



The community's favorite Second Edition
backwards compatible cards - revisited.

STAR TREK
CUSTOMIZABLE CARD GAME

XV THINGS PAST



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DILEMMA

STAR TREK



PERSONAL DUTY

Commodore Decker, driven to the edge of madness by the loss of his entire crew, sacrificed himself in a vain attempt to destroy the "Planet Killer."

To get past requires Leadership **OR** OFFICER. All such personnel are "stopped," but if two or more present, one must continue (random selection).

19 VP



DILEMMA

STAR TREK II
THE WRATH OF KHAN



TACTICAL DISADVANTAGE

Khan's battle experience was significant but limited to terrestrial combat. Three-dimensional thinking gave Captain Kirk and the *Enterprise* a clear advantage.

Players show their hands and examine revealed ships. Unless your total SHIELDS > opponent's total WEAPONS, kill one personnel (random selection). Discard dilemma.

20 VP



DILEMMA

STAR TREK
VOYAGER



THE CARETAKER'S "GUESTS"

Harry Kim and B'Elanna Torres were abducted by the Caretaker and exiled to the subterranean Ocampan society.

One personnel present (opponent's choice) is placed atop draw deck. You may place a different personnel of the same affiliation from your discard pile with this crew or Away Team.

21 VP



DILEMMA

STAR TREK
VOYAGER



THE CLOWN: BITTER MEDICINE

Linked into the Kohl mental preservation network, Harry Kim endured searing confrontations of his deepest fears.

Place on mission. Now and start of each mission or scouting attempt here, opponent names a skill. All your personnel with that skill are attributes -2 until end of turn.

22 VP



EVENT

STAR TREK
DEEP SPACE NINE



FRICTION

The steadfast obedience of the Jem'Hadar to their leaders often made working with other species difficult.

Plays on table if you control three personnel. Each non-Jem'Hadar personnel enters play "stopped."

23 VP



EVENT

STAR TREK



GETTING UNDER YOUR SKIN

When it comes to logic and emotions, Romulan women may differ from Vulcan women, but that is not the only thing Spock finds distracting about Commander Charvaneek.

Plays on table if you control three personnel. Once each turn, when you play an event on table, opponent reveals top card of deck. If it is a personnel, score 5 points. (Unique.)

24 VP

EVENT STAR TREK DEEP SPACE NINE



PRISON COMPOUND

Often housing political prisoners, clandestine Cardassian camps use hard labor as punishment.

Plays if you control three personnel to score points. X= the total number of on all your captives.

X

25 VP

Solbor STAR TREK DEEP SPACE NINE



CIVILIAN

The Bajoran Prylar worried about Kai Winn's interest in the Pah-Wraiths but remained a faithful attendant.

• Anthropology • Honor • Exobiology
• Once per mission, scores 5 points if your Vedek, Prylar, or Kai helps solve a mission where present.

INTEGRITY 7 CUNNING 6 STRENGTH 3

26 VP

Rusot STAR TREK DEEP SPACE NINE



OFFICER

A proud nationalist, Gul Rusot joined Damar's underground resistance movement. Served on Terok Nor. Dissident.

• Biology • Geology • Treachery
• If with Damar, gains Leadership and SECURITY.

INTEGRITY 4 CUNNING 6 STRENGTH 7

27 VP

Founder Architect STAR TREK DEEP SPACE NINE



V.I.P.

Male Shape-shifter serving as a representative of the Founder population. Greeted Odo when he returned to the Great Link.

• While attempting a mission, X= number of different events in play. • Astrophysics • Law

INTEGRITY 5+X CUNNING 5+X STRENGTH 5+X

28 VP

Dukat STAR TREK DEEP SPACE NINE



CIVILIAN

Treacherous, scheming Cardassian. Closed the Bajoran Wormhole as a Pah-Wraith puppet.

• Once per turn, may place two non-III cards from any one discard pile out-of-play. • Treachery x2
• Transporter Skill ▼ Kosst Amojan

INTEGRITY 2 CUNNING 9 STRENGTH 9

29 VP

Malik STAR TREK ENTERPRISE



SECURITY

Devious augment from the time of Khan. Kept as a frozen human embryo until grown by Arik Soong.

• Leadership • OFFICER • Treachery x2
• When "stopped" by a dilemma, draw a card.
• When killed by a dilemma, discard your hand.

INTEGRITY 2 CUNNING 9 STRENGTH 9

30 VP

Data STAR TREK THE NEXT GENERATION



ENGINEER

Soong-type android in disguise as a Dissident and member of the Romulan underground. Claimed to be from the city of Rateg.

• Computer Skill • Exobiology • Transporter Skill
• Cannot be killed by dilemmas ("stopped" instead).

INTEGRITY 8 CUNNING 12 STRENGTH 12

31 VP

The Viceroy STAR TREK NEMESIS



MEDICAL

Telepathic Ruman advisor to the Pretor, Shinzon. Dominion War veteran. General of a Ruman Army.

• Diplomacy • Empathy • Treachery • Biology
• When an opponent plays an event, you may discard a card to download an event to hand.

INTEGRITY 4 CUNNING 7 STRENGTH 8

32 VP

Dominion Battleship STAR TREK DEEP SPACE NINE



BATTLESHIP CLASS

Twice the size of a Galaxy-class starship, battleships of this design served in the Alpha Quadrant war.

Attributes all +3 if Founder, Vorta and Jem'Hadar aboard. Holodeck, Tractor Beam, Invasive Transporters

RANGE 9 WEAPONS 10 SHIELDS 10

33 VP