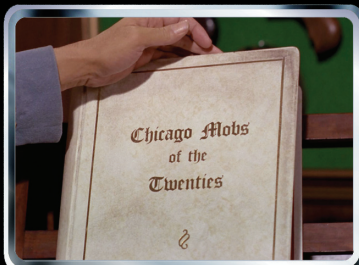




ARTIFACT

STAR TREK



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THE BOOK



In 2168, a copy of the book *Chicago Mobs of the Twenties* was left on planet Sigma Iotia II by a crew member from the Starfleet vessel *Horizon*.

Immediately name a non- affiliation and a regular skill; place on table. Your personnel gain the named affiliation and skill (even if not in play).

1 V



DILEMMA

STAR TREK



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AUGMENT AGGRESSION



Genetically engineered for greater strength and ambition, human augments can be intimidating foes. The *Starship Enterprise* encountered some in suspended animation in 2267.

Opponent may download to this location up to three augments. If you have Archaeology and MEDICAL, these augments are in stasis until the end of your next turn.

2 V



DILEMMA

STAR TREK



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CRIPPLING INJURY



Fleet captain and former *Starship Enterprise* commander Christopher Pike was exposed to disfiguring delta particle radiation in the line of duty while saving trainees and cadets.

To get past requires 2 OFFICER OR 2 Leadership. Then, place on a unique leader present (opponent's choice); loses all regular skills and has NO STRENGTH.

3 V



DILEMMA

STAR TREK



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DIKIRONIUM CLOUD CREATURE



Gaseous predator which feeds on red blood cells. Killed 200 crewmen from the *Starship Farragut* in 2257.

End of every turn: Kills four of each player's personnel here (their choice, human if possible), then moves. Worth points if destroyed in battle.

10

RANGE 6

NO WEAPONS

SHIELDS 12

4 V



DILEMMA

STAR TREK



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2

ENTERTAINING DISPLAY



The Platonians' psychokinetic abilities allowed them to turn Captain Kirk, Mr. Spock, Lt. Uhura, and Nurse Chapel into playthings for their amusement.

Opponent may download up to two females to planet; place on mission. To solve mission, Away Team must have more Anthropology than opponent has females present.

5 V



DILEMMA

STAR TREK



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KOON-UT-KAL-IF-FEE



Translated as "marriage or challenge", this ritual requires Vulcans, driven by the neurochemical imbalance known as *Pon Farr*, to take a mate or fight a challenger in combat.

Randomly select one Vulcan male OR opponent chooses one personnel. To get past, personnel must relocate to matching homeworld OR battle strongest other male present.

6 V



DILEMMA

STAR TREK



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MISINTERPRETED HISTORY



With the meaning of the Yangs' "holy words" lost to them, Captain Kirk re-educated them about freedom and liberty.

Personnel with highest CUNNING OR most Treachery is killed (opponent's choice). To get past requires Law and Archaeology OR Exobiology and 2 Leadership OR a President.

7 V



DILEMMA

STAR TREK



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PLANET KILLER



Automated machine capable of destroying entire planets with an antiproton beam and consuming the debris for fuel.

End of every turn: Attacks all ships here, then moves. Worth points if destroyed in battle.

10

RANGE 6

WEAPONS 10

SHIELDS 16

8 V



DILEMMA

STAR TREK VOYAGER



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PRIMAL URGES

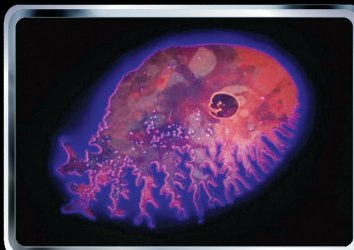


Mutated into a different stage of human evolution, Tom Paris and Kathryn Janeway reverted to their animal instincts and procreated.

To get past, one male and one female (your choice) must run off to furthest planet. Nullify with 2 ANIMAL.

9 V

DILEMMA *STAR TREK*



SPACE AMOEB

Large, space-dwelling, single-celled organism. Surrounded by a field of negative energy, toxic to humanoid life.

All attributes of ships and personnel at this location (and each adjacent location) become 5. End of every turn: Moves.

RANGE 7 WEAPONS 7 SHIELDS 7

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10 V

DILEMMA *STAR TREK*



THASIAN POWERS

Enhanced with inhuman abilities, Charlie Evans took control of the *Starship Enterprise*. By turning on all shipboard systems, Captain Kirk proved the young man had overreached himself.

You may discard any number of cards from hand. To get past requires CUNNING>(40 + 5X), where X = number of cards in your hand.

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11 V

DOORWAY *STAR TREK*



PRESERVER OBELISK

Seed one on table in facility phase; if you have no personnel in play, you may download up to 2 different personnel who name in lore a planet you seeded. Score 5 points whenever such a personnel helps solve the planet mission they name. You may not seed Assign Mission Specialists. OR Plays to download such a personnel whom you do not have in play.

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12 V

EVENT *STAR TREK*



FIVE YEAR MISSION

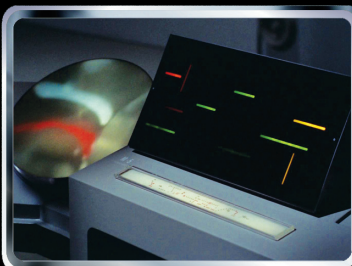
The 23rd century was a period of expansion and exploration for many spacefaring races.

Seeds on table. Once each turn, when you play (but not download) an A card, you may draw a card. When you play a non-A personnel or ship on your turn, you must discard a card from hand. (Immune to Kevin Uxbridge.)

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13 V

EVENT *STAR TREK*



M-5 COMPUTER

Advanced multitronic computer prototype created by Richard Daystrom in 2268. More sophisticated than the duotronic computer. Its self-preservation instinct proved dangerous.

Plays on your A ship OR non-A ship with 2 Computer Skill aboard. Ship may move and initiate battle without staffing or leader aboard. (Unique.)

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14 V

EVENT *STAR TREK*



RECREATION ROOM

During their off-hours, Starfleet officers in the 23rd century would frequently gather in crew lounges for socializing over some food, listening to music, and playing card games.

Seeds or plays on table. Once each turn, when you play a unique A card, you may draw a card and then place a card from hand on the bottom of your deck.

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15 V

EVENT *STAR TREK*



TO BOLDLY GO

Exploration of the stars, encounters with different cultures, and the potential for knowledge and advancements were driving forces for expansion in the 23rd century.

Seeds or plays on table. For every mission you seeded with "23rd century" in lore, your A ships are RANGE and SHIELDS +1 (limit 3). (Captain's Order.)

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16 V

EVENT *STAR TREK*



URGENT WARNING

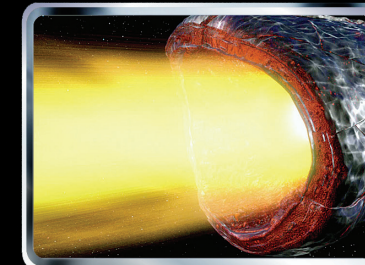
"The transmissions of an orbiting Probe are causing critical damage to this planet... Save your energy, save yourselves. Avoid the planet Earth at all costs. Farewell."

Once per game per card title, you may download The Whale Probe OR a dilemma and put it into play at a spaceplane end (opponent's choice). Discard event.

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17 V

INCIDENT *STAR TREK*



RAVENOUS HUNGER

Plays on an opponent's non-homeworld mission (once per game, may play for free). End of every turn, if Planet Killer is here and did not move or battle here this turn, and no ships here, planet is converted to a mission. If unsolved, mission now worth 30 points. Planet Killer may not move from here while this is a mission (but may "fly by").

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18 V



INCIDENT

STAR TREK



RISK IS OUR BUSINESS

Seeds or plays on table. End of each turn, if your personnel aboard a ship is exposed with two unstopped personnel aboard at a mission with "23rd century" in lore, draw a card. At the start of your first mission attempt of each mission, you may download Prepare Landing Party OR Where No Man Has Gone Before OR Where No One Has Gone Before OR Preserver Obelisk OR Recreation Room OR Corbomite Device.

19 V



INCIDENT

STAR TREK



THE FINAL FRONTIER

Seed one on your facility at a non-homeworld mission. At the start of the first turn of the game, if you have no ship in play, you may download an ship. Twice each turn, your matching personnel OR personnel reporting here may do so for free. You may not play non- personnel for free or report cards to time locations. All Temporal Investigations and your Crossover are nullified.

20 V



INTERRUPT

STAR TREK IV



SCOTTY, BEAM ME UP!

Mr. Scott was well known for his ability to swiftly retrieve his shipmates from difficult situations.

Plays on your Away Team just after a dilemma kills your personnel present. Transporter Skill on your ship in orbit may beam up entire Away Team.

21 V

10X

Computer Skill
X = number of different classifications present.

Any Away Team

Access Archives



Memory Alpha: Acquire information from central Federation library, built in the 23rd century.

Computer Skill

X = number of different classifications present.

Any Away Team may attempt mission.

10X

22 V

35

Diplomacy x2 + SECURITY x2 + CUNNING>40

Arbitrate Negotiations



Babel: Host conference at venue famed for several historic treaties of the 23rd century.

Diplomacy x2 + SECURITY x2 + CUNNING>40

35

23 V

35

SECURITY x2 + Diplomacy + Computer Skill + (Anthropology OR Treachery x2 OR a Praetor)

Clandestine Search



Planet 892-IV: Search for evidence of cultural interference from stranded 23rd century crew.

SECURITY x2 + Diplomacy + Computer Skill + (Anthropology OR Treachery x2 OR a Praetor)

35

24 V

35

OFFICER x2 + ENGINEER + (CIVILIAN OR Music OR Classic Communicator)

Any Away Team

Examine Protected Culture



Amerind: Study ancient obelisk which defends preserved society encountered in the 23rd century.

OFFICER x2 + ENGINEER + (CIVILIAN OR Music OR Classic Communicator)

Any Away Team may attempt mission.

35

25 V

35

SCIENCE + Exobiology + Astrophysics + Navigation

Examine Quasar



Murasaki Region • Murasaki 312: Update 23rd century data on electromagnetic phenomenon.

SCIENCE + Exobiology + Astrophysics + Navigation

35

26 V

35

(Honor OR Treachery) + Anthropology + SECURITY + (any Intelligence OR CUNNING>32 OR Vina)

Investigate Quarantine



Talos IV: Determine origin of General Order 7, imposed on this planet in the 23rd century.

(Honor OR Treachery) + Anthropology + SECURITY + (any Intelligence OR CUNNING>32 OR Vina)

35

27 V

3

35

Diplomacy + (Anthropology OR Acquisition) + (Law OR Greed OR CUNNING>32)



Reallocate Dividends

Sigma Iotia II: Collect gains from 23rd century contract and determine re-investment options.

Diplomacy + (Anthropology OR Acquisition) + (Law OR Greed OR CUNNING>32)

35


3 28 V

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3

35

MEDICAL + Exobiology + Physics + STRENGTH>36



Refine Inoculation

Omicron Ceti III: Enhance 23rd century spore-based vaccine to protect against Berthold rays.

MEDICAL + Exobiology + Physics + STRENGTH>36

35

3 29 V

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3

35

Diplomacy + Leadership + staffed ship in orbit with (Computer Skill + Navigation OR Mr. Scott) aboard



Resolve Local Tensions

Eminiar VII: Defuse recent hostility in system at peace since the 23rd century.

Diplomacy + Leadership + staffed ship in orbit with (Computer Skill + Navigation OR Mr. Scott) aboard

35

3 30 V

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3

35

Geology + Diplomacy + ENGINEER + SECURITY
Process Ore: Mining here scores double points.



Review Mining Operation

Janus VI: Evaluate pergium extraction process since Horta tunnelling began in the 23rd century.

Geology + Diplomacy + ENGINEER + SECURITY
Process Ore: Mining here scores double points.

35


3 31 V

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2

35

Navigation + Computer Skill + Archaeology + CUNNING>35



Seek Remnants

Gamma 7A System: Search for debris from *Starship Intrepid*, destroyed in the 23rd century.

Navigation + Computer Skill + Archaeology + CUNNING>35

35

2 32 V

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4

30

Leadership + CUNNING>32 + (SCIENCE x2 OR Geology)



Study Planetary Devastation

Ceti Alpha Region • Ceti Alpha V: Study impact from 23rd century explosion of Ceti Alpha VI.

Leadership + CUNNING>32 + (SCIENCE x2 OR Geology)

30


4 33 V

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3

30

ENGINEER + Navigation + MEDICAL
Solving player may immediately cure one dilemma.



Transfer Vaccines

Makus System: Deliver medical supplies to prevent reoccurrence of 23rd century plague.

ENGINEER + Navigation + MEDICAL
Solving player may immediately cure one dilemma.

30

3 34 V

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OBJECTIVE

STAR TREK



GENERAL ORDER 7

Seeds or plays on Talos IV. Your personnel may attempt this mission. Once each turn, in place of a card draw, you may download to hand Christopher Pike or any personnel who names him in lore. Your *Starship Enterprise* may use its full range to move here from any spaceline location in the Alpha Quadrant.

35 V

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OBJECTIVE

STAR TREK



LET ME HELP

Seeds on table if you seeded at least 18 cards under opponent's missions. Love Interest dilemmas affect one additional personnel. On dilemmas with "male" or "female" in gametext (except Distraction), every printed number is increased by 1. Such dilemmas are considered Borg-related; ♀♂ personnel encountering them are considered male and female.

36 V

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OBJECTIVE *STAR TREK*



OBSESSION

Seeds on table; download a dilemma (except Borg Ship) and put it into play at a spaceline end (opponent's choice). Once each turn, your event that plays on a ship may play for free. When you destroy a card, score points equal to its RANGE + WEAPONS. Points scored from cards do not count towards Writ of Accountability. (Unique.)

37 V

Captain Kirk *STAR TREK*



OFFICER

Youthful commander of the *Starship Enterprise* who succeeded Christopher Pike. Talented strategist who can outwit a computer or a Vulcan.

Leadership • Diplomacy • Anthropology
Youth • Computer Skill • SECURITY • Law

INTEGRITY 9 CUNNING 8 STRENGTH 7

38 V

Chief Pitcairn *STAR TREK*



ENGINEER

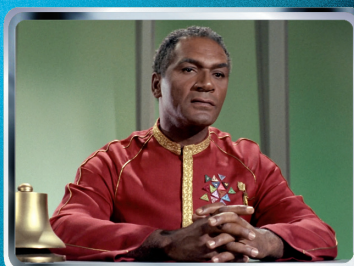
Typical transporter operator. Human who served under Christopher Pike in 2254. He had a brother who briefly worked in security.

Transporter Skill

INTEGRITY 6 CUNNING 7 STRENGTH 6

39 V

Commodore Stone *STAR TREK*



V.I.P.

Decorated flag officer and commander of Starbase 11 on Planet M-11. He acted as president of the court during Captain Kirk's court martial in 2267.

OFFICER • ENGINEER • Leadership
Legal Proceedings

INTEGRITY 6 CUNNING 7 STRENGTH 6

40 V

Dr. Boyce *STAR TREK*



MEDICAL

Chief medical officer of the *Starship Enterprise* in 2254. Human doctor, he also served as bartender, counselor, and confidant to Christopher Pike.

Exobiology • Biology • Anthropology
Honor

INTEGRITY 8 CUNNING 7 STRENGTH 5

41 V

Lt. Commander Giotto *STAR TREK*



SECURITY

Security chief aboard the *Starship Enterprise* in 2267. He led the security forces that attempted to track down the Horta on Janus VI. Dislikes computers.

Honor • Leadership • Astrophysics
Classic Communicator

INTEGRITY 7 CUNNING 7 STRENGTH 7

42 V

Lt. José Tyler *STAR TREK*



SECURITY

One of many navigators who served aboard the *Starship Enterprise* under Christopher Pike. He joined the initial landing party to Talos IV in 2254.

Physics • Navigation • If on an ship, it is WEAPONS +3 while returning fire. (Cumulative.)

INTEGRITY 6 CUNNING 6 STRENGTH 8

43 V

Lt. Kevin Riley *STAR TREK*



OFFICER

One of many navigators on the *Starship Enterprise*. Irishman who survived the Tarsus IV massacre. Later sought vengeance on Governor Kodos. Talented singer.

Navigation • Stellar Cartography • Music

INTEGRITY 7 CUNNING 7 STRENGTH 7

44 V

Lt. Palamas *STAR TREK*



SCIENCE

Expert in ancient civilizations. Human who served aboard *Starship Enterprise* and visited Pollux IV in 2267. Apollo selected her to be his queen.

Anthropology • Archaeology • Youth

INTEGRITY 7 CUNNING 6 STRENGTH 5

45 V

Lt. Sulu *STAR TREK*



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SCIENCE

Head of Astosciences aboard the *Starship Enterprise* in 2265. He joined the ship shortly after the departure of Christopher Pike. Born in San Francisco.

• Stellar Cartography • Biology • Physics
▼ Classic Tricorder

INTEGRITY 6 CUNNING 7 STRENGTH 7

46 V

Mr. Scott *STAR TREK*



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OFFICER

Engineer with impeccable timing. He often served as acting captain of the *Starship Enterprise*.

• Diplomacy • Transporter Skill • ENGINEER
• Physics • Leadership
▼ Classic Phaser Banks ▼ Scotty, Beam Me Up!

INTEGRITY 7 CUNNING 8 STRENGTH 7

47 V

Number One *STAR TREK*



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OFFICER

Analytical first officer, talented with computers. She frequently commanded *Starship Enterprise* when Christopher Pike was part of a landing party.

• Leadership • Navigation • Stellar Cartography
• ENGINEER • Computer Skill ▼ Rescue Captives

INTEGRITY 7 CUNNING 9 STRENGTH 6

48 V

Richard Daystrom *STAR TREK*



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V.I.P.

Genius who designed the duotronic computer and later developed the M-5 computer. He has won both the Nobel and Zee-Magnees prizes.

• Computer Skill x3 • ENGINEER • Physics
▼ M-5 Computer

INTEGRITY 5 CUNNING 9 STRENGTH 5

49 V

Samuel T. Cogley *STAR TREK*



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CIVILIAN

Attorney at law living on Planet M-11. Human who never uses computers. Prefers his library of books, from the *Magna Carta* to *The Statutes of Alpha III*.

• Law x2 • Honor • Anthropology • Biology
• Once per game, may nullify Computer Crash.

INTEGRITY 8 CUNNING 7 STRENGTH 3

50 V

Vanderberg *STAR TREK*



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ENGINEER

Typical of chief engineers on mining colonies. Administrator for the Janus VI pergium operation. Came to accept the Horta, despite their appearance.

• Leadership • Geology • Acquisition
• Archaeology

INTEGRITY 6 CUNNING 6 STRENGTH 6

51 V

Yeoman Colt *STAR TREK*



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OFFICER

Representative of yeomen serving in Starfleet in 2254. Newly assigned to Christopher Pike. She is one of only a few humans ever to visit Talos IV.

• Youth • Geology • Astrophysics

INTEGRITY 7 CUNNING 6 STRENGTH 5

52 V

Qol *STAR TREK THE NEXT GENERATION*



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CIVILIAN

Lascivious lackey of Par Lenor. Typical member of the Ferengi Trade Mission. He tried to free Kamala.

• Acquisition • Exobiology
• Draw a card when opponent reveals a gender-related dilemma. (Not cumulative.)

INTEGRITY 6 CUNNING 7 STRENGTH 6

53 V

Claudius Marcus *STAR TREK*



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CIVILIAN

Typical corrupt politician, obsessed with television ratings. Proconsul of a Roman Empire. Hails from Planet 892-IV. Fan of gladiatorial combat.

• Diplomacy

INTEGRITY 5 CUNNING 7 STRENGTH 6

54 V

