K'Ehleyr
- 1x Duras
- 1x Jean-Luc Picard
- 1x K'Temac
- 1x Kahless
- 1x Kitrik
- 1x Konmel
- 1x Koroth
- 1x Korris
- 1x Kurak
- 2x Lasta
- 1x Q'elyn
- 1x William T. Riker
- 2x Zegov
- 1x Dr. Syrus
- 1x Koral
- 1x Vash
- 1x Vekor

SHIPS

- 1x Batris
- 1x I.K.S. Bortas
- 1x I.K.S. K'Vort

SEED DECK (23)

DILEMMAS

- 1x A Good Day to Lie
- 1x Chula: The Chandra
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Flim-Flam Artist
- 1x Forsaken
- 1x Friendly Fire
- 1x Maglock
- 1x Magnetic Field Disruptions
- 1x Microbrain
- 1x Picking Up the Pieces
- 1x Pinned Down
- 1x Q's Vicious Animal Things
- 1x Temptation
- 1x The Arsenal: Divided
- 1x Triage
- 1x Warp Bubble Mishap
- 1x Wind Dancer

DOORWAY

- 1x Temporal Micro-Wormhole

FACILITY

- 1x Klingon Outpost

INCIDENTS

- 1x Attention All Hands
- 1x Continuing Mission

OBJECTIVE

- 1x Assign Mission Specialists

*"...your blood will
paint the way to
the future."*

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. Q's Vicious Animal Things
2. Triage
3. Wind Dancer

1. Temptation
2. Forsaken
3. A Good Day to Lie

1. The Arsenal: Divided
2. Microbrain
3. Warp Bubble Mishap

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

4

30

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



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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

35

Any crew

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



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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

30

Navigation + Diplomacy + Honor



Cloaked Mission

Romulus System • Romulus: Secretly escort covert operatives to the Romulan homeworld.

Navigation + Diplomacy + Honor

30

3

30 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

35

Diplomacy + Treachery + STRENGTH>40
*Unopposed OFFICER on planet may steal points.



Impose Order

Pre-unified world: Unify diverse nation-states via coercion and occupation.

Diplomacy + Treachery + STRENGTH>40
*Unopposed OFFICER on planet may steal points.

35*

4


16 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

5

40

Leadership x2 + WEAPONS>8 OR Any K'Ehleyr + INTEGRITY>35
I.K.S. T'Ong may report here (with up to 3 personnel)



Intercept Sleeper Ship

Near Boradis system: Protect colonies from returning Klingon sleeper ship.

Leadership x2 + WEAPONS>8 OR Any K'Ehleyr + INTEGRITY>35
I.K.S. T'Ong may report here (with up to 3 personnel)

40

5

40 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

25*

OFFICER x2 + Honor + Navigation
* +5 if Korris or Konnel in crew.



Seize Freighter

Neutral Zone Region • Near Talarian Shipping Lane: Hijack ship in glorious battle.

OFFICER x2 + Honor + Navigation
* +5 if Korris or Konnel in crew.

25*

3

45 V

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EVENT

STAR TREK
THE NEXT GENERATION



HEART OF GLORY

Disillusioned with a modern Klingon society corrupted by the illusion of peace, Korris and Konnel sought to live their lives like true Klingons.

Plays on your Klingon (for free if Korris or Konnel).
X varies, where X=number of personnel this Klingon stuns or mortally wounds (limit three). (Unique.)

5X

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

EVENT

STAR TREK
THE NEXT GENERATION



SURPRISE PARTY

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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



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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26 V



B'Somgh

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ENGINEER

Warp drive specialist aboard the *I.K.S. Pagh*, representative of engineers in the Klingon Defense Force. Considered a gourmand by shipmates.

● Exobiology ● Physics ● Astrophysics
● Biology

INTEGRITY 7 CUNNING 6 STRENGTH 7

78 V



B'Somgh

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ENGINEER

Warp drive specialist aboard the *I.K.S. Pagh*, representative of engineers in the Klingon Defense Force. Considered a gourmand by shipmates.

● Exobiology ● Physics ● Astrophysics
● Biology

INTEGRITY 7 CUNNING 6 STRENGTH 7

78 V



Captain Worf

STAR TREK
THE NEXT GENERATION



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SECURITY

To persuade K'Temec not to attack, Worf served as acting captain of the *U.S.S. Enterprise*. Mate of K'Ehleyr. Finds the command chair "comfortable."

● OFFICER ● Diplomacy ● Navigation ● Honor x2
● If with any K'Ehleyr, both are attributes all +2.

INTEGRITY 8 CUNNING 6 STRENGTH 10

79 V



Commander K'Ehleyr

STAR TREK
THE NEXT GENERATION



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V.I.P.

1/2 Klingon, 1/2 human romantically involved with Worf. K'Ehleyr posed as first officer of the *U.S.S. Enterprise* in 2365. She left Worf incomplete.

● OFFICER ● Honor ● Anthropology
● Diplomacy ● Law

INTEGRITY 7 CUNNING 8 STRENGTH 7

80 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.

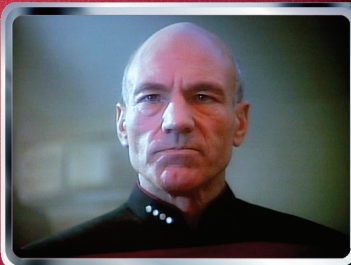
INTEGRITY 2 CUNNING 7 STRENGTH 9

27 V



Jean-Luc Picard

STAR TREK
THE NEXT GENERATION



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V.I.P.

Appointed by K'impac to serve as Arbiter of Succession. Asked to discover the Chancellor's poisoner and stave off a Klingon civil war.

● Diplomacy x2 ● Anthropology ● Honor ● Law
▼ Arbiter of Succession (if with an opponent's Klingon).

INTEGRITY 8 CUNNING 9 STRENGTH 6

81 V



K'Temec

STAR TREK
THE NEXT GENERATION



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OFFICER

Captain of the sleeper ship *I.K.S. T'Ong*, on a crucial mission ordered by the High Command in the late 23rd century. Awoke 75 years later in a much-changed galaxy.

● Astrophysics ● Transporter Skill ● Geology
▼ Engage Cloak

INTEGRITY 6 CUNNING 7 STRENGTH 8

29 V



Kahless

STAR TREK
THE NEXT GENERATION

V.I.P.

"The greatest warrior of them all." Clone of the unforgettable Klingon leader. Fulfilled prophecy. Installed as ceremonial Emperor in 2369.

• Honor x2 • Anthropology • Leadership x3
▼ Warrior's Birthright

INTEGRITY 10 CUNNING 5 STRENGTH 8

82 V



Kitrik

STAR TREK
THE NEXT GENERATION

MEDICAL

"The Tyrant Molor" in the Kot'boval Festival. Eager to help warriors deepen their understanding of Klingon heritage. Researcher on Maranga IV outpost.

• SCIENCE • Geology • Computer Skill

INTEGRITY 7 CUNNING 6 STRENGTH 8

83 V



Konnel

STAR TREK
THE NEXT GENERATION

OFFICER

Former lieutenant in the Klingon Defense Force. Deserted with Korris and Kunivas to restore glory to the Empire. Expert at concealing weaponry.

• Honor • Computer Skill • Stellar Cartography
▼ Klingon Disruptor (if with Korris).

INTEGRITY 8 CUNNING 5 STRENGTH 8

84 V



Koroth

STAR TREK
THE NEXT GENERATION

SCIENCE

High cleric of Boreth. Responsible for cloning Kahless in an attempt to restore hope to his people.

• Archaeology • Biology • MEDICAL
• Once per game, if on Boreth, may download Kahless OR Clone Machine there.

INTEGRITY 7 CUNNING 7 STRENGTH 6

85 V



Korris

STAR TREK
THE NEXT GENERATION

OFFICER

Renegade captain that sought an honorable death. To him, peace was a living death. Deserted with Konnel and Kunivas to restore Imperial glory.

• Honor • ENGINEER • SECURITY
• May volunteer for random selections (if applicable).

INTEGRITY 8 CUNNING 6 STRENGTH 8

86 V



Kurak

STAR TREK
THE NEXT GENERATION

SCIENCE

Famed female Klingon scientist and warp-field specialist who evaluated the metaphasic shield.

• Astrophysics • Computer Skill • Physics
• Honor

INTEGRITY 6 CUNNING 7 STRENGTH 6

91 V



❖ Losta

STAR TREK
THE NEXT GENERATION

OFFICER

Follower of Kahless. Representative of young male Klingons eager to study the teachings of Kahless at the sacred Boreth monastery.

• Geology • Navigation • Youth
▼ Lower Decks (if present with Kahless or on Boreth).

INTEGRITY 6 CUNNING 6 STRENGTH 7

87 V



❖ Losta

STAR TREK
THE NEXT GENERATION

OFFICER

Follower of Kahless. Representative of young male Klingons eager to study the teachings of Kahless at the sacred Boreth monastery.

• Geology • Navigation • Youth
▼ Lower Decks (if present with Kahless or on Boreth).

INTEGRITY 6 CUNNING 6 STRENGTH 7

87 V



❖ Q'elyn

STAR TREK
THE NEXT GENERATION

ENGINEER

Representative of low-level technicians throughout the Klingon Empire. Before serving on the I.K.S. Pagh, worked as a supply agent on Rura Penthe.

• Acquisition

INTEGRITY 5 CUNNING 8 STRENGTH 7

88 V

William T. Riker

STAR TREK

THE NEXT GENERATION

OFFICER

The first Starfleet officer to serve on a Klingon ship as part of an exchange program. Commanded the *I.K.S. Pagh* after relieving Kargan of duty.

Leadership

Navigation

Anthropology

Honor

Transporter Skill

Emergency Transport Unit

INTEGRITY

7

CUNNING

7

STRENGTH

7

89 V

Zegov

STAR TREK

THE NEXT GENERATION

ENGINEER

Typical Klingon female inspired by the Sisters of Duras. Ruthlessly supervised the *I.K.S. Pagh* engine room. Curious about William T. Riker's endurance.

Astrophysics

Treachery

Greed

SECURITY

INTEGRITY

4

CUNNING

5

STRENGTH

8

90 V

Zegov

STAR TREK

THE NEXT GENERATION

ENGINEER

Typical Klingon female inspired by the Sisters of Duras. Ruthlessly supervised the *I.K.S. Pagh* engine room. Curious about William T. Riker's endurance.

Astrophysics

Treachery

Greed

SECURITY

INTEGRITY

4

CUNNING

5

STRENGTH

8

90 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

Batris

STAR TREK

THE NEXT GENERATION

TALARIAN FREIGHTER

Talarian freighter hijacked by three Klingons in pursuit of a warrior's death. Commanded by Koris, who then destroyed the *I.K.S. T'Acog*.

Tractor Beam

WEAPONS +5 vs. ♀

RANGE

8

WEAPONS

5

SHIELDS

5

98 V

I.K.S. Bortas

STAR TREK

THE NEXT GENERATION

VOR'CHA CLASS

Flagship commanded by Gowron during the Klingon Civil War of 2367-68. Lieutenant Worf briefly served aboard as a weapons officer.

Cloaking Device, Tractor Beam

RANGE

9

WEAPONS

9

SHIELDS

7

42 V



I.K.S. K'Vort

STAR TREK
THE NEXT GENERATION

K'VORT CLASS

Class of ships identical in configuration to the classic B'rel class Klingon Bird-of-Prey, although much larger.



Cloaking Device, Tractor Beam

RANGE 8

WEAPONS 6

SHIELDS 6

43 V



DILEMMA

STAR TREK
THE NEXT GENERATION

A GOOD DAY TO LIE

The Duras family's untrustworthiness is equal to their ambition. Duras tarnished Worf's honor, tried to have Picard killed, poisoned K'mpec, and murdered K'Ehleyr.

To get past requires 3 Diplomacy **OR** 3 Treachery. If a Treachery personnel in play, opponent may then download Duras to anywhere at this location.

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 —
ENTERPRISE

DANGEROUS CLIMB

Deep underground passages such as those on Xantaras 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

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 **A** mission).

6 V



DILEMMA

STAR TREK
DEEP SPACE NINE

FORSAKEN

The Prophets would not respond to Kai Winn's prayers despite her zeal. Dukat, in his lust for power, twisted her rejection to the service of the Pah-Wraiths.

To get past requires 2 Honor **OR** 2 Treachery. Each Honor or Treachery personnel that helps overcome this dilemma is placed on the bottom of owner's draw deck.

5 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
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.

9 V

DILEMMA

STAR TREK
THE NEXT GENERATION



MAGNETIC FIELD DISRUPTIONS

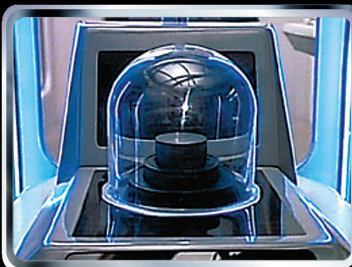
Proximity to severe stellar phenomena can disrupt shipboard systems. In 2364, intense magnetic fields from the Delos star overloaded many consoles on the *U.S.S. Enterprise*.

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

8 V

DILEMMA

STAR TREK
THE NEXT GENERATION



MICROBRAIN

Small, solar-powered, inorganic collective life-form native to Velara III. Sabotaged Federation terraforming operations to protest the destruction of its home.

To get past, one Exobiology OR Geology personnel (opponent's choice) is "stopped." Nullify with a personnel who has either 3 Exobiology OR 3 Geology.

9 V

DILEMMA

STAR TREK
NEMESIS



PICKING UP THE PIECES

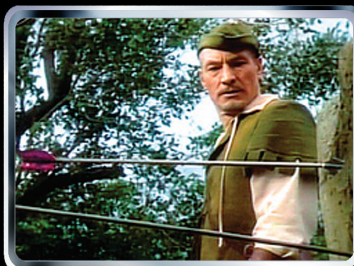
Parts of B-4's assembly were found strewn across the Kolaran system. Many planetary scans were required to locate all of the positronic signatures.

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

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."

10 V

DILEMMA

STAR TREK
THE NEXT GENERATION



Q'S VICIOUS ANIMAL THINGS

Q and his creations have appeared as soldiers from medieval times, the American Civil War, the Napoleonic era, and World War II, in addition to other eras.

Unless 22<STRENGTH<55, one Away Team member is killed (random selection) and opponent re-seeds dilemma under a different unsolved planet mission.

15 V

DILEMMA

STAR TREK
THE NEXT GENERATION



TEMPTATION

Despite overtures of friendship from the House of Duras, the Arbiter of Succession was unswayed, noting they had manipulated the circumstances with the skill of a Romulan.

To get past, three personnel (random selection) must be "tempted." Each one without Honor OR Treachery is "stopped."

11 V

DILEMMA

STAR TREK
THE NEXT GENERATION



THE ARSENAL: DIVIDED

While confronting the Echo Papa 607 weapons system, Geordi La Forge ordered a saucer separation to protect the ship's crew. He took command of the stardrive section.

Divide your unique crew members into two face-down piles. One pile is "stopped" (opponent's choice). To get past, ship must be staffed and have INTEGRITY>27 remaining.

4 V

DILEMMA

STAR TREK
THE NEXT GENERATION



TRIAGE

Prioritizing the most urgent cases first, as Dr. Crusher did on Rutia IV, requires swift evaluation and unbiased medical judgment to save as many lives as possible.

One personnel (random selection) is killed unless you "stop" a personnel with Biology or MEDICAL. To get past requires INTEGRITY>22 remaining.

13 V

DILEMMA

STAR TREK
THE NEXT GENERATION



WARP BUBBLE MISHAP

When one of his warp field experiments trapped his mother in a collapsing warp bubble, Wesley was fortunate an expert was on hand to aid in her rescue.

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

15 V



DILEMMA

STAR TREK
THE NEXT GENERATION



WIND DANCER

Sentry of the Parallax Colony. Only allows those whose hearts are joyous to pass.

To get past, Lwaxana Troi must be present **OR** at least one Away Team member must have: Youth **OR** Music **OR** STRENGTH > 9.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

8 V



DOORWAY

STAR TREK
VOYAGER



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.

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10 V



Klingon Outpost

STAR TREK
THE NEXT GENERATION



The Klingon Homeworld is Qo'noS. The Klingon Empire establishes outposts throughout its territory.

Seed one **OR** build where you have a Klingon **ENGINEER**.

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13 V



OUTPOST

SHIELDS 32

13 V



INCIDENT

STAR TREK
THE NEXT GENERATION



ATTENTION ALL HANDS

Seeds or plays on table. Once each turn, your **Personnel** (except an android, hologram, or **Red**) 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.

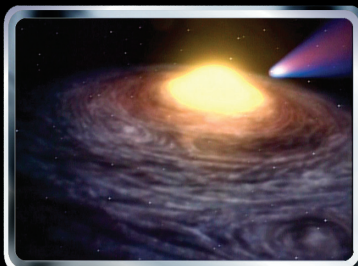
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21 V



INCIDENT

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CONTINUING MISSION

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

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22 V



OBJECTIVE

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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.)

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18 V