

FERengi STARTER DECK

THE CONTINUING COMMITTEE

RELEASED JUNE 2018 • VERSION 2.0

Welcome to the First Edition Star Trek Customizable Card Game, a universe of endless possibilities. With this pre-constructed Ferengi starter deck, you will take command of the Ferengi Alliance in your quest to exploit the galaxy and win the game!

To set up your deck, first you'll want to cut out all the cards and separate them into the different groups listed in the Deck List. Slide each card in front of a physical card and then into a sleeve, and you're ready to go.

FERengi DECK LIST

MISSIONS (6)

- 1x Attend Mysterious Rendezvous
- 1x Examine Battle Site
- 1x Investigate Dead Planet
- 1x Revenge Plot
- 1x Search for Weapons
- 1x The Last Outpost

DRAW DECK (32) INCIDENT

- 1x Get It Done

INTERRUPT

- 1x Business Gambit

PERSONNEL

- 1x Alefia
- 1x Baht
- 1x Captain Picard
- 1x DaiMon Bok
- 1x Dr Arridor
- 1x Dr Forek
- 1x Dr Reyga
- 1x Folis
- 1x Gozar
- 1x Kayron
- 1x Kol
- 1x Krun
- 1x Levin
- 1x Lwaxana Troi
- 1x Mordoc
- 1x Obol
- 1x Quark
- 2x Rata
- 1x Taar
- 1x Alexana Devos
- 1x Data
- 1x Korai
- 1x Sunad
- 1x Vash
- 1x Vekor
- 1x Will Riker

SHIPS

- 2x Ferengi Scout Vessel
- 1x Kreechta

SEED DECK (22)

DILEMMAS

- 1x A Bad End
- 1x Ancient Computer
- 1x Chula: The Chandra
- 1x Dangerous Climb
- 1x Devastating Communique
- 1x Dignitaries and Witnesses
- 1x Do You Smell Something Burning?
- 1x Ferengi Ambush
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x Hunter Probe
- 1x Irrational Commander
- 1x Lack of Preparation
- 1x Maglock
- 1x Malfunctioning Door
- 1x Nagilum: Test Subjects
- 1x The Arsenal: Divided
- 1x The Arsenal: Separated

FACILITY

- 1x Ferengi Trading Post

INCIDENTS

- 1x Attention All Hands
- 1x Continuing Mission

OBJECTIVE

- 1x Assign Mission Specialists

*"Consider it...
an act of
friendship."*

QUICK START RULES

First, determine who will go first by any random method. Then, you'll enter the seed phase to set up the game — you seed cards in three steps:

Seed Missions — Shuffle your missions into a stack face down in front of you. Starting with the first player, alternate placing missions on the table in a single space line. When you place a new mission, it can go on either end.

Seed Dilemmas — Place a dilemma combo (see below for suggested combos) under each opponent's mission, making sure to match the type of dilemmas to the mission type. Make sure the first dilemma of the combo is touching the table.

RECOMMENDED DILEMMA COMBOS

1. Flim-Flam Artist
2. Do You Smell Something Burning?
3. A Bad End

1. Lack of Preparation
2. Chula: The Chandra
3. Friendly Fire

1. Malfunctioning Door
2. Ferengi Ambush
3. Dangerous Climb

1. Nagilum: Test Subjects
2. Devastating Communique
3. Maglock

1. The Arsenal: Divided
2. Ancient Computer
3. Irrational Commander

Seed Everything Else — Place the rest of your seed cards on the table (or on the space line). These cards set up your deck and give you the tools to bring other cards into play during the game. (Note: If any cards tell you to download a card, that means search your draw deck for the appropriate card, and place it on the table.)

Now you're ready to begin the game! Shuffle your draw deck, then draw an opening hand of seven (7) cards. You will alternate turns with your opponent, starting with the first player. There are three steps to each turn:

Play Cards — Every turn, you get to play one (1) card as your card play. This can be any card in your hand, as long as you meet the conditions for playing that card. However, there are other ways to play additional cards for free; this means they don't take up your card play.

Execute Orders — Once you are done playing cards, you can use any card that you have in play. This includes beaming personnel to and from ships, moving your ships to different locations, attempting missions, or using the game text on the cards you have in play.

Draw a Card — When you are done with your turn, you always get to draw one (1) card — this is your card draw. You may play other cards that give you additional card draws, but at the end of each of your turns you get to draw a card.



Winning the Game — You win the game when you have earned a total of 100 points and you have completed both a planet mission and a space mission. You attempt missions during the execute orders phase using the personnel, ships and equipment you have played. You attempt space missions with your crew aboard a ship; you attempt planet missions by beaming an away team down to the mission.

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read the dilemma's text and check to see if you have the dilemma's requirements. If you do, the dilemma is discarded and you continue with the next dilemma. If you do not, you will suffer the effects of the dilemma and follow its instructions. Usually this means that some of your personnel will be stopped (unavailable the rest of this turn) or killed (placed in your discard pile).

When there are no more dilemmas beneath the mission, check your crew or away team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.

Conclusion — These are just the basic quick start rules for First Edition. For the complete rules, visit the official website of The Continuing Committee at www.trekcc.org. There you can find the extended rules, more cards you can print (for free) and add to your decks, and players in your area of the world so you can play more often!



ARTICLES
FORUMS
RULES

CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

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

3

35

Navigation x2 + Leadership x2 + (DaiMon Bok OR Jean-Luc Picard OR INTEGRITY>30)

Attend Mysterious Rendezvous

Near Xendi Sabu system: Meet with old adversary to discuss a "gift."

Navigation x2 + Leadership x2 + (DaiMon Bok OR Jean-Luc Picard OR INTEGRITY>30)

35

3

24 V

4

40

SCIENCE + (Archaeology OR Anthropology) + Physics + CUNNING>40

Examine Battle Site

Near Orelious IX: Chart cataclysmic final battle from the Menthar-Promellian war.

SCIENCE + (Archaeology OR Anthropology) + Physics + CUNNING>40

40

4

3 V

3

30

ENGINEER + CUNNING>32 + (Acquisition OR Lore) *Your Crystalline Entity here is doubled.*

Investigate Dead Planet

Omicron Theta: Search devastated world for hidden lab of famed android designer Dr. Soong.

ENGINEER + CUNNING>32 + (Acquisition OR Data) *When you solve, may download an android here.*

30

3

26 V

3

35

MEDICAL + Exobiology + Treachery x2 OR any Bok + CUNNING>35

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

3

30

OFFICER + Navigation + Treachery *May seed hand weapons under here.*

Search for Weapons

Demilitarized Zone Region • Border planet: Search planet for illegal Maquis arms cache.

OFFICER + Navigation + Treachery *May seed hand weapons under here.*

30

3

17 V

3

35

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

The Last Outpost

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

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

35

3

47 V

INCIDENT

STAR TREK THE NEXT GENERATION

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

INTERRUPT

STAR TREK THE NEXT GENERATION

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

Aletia

STAR TREK THE NEXT GENERATION

SCIENCE

Typical humanoid employee of Omag. Retained for her expertise in biochemical weaponry and her talents for the tympanic tickle. Mentor to Calandra.

Acquisition Biology Physics

INTEGRITY 4 CUNNING 6 STRENGTH 6

10 V



❖ Baht

STAR TREK
THE NEXT GENERATION

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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

66 V



Captain Picard

STAR TREK
THE NEXT GENERATION

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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

67 V



DaiMon Bok

STAR TREK
THE NEXT GENERATION

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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

68 V



Dr. Arridor

STAR TREK
THE NEXT GENERATION

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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

69 V



❖ Dr. Farek

STAR TREK
THE NEXT GENERATION

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MEDICAL

Typical Ferengi physician. Served aboard the Krayton in 2366. Distrusted Lwaxana Troi. Tried to study her empathic powers with a mind probe.

• Exobiology • Treachery • Computer Skill

INTEGRITY 3 CUNNING 7 STRENGTH 4

34 V



Dr. Reyga

STAR TREK
THE NEXT GENERATION

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SCIENCE

Invited aboard the U.S.S. Enterprise to demonstrate his innovative technology. The ensuing murder mystery proved it successful, but at a high cost.

• ENGINEER • Astrophysics • Physics
• Stellar Cartography ▼ Metaphasic Shields

INTEGRITY 7 CUNNING 8 STRENGTH 5

26 V



❖ Follis

STAR TREK
THE NEXT GENERATION

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SECURITY

Representative of Ferengi trained in the field of commercial security. He helped Lurin take over the U.S.S. Enterprise in 2369.

• Navigation

INTEGRITY 5 CUNNING 6 STRENGTH 6

11 V



Gozar

STAR TREK
THE NEXT GENERATION

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OFFICER

Talented Ferengi officer. 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

ERRATA



❖ Kayron

STAR TREK
THE NEXT GENERATION

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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

71 V



Kol

STAR TREK
THE NEXT GENERATION

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SCIENCE

Ferengi scientist serving under Goss. Studied the Barzon 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

72 V



Kruk

STAR TREK
THE NEXT GENERATION

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ENGINEER

Transporter technician under the command of Lurin. Guarded a U.S.S. Enterprise transporter room during his DaiMon's unsuccessful takeover attempt.

- Physics • Computer Skill
- Transporter Skill

INTEGRITY 6 CUNNING 6 STRENGTH 5

12 V



Levin

STAR TREK
THE NEXT GENERATION

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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



Lwaxana Troi

STAR TREK
THE NEXT GENERATION

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V.I.P.

Betazoid ambassador held captive by Tog. Misled him about her willingness to cooperate. Later described Tog as slightly repulsive, but with a certain charm.

- Empathy x2 • Anthropology • Computer Skill

INTEGRITY 5 CUNNING 8 STRENGTH 2

35 V



Mordoc

STAR TREK
THE NEXT GENERATION

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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

STAR TREK
THE NEXT GENERATION

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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

STAR TREK
THE NEXT GENERATION

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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

STAR TREK
THE NEXT GENERATION

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OFFICER

Profligate 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



Rata

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Profligate 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



❖ Taar

STAR TREK
THE NEXT GENERATION

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OFFICER

Representative Ferengi DaiMon. First member of the Ferengi Alliance to make visual contact with humans. Claimed he sought "only what is equitable."

- Diplomacy
- Astrophysics
- May double Ferengi Attack faced in same quadrant.

INTEGRITY 7 CUNNING 7 STRENGTH 7

13 V



Alexana Devos

STAR TREK
THE NEXT GENERATION

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SECURITY

Rutian chief of police. Takes a hard line on terrorism. Pledged to end the Ansata violence. Has survived three assassination attempts on her life.

- Law
- Leadership
- MEDICAL
- Biology
- Archaeology

INTEGRITY 7 CUNNING 8 STRENGTH 7

20 V



Data

STAR TREK
THE NEXT GENERATION

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ENGINEER

Loyal brother of Lore. The Soong-type android was swayed by emotions to join The One's cause.

Does not work with affiliation.

- Computer Skill x2
- Exobiology
- Biology
- Treachery
- Mortally wounds each adversary he stuns in battle.

INTEGRITY 4 CUNNING 9 STRENGTH 12

41 V



Koral

STAR TREK
THE NEXT GENERATION

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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



Sunad

STAR TREK
THE NEXT GENERATION

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OFFICER

Zalkonian captain. Sought to capture criminals undergoing a dangerous mutation before they could further disrupt society.

- SECURITY
- Leadership
- Physics
- Law

INTEGRITY 5 CUNNING 8 STRENGTH 6

ERRATA



Vash

STAR TREK
THE NEXT GENERATION

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SCIENCE

Treasure hunter, archaeologist, liar, and thief romantically involved with Jean-Luc Picard. Partnered with Q to explore distant Gamma Quadrant ruins.

- Archaeology x2
- Treachery
- Anthropology
- Smuggling
- Acquisition
- Dig

INTEGRITY 4 CUNNING 7 STRENGTH 5

94 V



❖ Vekor

STAR TREK
THE NEXT GENERATION

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SCIENCE

Representative of female mercenaries operating throughout the galaxy. Worked with Baran to find the Stone of Gol.

- MEDICAL
- Navigation
- Geology

INTEGRITY 2 CUNNING 7 STRENGTH 6

37 V



Will Riker

STAR TREK
THE NEXT GENERATION

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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

STAR TREK
THE NEXT GENERATION

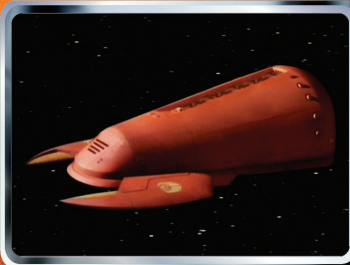
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SCOUT CLASS

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



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



D'KORA-CLASS MARAUDER

Ferengi marauder. Under the command of Bractor in 2365, interrupted a mysterious battle between the Federation starships *Enterprise* and *Hathaway*.



Holodeck, Tractor Beam

RANGE 8

WEAPONS 9

SHIELDS 8

27 V



Ferengi commercial centers are frequented by many races for trade, information, repair and resupply.

Seed one (you may also seed one ♣ D'Kora face up here) **OR** build where you have a Ferengi **ENGINEER**. Each player's non-Borg cards may report and mix aboard regardless of affiliation.



OUTPOST

SHIELDS 24

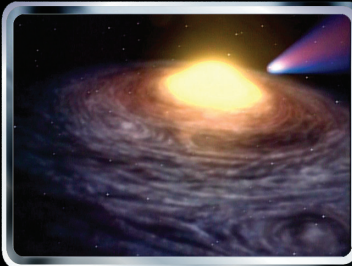
12 V



ATTENTION ALL HANDS

Seeds or plays on table. Once each turn, your ♣ ♠ (except an android, hologram, or ♠) that you do not already have in play may report (for free) aboard your matching outpost. Once per game, in place of your normal card play, you may download a ♣ ♠ ship to your matching outpost.

ERRATA



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). Once 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.

ERRATA



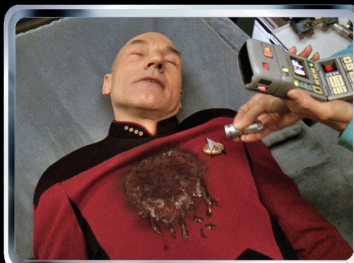
ASSIGN MISSION SPECIALISTS

Seeds or plays on table. You may download to one of your outposts up to two different mission specialists (personnel whose only skill is a regular skill) that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (Unique.)

18 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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A BAD END



Shot in the chest by the Lenarians, Jean-Luc Picard's life was left hanging in the balance due to the damage his artificial heart received.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 Biology.

2 V



DILEMMA

STAR TREK



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ANCIENT COMPUTER



Control systems degrade over time. The Oracle of the People, a computer that guided the asteroid-like *Yonada* for millennia, required repairs after experiencing a malfunction.

Cannot get past unless 2 Computer Skill **OR** 3 SCIENCE **OR** 3 ENGINEER present.

4 V



DILEMMA

STAR TREK
DEEP SPACE NINE

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CHULA: THE CHANDRA



"Allamaraine, count to four. Allamaraine, then three more. Allamaraine, if you can see. Allamaraine, you'll come with me."

One person (random selection) continues, along with all crew or Away Team members who have at least one attribute number matching that personnel. Others are "stopped."

2 V



DILEMMA

— STAR TREK —
ENTERPRISE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

DANGEROUS CLIMB



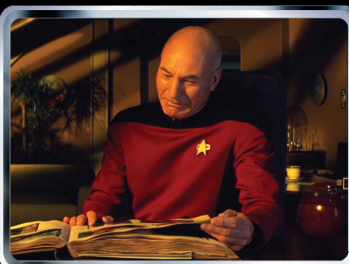
Deep underground passages such as those on Xantaras pose a problem for transporters. Without climbing skills, they may also pose a problem to away team personnel.

Unless STRENGTH>40 **OR** 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

2 V



DILEMMA

STAR TREK
GENERATIONS

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

DEVASTATING COMMUNIQUE



Following the tragic news of the deaths of his brother and nephew, Jean-Luc Picard retreated to the seclusion of his quarters to mourn.

One personnel (opponent's choice) is "stopped" until end of your next turn. May be nullified by Subspace Interference.

4 V



DILEMMA

STAR TREK
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

DIGNITARIES AND WITNESSES



The bitterness of defeat and the exultation of triumph have taught many leaders a great lesson: they must preserve in peace what they have won in war.

To get past requires INTEGRITY>20 and an Admiral **OR** STRENGTH>30 and a General **OR** CUNNING>20 and 3 Leadership **OR** STRENGTH>20 and a Maje.

4 V



DILEMMA

STAR TREK
GENERATIONS

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DO YOU SMELL SOMETHING BURNING?



Caught in the Nexus, where time had no meaning, James T. Kirk forgot he had been cooking Ktarian eggs for breakfast.

"Stops" half of your Away Team (random selection, round down). Nullify with a cook, ANIMAL, or Lure of the Nexus. Mission continues.

5 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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FERengi AMBUSH



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



DILEMMA

STAR TREK
THE NEXT GENERATION

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FLIM-FLAM ARTIST



The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

Your opponent may immediately draw a card. To get past requires Diplomacy and 2 Computer Skill **OR** Law and CUNNING>32 (CUNNING>50 if this is a mission).

6 V



DILEMMA

STAR TREK



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2

FRIENDLY FIRE



Only a seasoned leader can prevent disaster during tense situations.

Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.

7 V



DILEMMA

STAR TREK
DEEP SPACE NINE

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HUNTER PROBE



Silaran Prin used hunter probes to exact vengeance against several Shakaar resistance cell members, including Latha Mabrin, Furel, and Lupaza.

Unless 2 SECURITY and 2 Anthropology present, opponent chooses two personnel. Both die at end of turn. Mission continues.

4 V



DILEMMA

STAR TREK
FIRST CONTACT

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2

IRRATIONAL COMMANDER



After Worf's suggestion to activate the U.S.S. Enterprise-E's self-destruct sequence, Jean-Luc Picard's outburst surprised his crew. They carried out his orders nonetheless.

Unless you have two leaders with Honor OR two leaders with Treachery, place on mission. Crew must have any attribute > double mission points to solve. (Unique.)

5 V



DILEMMA

— STAR TREK —
ENTERPRISE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

LACK OF PREPARATION



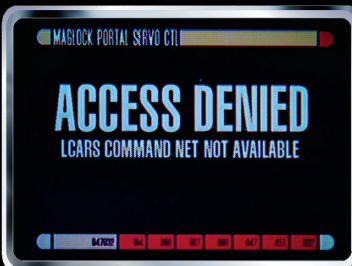
An Away Team that is unprepared to complete its mission will undoubtedly experience delays. Mission progress may be impossible until additional personnel arrive.

Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt.
Borg: Must have personnel to proceed.

12 V



DILEMMA

STAR TREK
FIRST CONTACT

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MAGLOCK



Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

To get past, crew must have at least 3 OFFICER with STRENGTH > 5 each.

3 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

MALFUNCTIONING DOOR



After a Gatherer raid in 2366, the superior strength of the Soong-type android Data was needed to force open a sealed compartment and rescue the wounded survivors.

To get past requires a Soong-Type android OR STRENGTH > 27 from up to four personnel.

13 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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3

NAGILUM: TEST SUBJECTS



To learn about death, Nagilum attempted to obtain information on it through experimenting on the crew of the U.S.S. Enterprise.

Place on ship. Now and start of each turn, kills one crew member (random selection). Cure with 2 SCIENCE, Diplomacy, and Physics OR Auto-Destruct Sequence.

1 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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THE ARSENAL: DIVIDED



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

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

4 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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THE ARSENAL: SEPARATED



While investigating the Arsenal of Freedom on Minos, a sudden attack separated the crew of the Enterprise.

Divide your unique personnel into two face-down piles. One pile is "stopped" (opponent's choice). To get past requires CUNNING > 27 remaining.

5 V