



STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

KLINGON 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 Klingon starter deck, you will take command of the Klingon Empire in your quest to conquer 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.

KLINGON DECK LIST

MISSIONS (6)

- 1x Acquire Surplus Ships
- 1x Amnesty Talks
- 1x Impose Order
- 1x Intercept Sleeper Ship
- 1x Reported Activity
- 1x Seize Freighter

DRAW DECK (32)
INCIDENT

- 1x Get It Done

INTERRUPT

- 1x Klingon Death Yell

PERSONNEL

- 2x B'Somgh
- 1x Captain Worf
- 1x Commander K'Ehleyr
- 1x Divok
- 1x Dokar
- 1x Duras
- 1x J'Ddan
- 1x Jean-Luc Picard
- 1x K'Temoc
- 1x Kahless
- 1x Kitrik
- 1x Konmel
- 1x Korris
- 1x Kurak
- 1x Larg
- 1x Losta
- 1x Q'elyn
- 1x Qup'ta
- 1x Vekma
- 1x Vol'jin
- 1x William T Riker
- 1x Zegov
- 1x Korak
- 1x Sunad
- 1x Vash
- 1x Vekor

SHIPS

- 1x I.K.S. Bortas
- 2x I.K.S. K'Vort

SEED DECK (22)

DILEMMAS

- 1x A Bad End
- 1x A Good Day To Lie
- 1x Chula: The Chandra
- 1x Devastating Communique
- 1x Do You Smell Something Burning?
- 1x Flim-Flam Artist
- 1x Forsaken
- 1x Friendly Fire
- 1x Gornu Shock Wave
- 1x History Repeats Itself
- 1x Lack of Preparation
- 1x Maglock
- 1x Nagilum: Test Subjects
- 1x Occupational Hazards
- 1x Primitive Culture
- 1x Shields Up!
- 1x Unorthodox Preservation
- 1x War Games

FACILITY

- 1x Klingon Outpost

INCIDENTS

- 1x Attention All Hands
- 1x Continuing Mission

OBJECTIVE

- 1x Assign Mission Specialists

*"...your blood
will paint the way
to the future."*

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 | 1. Primitive Culture |
| 2. Do You Smell Something Burning? | 2. History Repeats Itself |
| 3. A Bad End | 3. Unorthodox Preservation |
| <hr/> | |
| 1. Lack of Preparation | 1. Forsaken |
| 2. Chula: The Chandra | 2. A Good Day To Lie |
| 3. Friendly Fire | 3. Occupational Hazards |
| <hr/> | |
| 1. Nagilum: Test Subjects | 1. War Games |
| 2. Devastating Communique | 2. Shields Up! |
| 3. Maglock | 3. Gornu Shock Wave |

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

4

30

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



Acquire Surplus Ships

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

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

30

4

35 V

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3

35

Any crew

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



Amnesty Talks

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

35*

Diplomacy + Treachery + STRENGTH>40
*Unopposed OFFICER on planet may steal points.



Impose Order

Pre-unified world: Unify diverse nation-states via coercion and occupation.

Diplomacy + Treachery + STRENGTH>40
*Unopposed OFFICER on planet may steal points.

35*

4


16 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

5

40

Leadership x2 + WEAPONS>8 OR Any K'Ehlyr + INTEGRITY>35
I.K.S. T'Pol may report here (with up to 3 personnel)



Intercept Sleeper Ship

Near Boradis system: Protect colonies from returning Klingon sleeper ship.

Leadership x2 + WEAPONS>8 OR Any K'Ehlyr + INTEGRITY>35
I.K.S. T'Pol may report here (with up to 3 personnel)

40

5

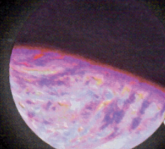
40 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

35

Navigation + Honor x2
OR Navigation + ENGINEER x2



Reported Activity

Xendi Sabu: Probe reports of mysterious Ferengi activity in this sector.

Navigation + Honor x2
OR Navigation + ENGINEER x2

35

3

6 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

25*

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



Seize Freighter

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

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

25*

3

45 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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

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INTERRUPT

STAR TREK THE NEXT GENERATION



KLINGON DEATH YELL

Warning for the dead to beware; a Klingon warrior is about to arrive. In Klingon myth, killed warriors with honor go to *Sto-Vo-Kor*. Dishonored dead go to *Gre'thor*.

Plays on any just killed Klingon with Honor. Yell to warn the dead and earn bonus points. May play only one death yell for each such Klingon.

5

2 V

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B'Somgh

STAR TREK THE NEXT GENERATION



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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES



❖ B'Somgh

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

SECURITY

To persuade K'Temec 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

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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



❖ Divok

STAR TREK
THE NEXT GENERATION

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MEDICAL

Male trained in Klingon anatomy and medicine. Studied the effects of Tribbles on the Klingon nervous system.

● Biology ● Youth

INTEGRITY 6 CUNNING 6 STRENGTH 8

14 V



❖ Dokar

STAR TREK
GENERATIONS

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Characteristic of male Klingon warriors supporting attempts by the House of Duras to regain power after their defeat in the Klingon Civil War.

● Biology ● Treachery
● Transporter Skill

INTEGRITY 5 CUNNING 5 STRENGTH 8

37 V



Duras

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

V.I.P.

Son of a traitor, Ja'rod, and a traitor himself. Member of the Klingon High Council.

● Treachery x2 ● Leadership ● Law ● Diplomacy
● Computer Skill ● Once each turn, may kill an opponent's personnel here that just completed a mission.

INTEGRITY 2 CUNNING 7 STRENGTH 9

27 V



❖ J'Ddan

STAR TREK
THE NEXT GENERATION

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SCIENCE

Klingon trained in the field of science. Smuggled Federation secrets to the Romulans in the form of amino acid codes.

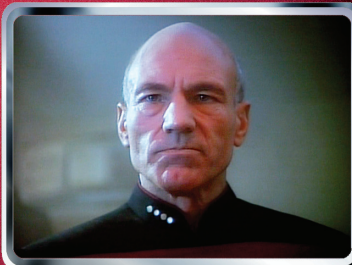
● Exobiology ● Treachery

INTEGRITY 2 CUNNING 6 STRENGTH 6

15 V



Jean-Luc Picard

STAR TREK
THE NEXT GENERATION

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V.I.P.

Appointed by K'ipmec 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



K'Temec

STAR TREK
THE NEXT GENERATION

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OFFICER

Captain of the sleeper ship *I.K.S. T'Pol*, on a crucial mission ordered by the High Command in the late 23rd century. Awoke 75 years later in a much-changed galaxy.

● Astrophysics ● Transporter Skill ● Geology
▼ Engage Cloak

INTEGRITY 6 CUNNING 7 STRENGTH 8

29 V

 **Kahless**

STAR TREK
THE NEXT GENERATION



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**

STAR TREK
THE NEXT GENERATION



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

 **Kommel**

STAR TREK
THE NEXT GENERATION



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

 **Korris**

STAR TREK
THE NEXT GENERATION



OFFICER

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

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

INTEGRITY 8 CUNNING 6 STRENGTH 8

86 V

 **Kurak**

STAR TREK
THE NEXT GENERATION



SCIENCE

Famed female Klingon scientist and warp-field specialist who evaluated the metaphasic shield.

• Astrophysics • Computer Skill • Physics
• Honor

INTEGRITY 6 CUNNING 7 STRENGTH 6

31 V

 **Larg**

STAR TREK
THE NEXT GENERATION



OFFICER

Typical Klingon captain. Enjoys drinking with friends and enemies alike. Commanded a squadron for the House of Duras during the Klingon Civil War.

• Leadership • SECURITY • Computer Skill
• Klingon Intelligence

INTEGRITY 4 CUNNING 6 STRENGTH 8

16 V

 **Losta**

STAR TREK
THE NEXT GENERATION



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**

STAR TREK
THE NEXT GENERATION



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

 **Qup'ta**

STAR TREK
THE NEXT GENERATION



SCIENCE

Representative of senior advisors living on Qo'noS. Has loyally served the Klingon High Council since his appointment by K'mpec. Collects antique bat'leths.

• ENGINEER • Archaeology • Diplomacy

INTEGRITY 7 CUNNING 7 STRENGTH 7

17 V



❖ Vekma

STAR TREK
THE NEXT GENERATION

MEDICAL

Klingon female trained in Klingon anatomy and medicine. Propositioned Commander William T. Riker on the *I.K.S. Pagh* in 2365.

● Honor

INTEGRITY 6 CUNNING 5 STRENGTH 6

32 V



❖ Vol'Jin

STAR TREK
THE NEXT GENERATION

MEDICAL

Typical Klingon physician. Personal surgeon to Kargan. Became romantically involved with Vekma while serving aboard the *I.K.S. Pagh*.

● Physics ● Navigation ● Exobiology

INTEGRITY 4 CUNNING 6 STRENGTH 8

18 V



William T. Riker

STAR TREK
THE NEXT GENERATION

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

STAR TREK
THE NEXT GENERATION

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



Koral

STAR TREK
THE NEXT GENERATION

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

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

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

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



I.K.S. Bortas

STAR TREK
THE NEXT GENERATION

VOR'CHA CLASS

Flagship commanded by Gowran during the Klingon Civil War of 2367-68. Lieutenant Worf briefly served aboard as a weapons officer.

★ ★ ★ Cloaking Device, Tractor Beam

RANGE 9 WEAPONS 9 SHIELDS 7

42 V

I.K.S. K'Vort

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K'VORT CLASS

Class of ships identical in configuration to the classic B'rel class Klingon Bird-of-Prey, although much larger.

Cloaking Device, Tractor Beam

RANGE 8 WEAPONS 6 SHIELDS 6

43 V

I.K.S. K'Vort

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

K'VORT CLASS

Class of ships identical in configuration to the classic B'rel class Klingon Bird-of-Prey, although much larger.

Cloaking Device, Tractor Beam

RANGE 8 WEAPONS 6 SHIELDS 6

43 V

Klingon Outpost

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The Klingon Homeworld is Qo'noS. The Klingon Empire establishes outposts throughout its territory.

Seed one **OR** build where you have a Klingon **ENGINEER**.

OUTPOST

SHIELDS 32

13 V

INCIDENT

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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 to your matching outpost.

ERRATA

INCIDENT

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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

OBJECTIVE

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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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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
THE NEXT GENERATION

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A GOOD DAY TO LIE



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



DILEMMA

STAR TREK
DEEP SPACE NINE

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CHULA: THE CHANDRA



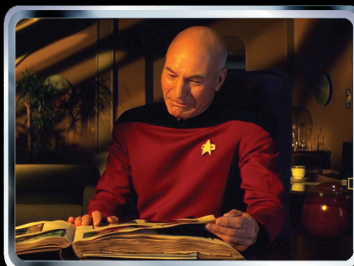
"Allamarine, count to four. Allamarine, then three more. Allamarine, if you can see. Allamarine, you'll come with me."

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
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
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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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
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

FORSAKEN



The Prophets would not respond to Kai Winn's prayers despite her zeal. Dukat, in his lust for power, twisted her rejection to the service of the Pah-Wraiths.

To get past requires 2 Honor **OR** 2 Treachery. Each Honor or Treachery personnel that helps overcome this dilemma is placed on the bottom of owner's draw deck.

5 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
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

GOMTUU SHOCK WAVE



Although some creatures have intricate greeting rituals, others will defend themselves violently at the first sign of danger.

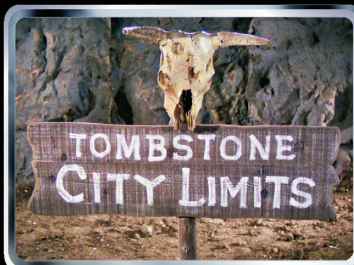
Unless 2 Diplomacy and INTEGRITY>32 **OR** Empathy and INTEGRITY>35 present, all undocked ships at this location are damaged and relocated one location toward far end of spaceline.

8 V



DILEMMA

STAR TREK



HISTORY REPEATS ITSELF

The Melkotians, a race of xenophobic telepaths, could project powerful hallucinations into the minds of trespassers in their territory, drawn from the historical images in their minds.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has Anthropology, all of them are "stopped."

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

9 V



DILEMMA

— STAR TREK —
ENTERPRISE™

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.

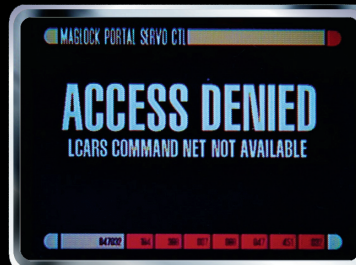
Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt.
Borg: Must have and personnel to proceed.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

12 V



DILEMMA

— STAR TREK —
FIRST CONTACT™

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.

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9 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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.

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1 V



DILEMMA

STAR TREK
DEEP SPACE NINE™

OCCUPATIONAL HAZARDS

In politics, mysterious gifts should be handled with care. A bottle of poisoned kanar may have no effect on Vorta but would have been fatal to Tekeny Ghemor.

Unless 2 Greed OR 2 Treachery OR CUNNING>45, one personnel (random selection) is killed.

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14 V



DILEMMA

— STAR TREK —
ENTERPRISE™

PRIMITIVE CULTURE

First contact requires caution, subterfuge, or force. In the Mirror Universe, Terran aggression could cause first contact situations to go disastrously wrong.

To get past, requires 3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jenn'Hadar OR 2 Tal Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 Borg.

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15 V



DILEMMA

STAR TREK
THE MOTION PICTURE

SHIELDS UP!

When unknown threats appear, priority is immediately placed on defensive systems and evasive actions.

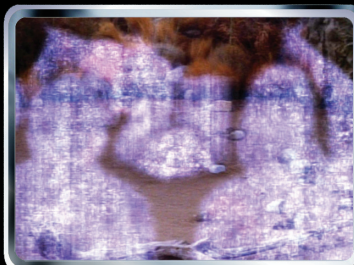
To get past, "stop" a SECURITY personnel (random selection). If that personnel has Astrophysics or Stellar Cartography or Navigation, randomly select two additional personnel to be "stopped."

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18 V



DILEMMA

STAR TREK
THE NEXT GENERATION

UNORTHODOX PRESERVATION

Facing the impending loss of the Boraalan people and culture due to atmospheric dissipation, Nikolai Rozhenko circumvented the Prime Directive to try and save them.

To get past requires 2 Anthropology OR a personnel with OFFICER and Empathy OR a staffed ship with a Holodeck here.

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19 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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.

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14 V