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

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

Rediscover your love of *The Next Generation* with this ninety-nine (99) card expansion, designed for new and veteran players alike. Celebrate 25 years of TNG with new faces, returning favorites, and brand new decks for the Federation, Ferengi, and Klingons. Explore the galaxy and "boldly go where no one has gone before" with this new *First Edition* virtual expansion!

Warp Core Icon – A card with this icon is a way of powering your deck, usually as a play engine. It has no built in gameplay function and will be referenced by other cards in the future.

The Next Generation Icon – A card with this icon is related to *The Next Generation* television series (including the *Generations* movie). It has no built in gameplay function and will be referenced by other cards in the future.

Coming Next – Continue the celebration of TNG's Silver Anniversary with our next virtual expansion that explores the rest of the Next Generation universe. The Romulans join in on the fun in late Summer 2012, and they won't be alone.

STAR TREK CUSTOMIZABLE CARD GAME ™
THE NEXT GENERATION
99 CARD VIRTUAL EXPANSION SET

The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

ARTICLES
FORUMS
RULES
CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

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

THE NEXT GENERATION CARD LIST

DILEMMAS
A Good Day to Lie ....1 V
All Available Personnel. ....2 V
Diplomatic Intervention ....3 V
Divided Loyalties......................4 V
Ferengi Ambush........................5 V
I'm Not Going to Fight You.............6 V
Local Trouble.........................7 V
Magnetic Field Disruptions ....8 V
Microbrain............................9 V
Pinned Down..........................10 V
Temptation...........................11 V
Tense Negotiations...................12 V
Triage ....13 V
War Games ....14 V
Warp Bubble Mishap ....15 V

EVENTS
Cowboy Diplomacy ....16 V
General Quarters.....................17 V
Heart of Glory.......................18 V
Let's See What's Out There ....19 V
You Are A Monument ....20 V

INCIDENTS
Attention All Hands..................21 V
Continuing Mission...................22 V
Equipment Replicator.................23 V
Ferengi Military Operations ....24 V
Finest Crew in the Fleet ....25 V
Get It Done ....26 V
Legitimate Leader of the Empire......27 V
Mercenary Raiders....................28 V
Officer Exchange Program.............29 V
Scientific Diplomacy.................30 V
Strategic Base ....31 V

INTERRUPTS
"Tag!".................................32 V
A Matter of Honor ....33 V
Business Gambit ....34 V

MISSIONS
Acquire Surplus Ships................35 V
Amnesty Talks ....36 V
Avert Solar Implosion................37 V
Encounter at Farpoint................38 V
Host Metaphasic Shielding Test ......39 V
Intercept Sleeper Ship ....40 V
Investigate Destruction..............41 V

Raid Ancient Burial Site ....42 V
Revenge Plot.........................43 V
Salvage Borg Ship ....44 V
Seize Freighter ....45 V
Steal Technology ....46 V
The Last Outpost ....47 V
Treat Plague Ship....................48 V
Visit Tranquil Colony................49 V

OBJECTIVES
Expand the Empire ....50 V
Ferengi Commerce Operation..........51 V
Seek Out New Life ....52 V

PERSONNEL – FEDERATION
Barron ....53 V
Beverly..............................54 V
Daniel Kwan ....55 V
Data.................................56 V
Davies...............................57 V
Deanna Troi..........................58 V
Dr. Christopher......................59 V
Geordi La Forge......................60 V
Kosinski.............................61 V
Lian T'su ....62 V
Lopez................................63 V

Martin...............................64 V
Seth Mendoza ....65 V

PERSONNEL – FERENGI
Baht ....66 V
Captain Picard.......................67 V
DaiMon Bok...........................68 V
Dr. Arridor..........................69 V
Gozar ....70 V
Kayron ....71 V
Kol ....72 V
Levin................................73 V
Mordoc ....74 V
Obol ....75 V
Quark................................76 V
Rata ....77 V

PERSONNEL – KLINGON
B'Somgh ....78 V
Captain Worf ....79 V
Commader K'Ehleyr....................80 V
Jean-Luc Picard......................81 V
Kahless ....82 V
Kitrik ....83 V
Konmel ....84 V
Koroth...............................85 V

Korris ....86 V
Losta................................87 V
Q'elyn...............................88 V
William T. Riker ....89 V
Zegov ....90 V

PERSONNEL – NEUTRAL
Livingston ....91 V

PERSONNEL – NON-ALIGNED
Dr. Syrus............................92 V
Koral................................93 V
Vash ....94 V
Will Riker ....95 V

SHIPS – FERENGI
Ferengi Scout Vessel.................96 V
Kurdon ....97 V

SHIPS – KLINGON
Batris ....98 V
I.K.S. Pagh ....99 V
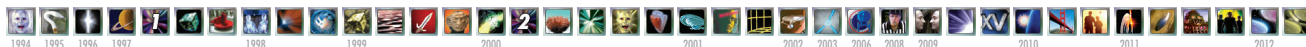
1994 1995 1996 1997   1998   1999   2000   2001   2002 2003 2006 2008 2009   2010   2011   2012

A GOOD DAY TO LIE

DILEMMA

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

ALL AVAILABLE PERSONNEL

DILEMMA

In 2369, a skeleton crew was left aboard the *Enterprise* while the rest of the crew searched for their rogue android.

Opponent may download Balancing Act to table as 🖼 OR download Skeleton Crew atop any mission. Cannot get past unless you began mission attempt with at least six personnel.

2 V

2 DIPLOMATIC INTERVENTION

DILEMMA

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

DIVIDED LOYALTIES

DILEMMA

Torn between his allegiance to Starfleet and his Klingon heritage, Worf resigned his commission to serve his people in the Klingon Civil War.

All multi-affiliation and dual personnel are "stopped" for your next two full turns. To get past requires CUNNING>20 (or CUNNING>40 if this is a 🔺 mission).

4 V

FERENGI AMBUSH

DILEMMA

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

2 I'M NOT GOING TO FIGHT YOU

DILEMMA

Misinterpreting the Tamarian's intent, Picard was unable to comprehend the true source of danger on the planet.

Opponent may download and seed here up to two of the following: Chalnoth, El-Adrel Creature, Nausicaans, or Rebel Encounter, then place on mission. Each of those dilemmas here first "stops" one Diplomacy (your choice).

6 V

LOCAL TROUBLE

DILEMMA

Even well-intentioned contact with less-advanced civilizations can still lead to disastrous repercussions.

To get past requires Anthropology and STRENGTH>24. Opponent may then download and seed here up to two of the following: Archer, Hunter Gangs, or Punishment Zone.

7 V

MAGNETIC FIELD DISRUPTIONS

DILEMMA

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

MICROBRAIN

DILEMMA

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

DILEMMA — 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 Q card in play, another personnel (random selection) is "stopped."

10 V

DILEMMA — 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 — 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 — 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 — WAR GAMES

The crews of the *Enterprise* and the *Hathaway* were forced to abandon their simulated battle to confront a real adversary.

To get past requires 2 ENGINEER, SECURITY, and Navigation. Then, place on ship; if opponent's ship moves to this location, discard dilemma and opponent scores points.

5

14 V

DILEMMA — 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

EVENT — COWBOY DIPLOMACY

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

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

5

16 V

EVENT — GENERAL QUARTERS

During shipboard emergencies such as Roga Danar's escape from the *U.S.S. Enterprise* brig in 2366, off-duty crew and civilians are advised to stay in their quarters for safety.

Seeds or plays on table. May not leave play. All players may only download personnel into play once every turn.

17 V

EVENT — HEART OF GLORY

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

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

5X

18 V

EVENT

LET'S SEE WHAT'S OUT THERE

Starship crews often venture beyond the reaches of known space to explore strange new worlds, broaden their knowledge, and expand their power in the universe.

Plays to draw two cards. If you have 4 🂠 personnel at one or more missions opponent seeded where there is no facility, draw two additional cards. Discard event.

19 V

EVENT

YOU ARE A MONUMENT

An ancient humanoid race, realizing they were alone in their part of the galaxy, seeded new life on other Alpha and Beta Quadrant worlds as a monument to their existence.

Plays on table. May not leave play. Each player who has not solved (or scouted) an Alpha Quadrant mission needs an additional 40 points to win.

20 V

INCIDENT

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

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

INCIDENT

EQUIPMENT REPLICATOR

Seeds or plays on your non-△ ship that requires ✬ or your non-△ outpost. Once each turn, in place of a card draw, you may download any Kit, PADD, Relay, Scanner, or Tricorder equipment to your 🂠 personnel or 3 non-🂠 ENGINEER aboard.

23 V

INCIDENT

FERENGI MILITARY OPERATIONS

Plays on table. Once each turn, your 🂠 🌀 personnel (except V.I.P. or CIVILIAN) may report (for free) to your 🌀 outpost. Once every turn, if your 🂠 DaiMon is at a location where you win a battle, capture an opponent's personnel, or commandeer an opponent's ship, choose two of the following: score 5 points, draw two cards, or download an equipment there.

24 V

INCIDENT
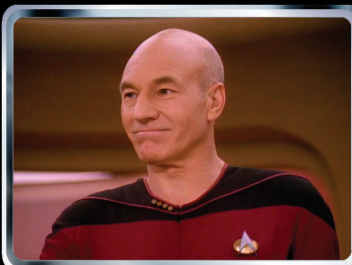
FINEST CREW IN THE FLEET

Plays on table. Once each turn, your 🂠 🔵 personnel with "*U.S.S. Enterprise*" in lore may report (for free) aboard your *U.S.S. Enterprise* or to your 🔵 outpost. Once per game, if your matching commander is aboard your *U.S.S. Enterprise*, you may download one Federation Flagship card to hand.

25 V

INCIDENT

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

LEGITIMATE LEADER OF THE EMPIRE

Plays on table. In place of your normal card play, you may download Gowron to your facility. While your Gowron is at a non-homeworld mission, once each turn, your non-Treachery 🂠 ♠ personnel may report (for free) to him or to your ♠ outpost. When your 🂠 ♠ personnel targeted by Arbiter of Succession wins a battle or helps solve a mission, you may draw two cards.

27 V

INCIDENT

MERCENARY RAIDERS

Seeds or plays on Calder II. Your Galen and 🔹 personnel with "Stone of Gol" in lore may mix and cooperate. Once each turn, one such personnel may report aboard your Mercenary Ship (for free). Once per game, you may discard incident and place out-of-play two of your "use as equipment" artifacts in play or one Vulcan Stone of Gol (from hand) that you have earned to score points.

15

28 V

INCIDENT

OFFICER EXCHANGE PROGRAM

Seeds or plays on table. Once each turn, in place of a card draw, you may download I.K.S. Pagh or any 🔹 personnel with "I.K.S. Pagh" in lore to hand. Once every turn, when you are about to place a Tactic on an opponent's ship involved in battle with your I.K.S. Pagh, you may place that Tactic out-of-play instead to score 5 points (once per game per Tactic card title).

29 V

INCIDENT

SCIENTIFIC DIPLOMACY

Seeds or plays on Veytan. Your Dr. Reyga, T'Pan, and each of your 🔹 personnel with "metaphasic shield" in lore may report for free to your ship or outpost here (once each turn), and may mix and cooperate with your 🔹 cards. When you solve this mission, you may place a 🔹 SCIENCE personnel from your discard pile in your point area (worth points equal to INTEGRITY).

30 V

INCIDENT

STRATEGIC BASE

Seeds or plays on your outpost (except ⚫ or 🟤). Adds point value of this mission to outpost's DEFENSE total. Your leaders and SECURITY personnel here are attributes all +1. **OR** Seeds or plays on any mission. If you subsequently build an outpost here, discard incident and draw three cards. (Unique.)

31 V

INTERRUPT

"TAG!"

The Ferengi were unprepared for the ingenious games, tricks, and toys the "children" used to retake the *Enterprise.* "You're it!"

Once per game, downloads (even from your discard pile) a 🔹 Youth personnel to replace (discard) your non-Youth 🔹 personnel.

32 V

INTERRUPT

A MATTER OF HONOR

To a Klingon, honor is everything.

Once per game, downloads (even from your discard pile) a 🔹 Honor x2 personnel to replace (discard) your non-Honor 🔹 personnel.

33 V

INTERRUPT

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.
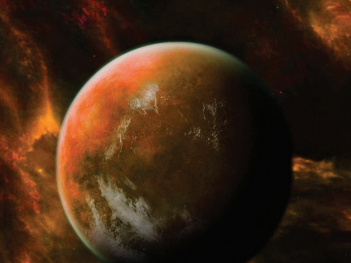
5

34 V

Acquire Surplus Ships

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

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

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

30

4

35 V

Amnesty Talks

35 Anthropology + Diplomacy x2 + Law **OR** Leadership + SECURITY + Treachery x2 **OR** Marouk

Any crew

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

Anthropology + Diplomacy x2 + Law **OR** Leadership + SECURITY + Treachery x2 **OR** Marouk

Any crew may attempt mission. **35**

3

36 V

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

Encounter at Farpoint

Deneb IV: Negotiate with natives for use of their newly-constructed starbase.

Empathy + Exobiology + Honor + INTEGRITY>25 **OR** Acquisition + Diplomacy + Treachery + CUNNING>30

30

3 — 38 V

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

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

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

Raid Ancient Burial Site

Calder II: Seek ancient Debrune artifacts near Sakethan burial mounds.

Archaeology + SECURITY + Treachery + STRENGTH>50
May seed one Mercenary Ship face up here.

40

4 — 42 V

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

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.
Your Borg ships may report with crew here.

35*

3 — 44 V

Seize Freighter

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

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

25*

3 — 45 V

Steal Technology (46 V)

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 — Span 4

The Last Outpost (47 V)

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

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

35 — Span 3

Treat Plague Ship (48 V)

Near Haven: Provide medical assistance to last members of disease-ravaged culture.

Biology + CUNNING>26 + discard one MEDICAL personnel
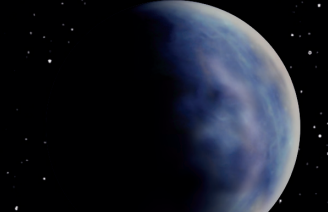*+10 if Plague Planet complete.*

25* — Span 2

Visit Tranquil Colony (49 V)

Jouret IV: Make routine stop at hospitable world near enemy space.

Diplomacy + Anthropology +
(Jean-Luc Picard OR Tebok OR CUNNING>35)

35 — Span 3

OBJECTIVE — EXPAND THE EMPIRE (50 V)

Seeds or plays on table. Once per game, at the start of your turn, for each mission opponent seeded where you have 🐾⚔ personnel, you may download to hand (even from outside the game) a different interrupt with "Klingon" in title or gametext. Discard objective after use.

OBJECTIVE — FERENGI COMMERCE OPERATION (51 V)

Seeds or plays on table. Once per game, at the start of your turn, for each mission opponent seeded where you have 🐾💰 personnel, you may download one equipment there. Then, if you have 🐾💰 personnel at six or more such missions, you may also download one "use as Equipment card" artifact to your 💰 ship (as if earned). Discard objective after use.

OBJECTIVE — SEEK OUT NEW LIFE (52 V)

Seeds or plays on table. Once per game, at the start of your turn, for each mission opponent seeded where you have 🐾🔵 personnel, you may download to hand one 🐾 personnel whose species you do not have in play. Discard objective after use.

Barron (53 V)

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

Beverly (54 V)

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

Daniel Kwan
STAR TREK THE NEXT GENERATION

ENGINEER

½ Napean, ½ 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

Data
STAR TREK THE NEXT GENERATION

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

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

OFFICER

Ship's counselor and occasional ambassador. ½ Betazoid, ½ 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'Pan. Invited to participate in a metaphasic shield test. Doubted Dr. Reyga'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

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

Martin
64 V

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

Seth Mendoza
65 V

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

Baht
66 V

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

Captain Picard
67 V

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

DaiMon Bok
68 V

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

Dr. Arridor
69 V

MEDICAL

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

- Acquisition
- Greed
- Exobiology
- Biology
- Leadership
- Treachery

INTEGRITY	4	CUNNING	8	STRENGTH	5

Gozar
70 V

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

Kayron
71 V

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

Kol
72 V

SCIENCE

Ferengi scientist serving under Goss. Studied the Barzan 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

Levin
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
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
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
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
OFFICER

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

- Treachery
- Acquisition
- Greed
- Geology
- Astrophysics

INTEGRITY	5	CUNNING	7	STRENGTH	6

77 V

B'Somgh
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
SECURITY

To persuade K'Temoc 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
V.I.P.

½ Klingon, ½ human romantically involved with Worf. **K'Ehleyr** posed as first officer of the *U.S.S. Enterprise* in 2365. She left Worf incomplete.
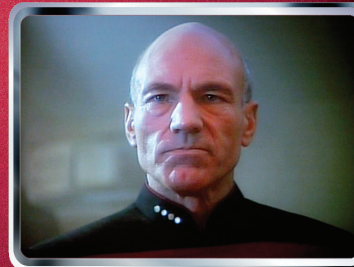
- OFFICER
- Honor
- Anthropology
- Diplomacy
- Law

INTEGRITY	7	CUNNING	8	STRENGTH	7

80 V

Jean-Luc Picard
V.I.P.

Appointed by K'mpec 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

Kahless

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

MEDICAL

"The Tyrant Molor" in the Kot'baval 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

Konmel

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

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

OFFICER

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

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

INTEGRITY	8	CUNNING	6	STRENGTH	8

86 V

◆ Losta

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

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

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

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

Livingston

ANIMAL

Male lionfish. Survived a crash-landing on Veridian III. Confidant of Jean-Luc Picard. Object of curiosity.

Reports only to your ship. Does not join Away Teams.

● Any matching commander of ship he is aboard is attributes all +2 where present. ▼ Ready Room Door

INTEGRITY	2	CUNNING	1	NO STRENGTH

91 V

❖ Dr. Syrus

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

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

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

Will Riker

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 ● Diplomacy ● Anthropology
● Treachery ● Transporter Skill ▼ Dropping In

INTEGRITY	5	CUNNING	7	STRENGTH	7

95 V

❖ Ferengi Scout Vessel

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

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

Batris

TALARIAN FREIGHTER

Talarian freighter hijacked by three Klingons in pursuit of a warrior's death. Commanded by Korris, 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. Pagh

K'VORT CLASS

Klingon Defense Force Bird-of-Prey commanded by Kargan. Tritanium hull plating attracted subatomic bacteria in 2365.

Cloaking Device, Tractor Beam
In battle, draw an extra Tactic.

RANGE	7	WEAPONS	7	SHIELDS	6

99 V