

BROKEN BOW

THE CONTINUING COMMITTEE

90 ADDITIONAL VIRTUAL CARDS • RELEASED MARCH 2017 • VERSION 1.0

Design Team

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"For nearly a century, we've waded ankle-deep in the ocean of space. Now it's finally time to swim."

Retrace the first tentative steps of humanity into the galaxy with *Broken Bow*, a new *First Edition* virtual expansion from The Continuing Committee. Featuring ninety (90) new cards from the 22nd-century era of *Enterprise*, *Broken Bow* gives players new options down the path of Starfleet exploration or Klingon conquest. However, there are great dangers in the galaxy no matter which path you choose — and plenty of new dilemmas to represent them! Venture forth into *Broken Bow*, and know the galaxy will never be the same again.

NEW RULE

Botany Bay icon — A card with the icon represents an unpleasant surprise for players who try to uncover what is better left buried. If a player examines a card with the icon any time other than during a mission or scouting attempt, place it on the mission where it was seeded. That player may not attempt or scout this mission until another mission has been completed or scouted by either player, then re-seed the dilemma at the same mission. If multiple dilemmas are to be simultaneously re-seeded in this way, re-seed them so that they are encountered in the original order.

Coming Soon — "Logic is the beginning of wisdom... not the end." The Vulcans, an ancient and powerful species, will make their debut in *First Edition* as a playable affiliation in Summer 2017. Will you let logic be your guide, or will you let the hot blood of battle flow green? The choice will be yours... it's only logical.



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
RULESCARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

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

BROKEN BOW

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DILEMMA

— STAR TREK —
ENTERPRISE™



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A MINER CONFRONTATION

Harassed by marauding Klingons, deuterium miners found they needed both guts and guile to protect their assets.

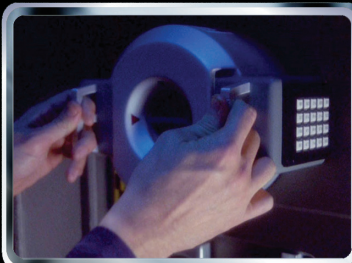
To get past requires three personnel with Leadership **OR** three personnel with ENGINEER classification.

1 V



DILEMMA

— STAR TREK —
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AUTHORIZED ACCESS ONLY

Many ships have secure areas to store valuable or dangerous materials. Only trusted officers can access such places. In 2151, unknown privateers searched for a vault on *Enterprise*.

To get past requires three personnel with Acquisition **OR** three personnel with OFFICER classification.

2 V



DILEMMA

— STAR TREK —
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CONTAMINATING A CULTURE

Misplacing advanced technology can endanger both the development of pre-war societies and those studying them.

To get past requires 2 Anthropology; then place on mission until solved. If any equipment is discarded here, its owner loses points (discard dilemma).

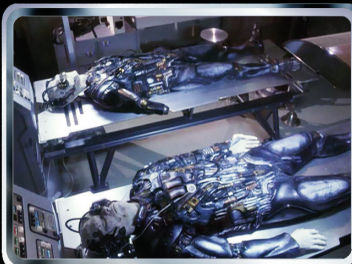
-7

3 V



DILEMMA

— STAR TREK —
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3

DEFROSTED MENACE

Preserved in the Arctic ice for 90 years, two cybernetic bodies posed more of a threat than initially suspected.

Unless 2 Biology, 2 Archaeology, and 2 SCIENCE present, place on mission. Now and start of every player's turn, their opponent (if playing Borg) assimilates their lowest CUNNING personnel here.

4 V



DILEMMA

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FAUX PAS

The Kreetassans were deeply insulted when Porthos urinated on an alvera tree. Considering the plants cultural treasures, they demanded a ritualistic apology from Jonathan Archer.

To get past requires three personnel with Diplomacy **OR** three personnel with V.I.P. classification.

5 V



DILEMMA

— STAR TREK —
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MACO ENCOUNTER

During the Earth-Romulan War, MACO soldiers served on the front lines as ground troops. Some later found it hard to find a role in peacetime.

Opponent may download up to two MACOs and/or one MACO Assault Rifle to planet. Any MACOs on planet may (if possible) initiate personnel battle. Discard dilemma.

6 V



DILEMMA

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3

PREOCCUPIED

While exploring a trinary system containing a black hole, unusual radiation caused the *Enterprise* crew to exhibit erratic and obsessive behavior.

Place on ship. Doubles first and second listed skill and removes all other skills on each non-Vulcan personnel aboard.

7 V



DILEMMA

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QUANTUM LEAP

After sabotaging the Xindi weapon, Jonathan Archer was caught in the explosion and vanished. He awoke, trapped in the past, striving to put right what had gone wrong.

One OFFICER (opponent's choice) is relocated to a time location (your choice); "disappears" (discarded) if none in play. To get past requires SECURITY and 2 Archaeology.

8 V



DILEMMA

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ROCK PEOPLE

An *Enterprise* away team was exposed to a psychotropic compound in 2151. Experiencing intense anxiety and hallucinations, they claimed to see beings inside solid rock.

To get past requires three personnel with Geology **OR** three personnel with SCIENCE classification.

9 V

DILEMMA — STAR TREK — ENTERPRISE™



SILENT ENEMY

Unidentified hostile vessel. Delayed *Enterprise* in 2151 until its phase cannon upgrades were completed.

Immediately battles attempting ship when encountered.
End of every turn: Stops each ship here without CUNNING>30 aboard until end of owner's next turn, then moves.

RANGE 6 WEAPONS 8 SHIELDS 7

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10 V

DILEMMA — STAR TREK — ENTERPRISE™



STAND-OFF

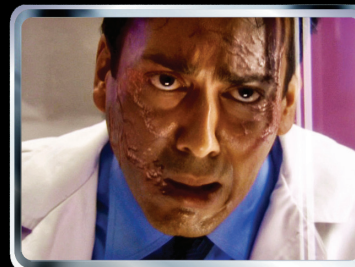
After the Eugenics Wars of the 20th century, human genetic engineering was outlawed. An encounter with hostile augments in 2154 reaffirmed the need for the ban.

To get past requires three personnel with Anthropology **OR** three personnel with SECURITY classification.

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11 V

DILEMMA — STAR TREK — ENTERPRISE™



4 SYBALENE BLOOD BURN

A highly contagious disease which kills its victims through increased body temperature and destruction of blood vessel walls. Samples were kept at Cold Station 12 in 2154.

Kills one personnel (random selection). Place on facility here (your choice, quarantined). Now and start of each turn, kills one personnel aboard (your choice).

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12 V

DILEMMA — STAR TREK — ENTERPRISE™



THE GHOST OF CYRUS RAMSEY

Trapped in the transporter pattern buffer, Hoshi Sato had an elaborate hallucination about a fictional transporter test subject, alien saboteurs, and her own disappearance.

To get past requires three personnel with Transporter Skill **OR** three personnel with MEDICAL classification.

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13 V

DILEMMA — STAR TREK — ENTERPRISE™



XINDI TEST STRIKE

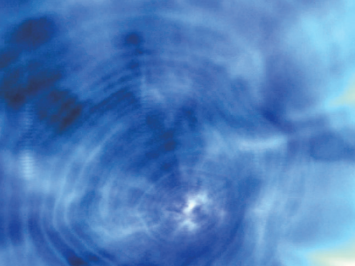
Even the small-scale test of the Xindi weapon in 2153 caused massive destruction.

Kills two personnel (random selection) and discards one personnel or empty ship (opponent's choice) at a corresponding time location. Nullify with 3 SECURITY **OR** a Xindi.

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14 V

DOORWAY — STAR TREK — ENTERPRISE™



TEMPORAL CONDUIT

Seeds on table. Your **RED** cards may seed and play (one per turn). Twice each turn, you may place a card from hand beneath draw deck to relocate your Away Team or staffed ship from a time location to the corresponding spaceline location, or vice versa. Once per game, you may download Stone Knives and Bearskins **OR** Out of Time **OR** Temporal Investigations.

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15 V

EQUIPMENT — STAR TREK — ENTERPRISE™



MACO ASSAULT RIFLE

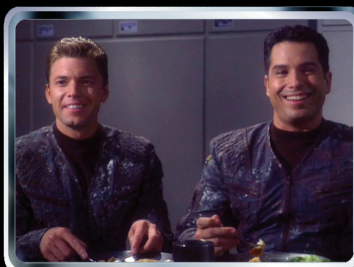
Generic phaser rifle developed for use by United Earth military forces. Produces rapid-fire discharges of energy ideal for combating multiple assailants.

MACO use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)

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16 V

EVENT — STAR TREK — ENTERPRISE™



3 COMBAT-READY: SOLIDARITY

Knowing death is around every corner, soldiers often form close bonds with each other. The sense of camaraderie leads to improved teamwork and increased confidence.

Plays on table. MACOs cannot be killed by dilemmas (stopped instead) when present with two other unstopped MACOs.

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17 V

EVENT — STAR TREK — ENTERPRISE™



4 COMBAT-READY: TENSE SITUATION

The resilient MACOs were keen to volunteer for a unified assault team with their Starfleet colleagues and stop the Xindi weapon, even after the tragic loss of Jeremiah Hayes.

Plays on your MACO or your bodyguard; they gain Leadership. Each of your other leaders present gains SECURITY and is attributes all +1.

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18 V



EVENT

— STAR TREK —
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DECONTAMINATION

Prior to the invention of the transporter biofilter, Starfleet away teams routinely spent several minutes in decontamination chambers after returning from missions.

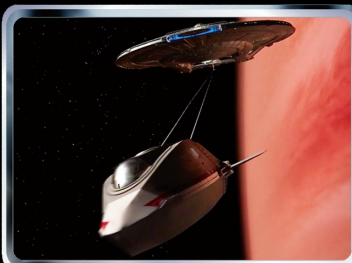
Plays on table (for free). Once per game, if your personnel have faced dilemmas at three different missions, you may discard event to score points.

5

19 V



EVENT

— STAR TREK —
ENTERPRISE™

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GRAPPLER: SHUTTLEPOD RETRIEVAL

The grapple technology used on Starfleet vessels in the 22nd century aided docking and loading procedures but also had more unorthodox applications.

Plays on table. Your ships with at least one staffing icon gain Tractor Beam. (Immune to Kevin Uxbridge if all your personnel are .)

20 V



EVENT

— STAR TREK —
ENTERPRISE™

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MILITARY ASSAULT COMMAND OPERATIONS

Part of the United Earth military with technology two to three years more advanced than that of Starfleet. MACO troops were assigned to *Enterprise* in 2153.

Reveal the top three cards of your deck. You may report for free any MACO personnel revealed; place all other cards revealed beneath draw deck. Discard event.

21 V



EVENT

— STAR TREK —
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POLARIZED HULL PLATING

In the 22nd century, Starfleet vessels used electromagnetic stiffening mechanisms to mitigate damage from enemy weapons.

Plays on table. Discard event to nullify one damage marker about to be placed on your ship. (Captain's Order.)

22 V



INCIDENT

— STAR TREK —
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GOLD!

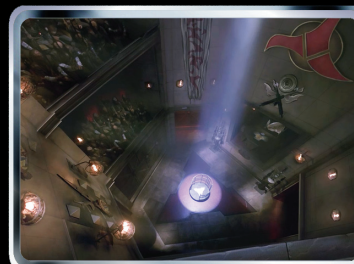
Seeds on table. Once every turn, when one of your personnel is eligible for random selection, you may ask "Where's the Vault?" to pass this card to opponent (they now control it). If you do not, selection is instead opponent's choice. (May also be passed to opponent at start of your turn.) Worth points; X varies, where X=number of times passed. (Not duplicatable.)

5X

23 V



INCIDENT

— STAR TREK —
ENTERPRISE™

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KLINGON IMPERIAL COURT

Plays on Hall of Magistrates. Adds a Brig to each of your outposts. Once each turn, your personnel (and any captives present) may relocate from here to Rura Penthe (and vice versa) or to your ship in the Alpha Quadrant. Worth points while you have three or more captives on Rura Penthe.

15

24 V



INCIDENT

— STAR TREK —
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LAUNCH BAY

Seeds or plays on table. In place of a card draw, you may download one shuttlepod to hand. Once per game, you may download Grappler and/or Emergency Evacuation. Your shuttlepods may be loaded aboard (limit 4) and launched from your NX-class ships with Tractor Beam. Your shuttlepods may land on or take off from planets using 1 RANGE.

25 V



INCIDENT

— STAR TREK —
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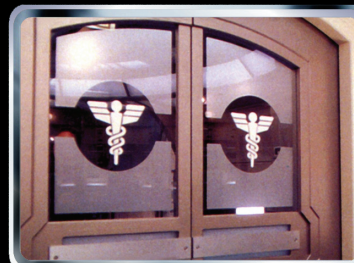
REED ALERT!

Plays to download to your ship its matching commander OR to download any two of the following: Straight and Steady OR Explore New World OR Polarized Hull Plating OR Expert Pilot. (Captain's Order.)

26 V



INCIDENT

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SICKBAY: MENAGERIE

Plays on your ship with at least one staffing icon. Thrice per game, you may stop your MEDICAL personnel aboard to prevent one personnel present from being assimilated, controlled by Ceti Eel, or killed by a dilemma; personnel is stopped instead. May be nullified by Plasma Fire.

27 V



INTERRUPT

— STAR TREK —
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COMBAT-READY: JURY-RIG



Soldiers are trained to quickly assess and handle a variety of technological obstacles, even under pressure.

Plays on your MACO or Miracle Worker. Until end of turn, that personnel is attributes all +2 and gains ENGINEER, Transporter Skill, and Computer Skill.

28 V



INTERRUPT

— STAR TREK —
ENTERPRISE



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COMBAT-READY: TACTICAL RESERVE



Military officers can quickly redeploy forces to where they can be of the most use.

Plays on your personnel. Relocate one of your unstoppable matching SECURITY-classification personnel from a mission in same quadrant to this personnel.

29 V



INTERRUPT

— STAR TREK —
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KLINGON BORDER PATROL



Klingons are extremely territorial. There is no such thing as an insignificant corner of Klingon space.

Plays on your ship present with an opponent's ship. If this ship is present with an opponent's ship at end of your next turn, score points.

5

30 V



INTERRUPT

— STAR TREK —
ENTERPRISE



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KLINGON BOUNTY



Victims of the Klingon justice system, such as Jonathan Archer, soon learned that Klingons had little tolerance for escapees.

Once per game, plays on an opponent's ship at same location as your 2 SECURITY. One personnel aboard (random selection) is captured (relocated to those SECURITY).

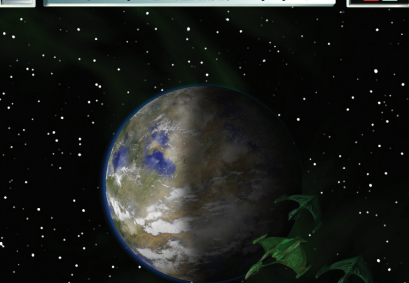
31 V

4

30

Leadership + SECURITY + Treachery x2 + ship with WEAPONS>7

40



Battle of Narendra III



Narendra III: Battle adversary at Klingon colony world.



Leadership + SECURITY + Honor x2 +

ship with WEAPONS>7

40

4

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32 V

3

30

SECURITY x2 + Geology + ENGINEER + Low

30



Escape Gulag



Rura Penthe: Test security vulnerabilities of harsh work camp and devise escape plan.



Geology + Transporter Skill + ENGINEER + CUNNING>36

30

3

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33 V

4

30

SCIENCE + Geology + (Tractor Beam OR INTEGRAITY>32) * +5 if any shuttlepod or ship here.

30*



Extract Rare Mineral



Archer's Comet: Drill into giant comet and collect sample of scarce eisilium.

SCIENCE + Geology + (Tractor Beam OR INTEGRAITY>32) * +5 if any shuttlepod or ship here.

30*

4

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34 V

4

40

MEDICAL + SECURITY + OFFICER + (Honor OR Treachery) + (STRENGTH>42 OR Guramba)

40



Police Trade Route



Near Nausicaan space: Protect civilian transports along vital shipping lane.



MEDICAL + SECURITY + OFFICER + (Honor OR Treachery) + (STRENGTH>42 OR Guramba)

40

4

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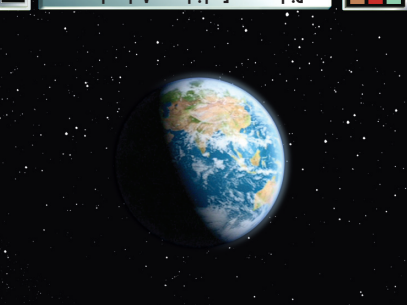
35 V

3

35

Diplomacy + Exobiology + Archaeology + Anthropology

35



Research Devastating Attack



Sector 001 Region • Earth: Examine site of unprovoked assault on the Starfleet homeworld.



Diplomacy + Exobiology + Archaeology + Anthropology

35

3

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36 V

2

Anthropology + Transporter Skill + CUNNING > 30
Solving player may download one  here.

Retrieve Materiel

 **Pre-industrial world:** Recover technology previously lost on less-advanced planet.

Anthropology + Transporter Skill + CUNNING > 30
Solving player may download one  here.

30

2 37 V

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3

Navigation + CUNNING > 41 +
Biology OR SECURITY + Stellar Cartography

Study Neutronic Storm

 **Takret System:** Examine plasma phenomena traveling at high warp.

Navigation + CUNNING > 41 +
(SCIENCE + Biology OR SECURITY + Stellar Cartography)

40

3 38 V

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3

OFFICER + SCIENCE + Exobiology + CUNNING > 32
*+5 if landed ship or Environmental Suit here.

Survey New World

 **Minshara-class planet:** Study habitable planet with novel ecosystems.

OFFICER + SCIENCE + Exobiology + CUNNING > 32
*+5 if landed ship or Environmental Suit here.

Any Away Team may attempt mission.

30*

3 39 V

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3

OFFICER x2 + 6 MACOs

Survival Training

 **Sector 001 Region • Luna:** Attend survival school on the surface of Earth's moon.

OFFICER x2 + 6 MACOs

25

3 40 V

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OBJECTIVE



EXPLORE NEW WORLD

Plays on your unexamined planet mission. You may not voluntarily use transporters here. If your entire Away Team (containing three or more  personnel) was just stopped by a dilemma here, you may download one equipment here. When mission solved by your  Away Team, you may unstop all your Away Teams here, restore full RANGE to one of your  ships in orbit and/or download Diverse Experiences.

41 V

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OBJECTIVE



OPERATE DILITHIUM GULAG

Seeds or plays on Rura Penthe; rotate mission so that your side now faces opponent. Once per game, at the start of your turn, you may download one personnel with "Rura Penthe" in lore to hand. While you have a captive (or any personnel with "Prisoner" in title) here, you may draw one additional card at the end of each turn. Once solved, each of your  ships is RANGE +2.

42 V

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OBJECTIVE



SEARCH AND SEIZE

Plays on your unexamined  mission. Each time your crew of only  personnel overcomes a dilemma here, reveal top card of opponent's draw deck. If it is a personnel, opponent reports that personnel (if possible) to Rura Penthe (captured); discard otherwise. Once solved, increases point box of Rura Penthe by 10 points while a captive is there. (Unique.)

43 V

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— STAR TREK —
ENTERPRISE™

Four of Fifty



IDENTIFICATION: HARVEST DRONE
TASK: Identify targets in Sector 001. Engage.
BIOLOGICAL DISTINCTIVENESS: Humanoid.

• SECURITY • ENGINEER • Exobiology
• May download One with the Borg in place of a card draw.
• Orbital Bombardment OR Establish Tractor Lock

INTEGRITY 5 CUNNING 5 STRENGTH 7

44 V

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Ten of Fifty



IDENTIFICATION: SYNERGY DRONE
TASK: Recognize optimum performance. Coordinate.
BIOLOGICAL DISTINCTIVENESS: Human species.

• Cybernetics • Attributes all +2 while sharing skills.
• Once each turn, may return to hand your non- Objective in play.

INTEGRITY 7 CUNNING 5 STRENGTH 5

45 V

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Advocate Kolos

— STAR TREK —
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CIVILIAN

Courageous Klingon who won over 200 cases in 50 years of legal practice. Defended Prisoner Archer in court on Narendra III. Lost an eye on Rura Penthe.

- Law x2
- Computer Skill
- Diplomacy
- Honor
- Klingon Imperial Court

INTEGRITY 8 **CUNNING** 9 **STRENGTH** 6

46 V



Aklam

— STAR TREK —
ENTERPRISE™

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OFFICER

Typical of helm officers on smaller Klingon ships. Served under Duras Son of Toral in 2153. Pilot particularly practiced at orbital maneuvers.

- Navigation
- Astrophysics

INTEGRITY 6 **CUNNING** 6 **STRENGTH** 7

47 V



Bu'kaH

— STAR TREK —
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ENGINEER

Chief engineer of the I.K.S. Somraw who survived Xarantine ale poisoning. Sought to avoid a dishonorable death for herself and her crewmates.

- Astrophysics
- Computer Skill
- Biology
- Honor
- ENGINEER (if aboard a Klingon ship).

INTEGRITY 6 **CUNNING** 7 **STRENGTH** 7

48 V



Captain Goroth

— STAR TREK —
ENTERPRISE™

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OFFICER

Klingon thief who hired bounty hunters to recapture Prisoner Archer. Initially agreed to pay nine thousand darsaks but only gave Skalaar six thousand.

- Greed
- Treachery
- Navigation
- Transporter Skill
- Gold-Pressed Latinum

INTEGRITY 3 **CUNNING** 7 **STRENGTH** 8

49 V



Captain Korok

— STAR TREK —
ENTERPRISE™

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OFFICER

Klingon freighter captain. Thief who used intimidation to take deuterium from mining colonies. Ancestor of General Korok. Former pilot.

- ENGINEER
- Treachery
- Leadership
- Geology
- Acquisition
- Navigation

INTEGRITY 3 **CUNNING** 6 **STRENGTH** 9

50 V



Captain Monak

— STAR TREK —
ENTERPRISE™

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Representative of 22nd-century Klingon captains. Raided a Xarantine outpost in 2151. Got more than he bargained for.

- Greed
- Stellar Cartography
- Diplomacy (if with Bu'kaH).

INTEGRITY 5 **CUNNING** 6 **STRENGTH** 7

51 V



Captain Vorok

— STAR TREK —
ENTERPRISE™

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OFFICER

Commander of a prototype Klingon vessel. Spared a Xyrillian ship in 2151 in exchange for holographic technology.

- Leadership
- SCIENCE
- Diplomacy
- Honor
- Holodeck Door

INTEGRITY 6 **CUNNING** 7 **STRENGTH** 8

52 V



Chancellor M'Rek

— STAR TREK —
ENTERPRISE™

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V.I.P.

Typical Klingon High Council Leader of the mid-22nd century. Encountered Jonathan Archer in 2151. Rumored to have exotic taste in women.

- Leadership
- Anthropology
- Geology
- Klingon Intelligence

INTEGRITY 5 **CUNNING** 7 **STRENGTH** 6

53 V



Duras Son of Toral

— STAR TREK —
ENTERPRISE™

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OFFICER

Former captain demoted for failing to locate rebels harbored by Jonathan Archer. Given another chance by the High Council. Ancestor of Ja'rod.

- Treachery x2
- Leadership
- SECURITY
- Greed
- Any Klingon personnel with "Duras" in lore

INTEGRITY 3 **CUNNING** 7 **STRENGTH** 9

54 V

❖ **Gonik**— STAR TREK —
ENTERPRISE™

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ENGINEER

Representative of soldiers aboard Klingon ships in the 22nd century. Cook who excels at preparing pipius claw, Captain Korok's favorite dish.

- Navigation
- Smuggling
- Astrophysics
- If with Captain Korok, both are attributes all +1.

INTEGRITY 4 **CUNNING** 6 **STRENGTH** 7

55 V

❖ **J'Met**— STAR TREK —
ENTERPRISE™

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SCIENCE

Typical Klingon female stationed aboard the *Battle Cruiser Bortas*. Served as yaS wa'Dich, executive officer, under Duras Son of Toral.

- Anthropology
- Treachery
- Youth
- Diplomacy (if with Duras Son of Toral).

INTEGRITY 4 **CUNNING** 5 **STRENGTH** 7

56 V

❖ **Klaang**— STAR TREK —
ENTERPRISE™

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SECURITY

Seven foot tall High Council courier. Met with Sarin on Rigel X. Crashed on Earth in 2151. First Klingon encountered by humans. Treated by Phlox.

- Navigation
- Klingon Intelligence
- Exobiology
- Anthropology
- Honor
- Transporter Skill

INTEGRITY 7 **CUNNING** 7 **STRENGTH** 10

57 V

❖ **Magistrate Gorvil**— STAR TREK —
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V.I.P.

Typical Klingon magistrate overseeing the courts on Narendra III. Retired general who sentenced Prisoner Archer to a life of hard labor on Rura Penthe.

- Diplomacy
- Archaeology
- Law

INTEGRITY 5 **CUNNING** 6 **STRENGTH** 4

58 V

❖ **Morga**— STAR TREK —
ENTERPRISE™

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SECURITY

Representative of Klingon bridge officers. Trustworthy member of the I.K.S. *Ngug'Yab* crew. Bodyguard who often takes the fall for his superiors.

- Stellar Cartography
- Physics

INTEGRITY 6 **CUNNING** 6 **STRENGTH** 8

59 V

❖ **P'Mokh**— STAR TREK —
ENTERPRISE™

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SECURITY

Representative of Klingon mercenaries engaged in less honorable pursuits. Served with Captain Korok in 2152. A competent field nurse.

- Treachery
- Greed
- MEDICAL
- Exobiology

INTEGRITY 3 **CUNNING** 5 **STRENGTH** 7

60 V

❖ **Prisoner Archer**— STAR TREK —
ENTERPRISE™

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CIVILIAN

Human captain well-known in the Klingon Empire. Jonathan Archer was convicted of conspiracy and sentenced to a life of hard labor on Rura Penthe.

- Diplomacy
- Physics
- Honor
- Navigation
- May report to Rura Penthe.

INTEGRITY 8 **CUNNING** 7 **STRENGTH** 8

61 V

❖ **Prosecutor Orak**— STAR TREK —
ENTERPRISE™

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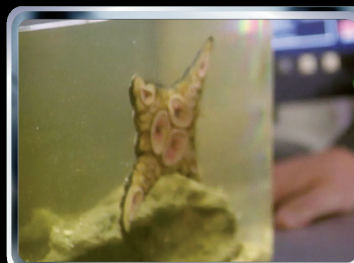
CIVILIAN

Klingon lawyer with the ferocity of a warrior. Pursued the death penalty in the Klingon Empire's case against Prisoner Archer.

- Diplomacy
- Treachery
- Anthropology
- Law
- Archaeology
- Internment

INTEGRITY 5 **CUNNING** 8 **STRENGTH** 6

62 V

❖ **Osmotic Eel**— STAR TREK —
ENTERPRISE™

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ANIMAL

Aquatic member of Phlox's menagerie. Female osmotic eel with wound-sealing capabilities.

- Once each turn (where present), may nullify 1 Tribble OR prevent a personnel from being disabled or placed in stasis.
- Reports for free to Phlox or on Mordan IV.

INTEGRITY 3 **CUNNING** 1 **STRENGTH** 1

63 V

Darrit — STAR TREK — ENTERPRISE



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MEDICAL

One of several Denobulan researchers working on Cold Station 12. He served with Jeremy Lucas in 2154 as a doctor and anatomist.

• Anthropology • Exobiology • Honor
• Youth

INTEGRITY 5 CUNNING 6 STRENGTH 5

64 V

Shobbi-Har — STAR TREK — ENTERPRISE



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SECURITY

Giant Orion slaver. Runs the slave market on Verex III. Processed T'Pol and Jeffrey Pierce for auction in 2154. Likes to put on a big show.

• Leadership • Law • Treachery • Greed
▼ Gold-Pressed Latinum OR any Orion slave girl

INTEGRITY 3 CUNNING 6 STRENGTH 15

65 V

Skalaar — STAR TREK — ENTERPRISE



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SECURITY

Bounty hunter. Tellarite freighter captain. Brother of Gaavrin. Captured Jonathan Archer in 2153 but gave him the means to escape the Klingons.

• Navigation x2 • ENGINEER • Physics
• Acquisition ▼ Captured ▼ Escape Pod

INTEGRITY 7 CUNNING 7 STRENGTH 6

66 V

Trevix — STAR TREK — ENTERPRISE



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CIVILIAN

Typical Denobulan geologist. She studied unusual speleothems on Xantoras with Dr. Yolen. Tried to find clues to prevent seismic disasters on Denobula.

• SCIENCE • Geology • Diplomacy
• Biology

INTEGRITY 5 CUNNING 6 STRENGTH 4

67 V

Amanda Cole — STAR TREK — ENTERPRISE



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SECURITY

Typical MACO corporal. Holds the team sharpshooting record. She once received Vulcan neuro-pressure treatment from Charles Tucker III.

• Astrophysics • Exobiology • Computer Skill
• Stellar Cartography ▼ Combat-Ready: Jury-Rig

INTEGRITY 6 CUNNING 6 STRENGTH 6

68 V

Callaghan — STAR TREK — ENTERPRISE



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ENGINEER

Typical Starfleet petty officer. She manned the bridge engineering station during *Enterprise's* battle with a group of augments in 2154.

• Computer Skill • Physics • Stellar Cartography
• Youth

INTEGRITY 6 CUNNING 6 STRENGTH 4

69 V

Fiona McKenzie — STAR TREK — ENTERPRISE



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SECURITY

Experienced corporal who trained with gravity boots at Jupiter Station. MACO assigned to *Enterprise* in 2153. Goes by her middle name. Always alert.

• Exobiology • Leadership • Navigation
• Transporter Skill ▼ Raktajino

INTEGRITY 7 CUNNING 6 STRENGTH 7

70 V

Hideaki Chang — STAR TREK — ENTERPRISE



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SECURITY

Conscientious corporal from Hawaii. MACO who joined *Enterprise* for a crusade into the Delphic Expanse. Feared getting lost. Likes fast motorcycles.

• Computer Skill • Physics • Stellar Cartography
• Biology • Your other MACOs here are attributes all +1.

INTEGRITY 6 CUNNING 6 STRENGTH 7

71 V

Jeremiah Hayes — STAR TREK — ENTERPRISE



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SECURITY

Diligent major and MACO commander. Expert at both armed and unarmed combat. Found a sparring partner in Malcolm Reed. Likes consistency.

• Honor • OFFICER ▼ Combat-Ready: Tactical Reserve
• Diplomacy • Leadership (if no other leader present).

INTEGRITY 8 CUNNING 6 STRENGTH 7

72 V

John Frederick Paxton — STAR TREK —
ENTERPRISE



V.I.P.

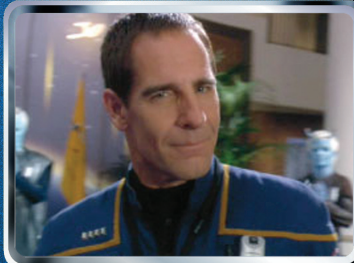
Fanatic who served as chief administrator of the Orpheus Mining Facility. Leader of Terra Prime. Demanded aliens comply with evacuation orders.

- Leadership
- ENGINEER
- Geology
- Treachery x2
- Biology
- Greed

INTEGRITY 2 CUNNING 8 STRENGTH 5

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Jonathan Archer — STAR TREK —
ENTERPRISE



OFFICER

Heroic diplomat and greatest explorer of the 22nd century. Captained *Enterprise* in the 2150s. Saved Earth from the Xindi. Friend of Charles Tucker III.

- Diplomacy
- Leadership
- ENGINEER
- Honor
- At [X]: Navigation, Anthropology, Physics, Law

INTEGRITY 8 CUNNING 7 STRENGTH 7

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Kelby — STAR TREK —
ENTERPRISE



ENGINEER

Arrogant engineer. Believed his promotion to chief engineer of *Enterprise* was endangered by Charles Tucker III's continued presence.

- Computer Skill
- Transporter Skill
- Astrophysics
- Divert Power (unless any Tucker present).

INTEGRITY 5 CUNNING 7 STRENGTH 5

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Markus Forbes — STAR TREK —
ENTERPRISE



SECURITY

Extraction specialist quick to volunteer for dangerous missions. MACO soldier assigned to *Enterprise* in 2153 under the command of Jeremiah Hayes.

- Diplomacy
- SCIENCE
- Leadership
- Rescue Captives
- Navigation

INTEGRITY 6 CUNNING 6 STRENGTH 7

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Maxwell Forrest — STAR TREK —
ENTERPRISE



V.I.P.

Starfleet executive who authorized the early launch of *Enterprise* during the Broken Bow incident. Admiral who worked closely with the Vulcans.

- Law
- Leadership
- Diplomacy
- MEDICAL
- Your [X] personnel at [X] missions are attributes all +1.

INTEGRITY 8 CUNNING 7 STRENGTH 5

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Nathan Samuels — STAR TREK —
ENTERPRISE



V.I.P.

High-ranking government minister. Ex-mayor who climbed to the top. Former member of Terra Prime. Underestimated Jonathan Archer.

- Diplomacy
- Leadership
- Anthropology
- Exobiology

INTEGRITY 6 CUNNING 7 STRENGTH 4

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Nelson Kemper — STAR TREK —
ENTERPRISE



SECURITY

Representative of MACO sergeants assigned to *Enterprise* in 2153. Unaccustomed to life in space, he still visits Phlox every morning.

- Archaeology
- Geology

INTEGRITY 6 CUNNING 5 STRENGTH 6

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Phlox — STAR TREK —
ENTERPRISE



MEDICAL

Alien physiologist who keeps an exotic menagerie. Denobulan doctor and occasional counselor. Has three wives, adhering to his world's polyamorous customs.

- Exobiology
- Biology
- SCIENCE
- Sickbay
- Attributes all +1 for each ANIMAL present.

INTEGRITY 7 CUNNING 7 STRENGTH 5

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Sascha Money — STAR TREK —
ENTERPRISE



SECURITY

Typical MACO who serves aboard *Enterprise* with distinction, despite having been injured more than once. She sometimes picks up the wrong uniform.

- MEDICAL
- Navigation
- Physics
- Combat-Ready: Solidarity

INTEGRITY 6 CUNNING 6 STRENGTH 7

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❖ Sean Hawkins

— STAR TREK —
ENTERPRISE

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SECURITY

Typical of aggressive MACOs often assigned to boarding parties. Has received extensive EV combat training. Always ready to stretch his legs.

• Anthropology • **ENGINEER** • Transporter Skill
▼ Security Sacrifice

INTEGRITY 6 **CUNNING** 6 **STRENGTH** 7

82 V



❖ Stewart Rivers

— STAR TREK —
ENTERPRISE

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ENGINEER

Typical Starfleet engineer. Human from Cleveland, Ohio. His humor helped the crew bear the perils of the various alien quagmires they encountered.

• Navigation • Astrophysics

INTEGRITY 4 **CUNNING** 6 **STRENGTH** 5

83 V



Battle Cruiser Bortas

— STAR TREK —
ENTERPRISE

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D-5 CLASS

Warship commanded by Duras Son of Toral. Pursued rebels from Raatooras. Once engaged *Enterprise* in combat.

★ Tractor Beam. Attributes all +1 for each ⚡ ⚡ ⚡ aboard (limit 5).

RANGE 6 **WEAPONS** 5 **SHIELDS** 5

84 V



❖ I.K.S. Raptor

— STAR TREK —
ENTERPRISE

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RAPTOR CLASS

Small scout vessel used by the Klingon Empire in the 22nd century. Equipped with photon torpedoes and a hull reinforced with a coherent molecular alloy.

★ Tractor Beam
▼ Klingon Bounty

RANGE 5 **WEAPONS** 4 **SHIELDS** 4

85 V



❖ Intrepid

— STAR TREK —
ENTERPRISE

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CALLISTO CLASS

Typical early starship design. Routinely stationed near the Sol system. The *Intrepid*-type variant became the standard design for this class of vessel.

★ X=2 if moving within a region.
▼ Grappler

RANGE 5+X **WEAPONS** 3 **SHIELDS** 4

86 V



Shuttlepod One

— STAR TREK —
ENTERPRISE

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SHUTTLEPOD CLASS

Enterprise shuttlecraft. With transporter technology in its infancy, officers relied on shuttles instead.

Has no transporters.

May report (for free) to your NX-class ship. ▼ Explore New World

RANGE 2 **WEAPONS** 2 **SHIELDS** 2

87 V



❖ Shuttlepod Two

— STAR TREK —
ENTERPRISE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

SHUTTLEPOD CLASS

Typical Starfleet shuttlecraft of the mid-22nd century. Has plasma weapons and a titanium hull.

Has no transporters.

May report with crew (limit one) to your NX-class ship.

RANGE 2 **WEAPONS** 2 **SHIELDS** 2

88 V

**Hall of Magistrates**

2154 Narendra III: Klingon sector judicial authority. Site of several historic trials.

Seeds or plays on table. In place of a normal card play, any player may download a ⚡ ⚡ ⚡ Low personnel here. Native to this timeline: all ⚡ ⚡ ⚡ cards, all ⚡ ⚡ ⚡ personnel, and ⚡ ⚡ ⚡ equipment (except M cards). Once per turn, one such personnel reporting at this location may do so for free (if all of that player's Time Locations are 2154).

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89 V

**MACO Training Camp**

2154 Luna: Military Assault Command Operations established a training facility on Earth's moon.

Seeds or plays on table. If you did not seed any Earth, once each turn your MACO may report for free here and may (if possible) relocate to your NX-class ship. Also, in place of your normal card play, you may download Military Assault Command Operations (even from discard pile). Native to this timeline: all ⚡ ⚡ ⚡ cards, ⚡ ⚡ ⚡ cards, and ⚡ ⚡ ⚡ equipment (except M cards).

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90 V