

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

ROMULAN 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 Romulan starter deck, you will take command of the Romulan Empire in your quest to subvert 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.

ROMULAN DECK LIST

MISSIONS (6)

- 1x Advanced Combat Training
- 1x Investigate Energy Readings
- 1x Prepare War Game Scenario
- 1x Recover Prisoner
- 1x Steal Technology
- 1x Visit Tranquil Colony

DRAW DECK (32) INCIDENT

- 1x Get It Done

INTERUPT

- 1x Explain Your Presence

PERSONNEL

- 1x Agyer
- 1x Alidar Jarok
- 1x Ambassador Spock
- 1x D'Lors
- 1x Jacen
- 1x Jean-Luc Picard
- 1x Kell
- 1x Kharic
- 1x Khev
- 1x Mareth
- 1x Mengran
- 1x Nefets
- 1x Paltheeth
- 1x Parem
- 1x Proconsul Neral
- 2x T'Jev
- 1x Tacil
- 1x Tarvang
- 1x Tomalak
- 1x Toraan
- 1x Jaglom Shrek
- 1x Korai
- 1x Sunad
- 1x Tallera
- 1x Vash
- 1x Vekor

SHIPS

- 1x Deranas
- 2x Science Vessel

SEED DECK (22)

DILEMMAS

- 1x A Bad End
- 1x Armus - Skin of Evil
- 1x Birth of "Junior"
- 1x Captain's Holiday
- 1x Chula: The Chandra
- 1x Dal'Rok
- 1x Devastating Communique
- 1x Do You Smell Something Burning?
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x Lack of Preparation
- 1x Maglock
- 1x Nagilum: Test Subjects
- 1x Picking Up the Pieces
- 1x Radioactive Garbage Scow
- 1x Remat Detonator
- 1x Undercover Agent
- 1x Virus

FACILITY

- 1x Romulan Outpost

INCIDENTS

- 1x Attention All Hands
- 1x Continuing Mission

OBJECTIVE

- 1x Assign Mission Specialists

*"If our intent
were aggression,
you would not
be here now."*

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

1. Picking Up the Pieces
2. Armus - Skin of Evil
3. Captain's Holiday

1. Remat Detonator
2. Dal'Rok
3. Undercover Agent

1. Birth of "Junior"
2. Virus
3. Radioactive Garbage Scow

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

2

Computer Skill + SECURITY + Leadership + MEDICAL

30



❖ **Advanced Combat Training**

Inhospitable planet: Participate in tactical training scenarios in harsh environment.

Computer Skill + SECURITY + Leadership + MEDICAL

30

2

21 V

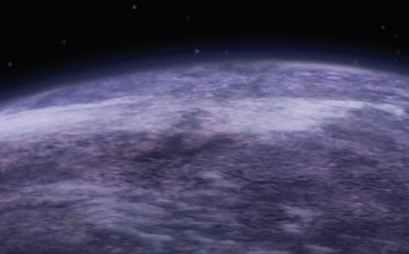
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4

SECURITY + Anthropology x2 + (CUNNING>38 OR 3)

When you solve, may download Barash here.

35



Investigate Energy Readings

Alpha Onias III: Pinpoint source of subspace probe that emanated from this inhospitable world.

SECURITY + Anthropology x2 + (CUNNING>38 OR 3)

When you solve, may download Barash here.

35

4

4 V

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4

Computer Skill + SECURITY + Leadership x2 + (CUNNING>40 OR Sirna Kolrami)

40



Prepare War Game Scenario

Braslota System: Ready crew for combat simulation designed to hone tactical skills.

Computer Skill + SECURITY + Leadership x2 + (CUNNING>40 OR Sirna Kolrami)

40

4

5 V

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3

Navigation + Youth + SECURITY

When you solve, may download Rescue Captives.

30



Recover Prisoner

Edge of Cardassian space: Retrieve escape pod of fleeing Bajoran operative.

OFFICER + SECURITY + (Treachery OR Physics OR Greed)

When you solve, may capture an opponent's personnel here.

30

3

29 V

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4

OFFICER + Greed + Transporter Skill + Treachery

When you solve, may download (or steal) an equipment here.

35



Steal Technology

Gamma Tauri IV: Steal energy converter from remote Federation outpost.

OFFICER + Greed + Transporter Skill + Treachery

When you solve, may download (or steal) an equipment here.

35

4

46 V

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3

Diplomacy + Anthropology + (Jean-Luc Picard OR Tebok OR CUNNING>35)

35



Visit Tranquil Colony

Jouret IV: Make routine stop at hospitable world near enemy space.

Diplomacy + Anthropology + (Jean-Luc Picard OR Tebok OR CUNNING>35)

35

3

49 V

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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*



EXPLAIN YOUR PRESENCE

While neither the Federation nor the Romulans may enter the Neutral Zone, chance encounters do occur. The Romulans manipulate such situations to look like the aggrieved party.

Once per game, plays on your OFFICER if opponent's crew there. "Stop" that personnel and examine opponent's crew; score points.

5

19 V

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Agyer *STAR TREK THE NEXT GENERATION*



SCIENCE

Expert in shield and cloak technology serving on the *Apnex* in 2368. Invited to Dr. Reygo's metaphasic shield test but refused permission by his government.

Navigation Stellar Cartography x2
Transporter Skill Space Boomer

INTEGRITY 5 CUNNING 9 STRENGTH 6

38 V

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Alidar Jarok

STAR TREK
THE NEXT GENERATION

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OFFICER

Conscientious admiral who defected to the Federation in 2366. Disinformed by Romulan High Command. Neither a butcher nor a hero.

SECURITY Leadership Navigation
Tactical Scan OR Life-form Scan

INTEGRITY 4 CUNNING 7 STRENGTH 6

46 V



Ambassador Spock

STAR TREK
THE NEXT GENERATION

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V.I.P.

Legendary 1/2 Vulcan, 1/2 human head of the Romulan underground. An advocate of reunification, Spock was betrayed by his friend Senator Pardek.

SCIENCE Diplomacy x2 Honor Law Mindmeld
Any personnel with INTEGRITY > 6 OR Pardek

INTEGRITY 10 CUNNING 9 STRENGTH 7

39 V



D'Lors

STAR TREK
THE NEXT GENERATION

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V.I.P.

Typical political aide. Dissident who defected to the Federation in stasis with Vice-Proconsul M'ret in 2369. Former senator in the youth diplomatic corps.

Diplomacy

INTEGRITY 5 CUNNING 7 STRENGTH 4

40 V



Jacen

STAR TREK
THE NEXT GENERATION

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CIVILIAN

Typical member of the Romulan underground. Colleague of Dr. Koramar. Impersonated a security officer to apprehend Jean-Luc Picard and Data.

SECURITY Navigation Computer Skill
Astrophysics

INTEGRITY 6 CUNNING 8 STRENGTH 7

23 V



Jean-Luc Picard

STAR TREK
THE NEXT GENERATION

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CIVILIAN

Human captain disguised as a Romulan. Worked with the Romulan underground movement. Shared his memories of Sarek through a mindmeld with Spock.

Diplomacy Anthropology Archaeology
Music Honor Vulcan Mindmeld

INTEGRITY 8 CUNNING 8 STRENGTH 6

41 V



Kell

STAR TREK
THE NEXT GENERATION

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V.I.P.

High Council emissary. Klingon who conspired with Romulans to assassinate Governor Vagh and thereby disrupt the Klingon-Federation alliance.

Treachery x2 Computer Skill ENGINEER
Exobiology E-Band Emissions

INTEGRITY 2 CUNNING 5 STRENGTH 6

42 V



Kharic

STAR TREK
THE NEXT GENERATION

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CIVILIAN

Typical member of the Romulan underground. Female colleague of Tamarith. Pleased by Spock's decision to stay on Romulus after Pardek's betrayal.

MEDICAL Exobiology Anthropology
Honor

INTEGRITY 7 CUNNING 5 STRENGTH 2

43 V



Khev

STAR TREK
THE NEXT GENERATION

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CIVILIAN

Representative of non-military personnel guarding the Carraya system prison camp for Khitomer survivors. Sometimes serves as Tokath's bodyguard.

SECURITY Biology Youth

INTEGRITY 5 CUNNING 5 STRENGTH 6

44 V



Mareth

STAR TREK
THE NEXT GENERATION

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ENGINEER

Typical Romulan engineer who became trapped in a temporal fragment in 2369. Did not realize the cause was life-form incubation in the engine core.

Computer Skill Transporter Skill Youth

INTEGRITY 4 CUNNING 7 STRENGTH 5

45 V



❖ Mengran

STAR TREK
THE NEXT GENERATION

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ENGINEER

Typical Romulan underground sympathizer. Chief engineer aboard the *Khazara*. He aided N'Vek in misaligning the cloak. Collects antique globes.

- Stellar Cartography
- Biology
- Astrophysics
- Honor

INTEGRITY 8 CUNNING 7 STRENGTH 5

24 V



❖ Nefets

STAR TREK
THE NEXT GENERATION

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OFFICER

Representative of versatile bridge officers serving aboard the *Haakona* under Taris. He later returned to Romulus and joined the Romulan underground.

- Honor
- SCIENCE
- Leadership
- Geology

INTEGRITY 7 CUNNING 6 STRENGTH 6

25 V



❖ Palteth

STAR TREK
THE NEXT GENERATION

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ENGINEER

Romulan trained in the field of engineering. A specialist in artificial quantum singularity. Served aboard the *Khazara* in 2369.

- Computer Skill

INTEGRITY 3 CUNNING 8 STRENGTH 7

26 V



Parem

STAR TREK
THE NEXT GENERATION

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SECURITY

Special security officer aboard the *Apnex*. Assigned to guard the prototype phase-inverting cloaking device. Worked as a bartender before joining the military.

- Astrophysics
- Physics
- Treachery
- Attributes all +1 when facing a dilemma.

INTEGRITY 4 CUNNING 6 STRENGTH 8

46 V



Proconsul Neral

STAR TREK
THE NEXT GENERATION

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V.I.P.

Neral deceived Ambassador Spock by pretending he supported a reunification of Romulus with Vulcan.

- Anthropology
- Treachery x2
- Youth
- Law
- Leadership
- Live Long and Prosper
- The Art of Diplomacy (extends effects to 🌐).

INTEGRITY 3 CUNNING 8 STRENGTH 7

47 V



❖ T'Jev

STAR TREK
THE NEXT GENERATION

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MEDICAL

Typical field nurse assigned to a damage control team on the *Haakona* in 2365. Was tending injured crew members when Jean-Luc Picard appeared.

- Biology
- Greed
- Anthropology

INTEGRITY 5 CUNNING 8 STRENGTH 7

48 V



❖ T'Jev

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

MEDICAL

Typical field nurse assigned to a damage control team on the *Haakona* in 2365. Was tending injured crew members when Jean-Luc Picard appeared.

- Biology
- Greed
- Anthropology

INTEGRITY 5 CUNNING 8 STRENGTH 7

48 V



❖ Tacil

STAR TREK
THE NEXT GENERATION

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OFFICER

One of many female officers serving aboard Romulan warbirds. Former engineering technician who got caught in a temporal fragment in 2369.

- ENGINEER
- Treachery
- Geology

INTEGRITY 4 CUNNING 7 STRENGTH 6

49 V



❖ Tarvang

STAR TREK
THE NEXT GENERATION

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ENGINEER

Typical Romulan pilot. Beamed aboard the *U.S.S. Enterprise* during an encounter with quantum singularity lifeforms in 2369. Enjoys chess.

- Navigation
- Physics

INTEGRITY 5 CUNNING 7 STRENGTH 6

50 V

Tomalak

STAR TREK
THE NEXT GENERATION

OFFICER

Beguiling adversary of the *U.S.S. Enterprise*. Plotted to display its broken hull on Romulus as a symbol of victory. Commanded the *Deranas*.

Diplomacy

Treachery

Leadership

Any Captain's Order card

Navigation

Law

INTEGRITY 4

CUNNING 7

STRENGTH 9

31 V

Toraan

STAR TREK
THE NEXT GENERATION

SECURITY

Tal Shiar officer assigned to the Office of the Proconsul in 2368. Often works alongside his twin brother Telak. Likes vineine with Romulan ale.

Tal Shiar

Transporter Skill

Exobiology

Romulan Disruptor

Treachery

INTEGRITY 5

CUNNING 7

STRENGTH 7

50 V

Jaglom Shrek

STAR TREK
THE NEXT GENERATION

CIVILIAN

Yridian informant. Told Worf of the secret prison camp in the Caraya system. Likes to tinker with his warp drive. Commanded a Yridian Shuttle.

Navigation

Greed

Physics

Jaglom Shrek – Information Broker

Transporter Skill

INTEGRITY 4

CUNNING 7

STRENGTH 3

26 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

Treachery

Smuggling

Stellar Cartography

Navigation

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

Law

Leadership

Physics

INTEGRITY 5

CUNNING 8

STRENGTH 6

ERRATA

Tallera

STAR TREK
THE NEXT GENERATION

SECURITY

Female Romulan mercenary. In reality a physically altered Vulcan isolationist seeking the Stone of Gol.

Does not work with other affiliation personnel.

Computer Skill

Leadership

SCIENCE

Treachery

Mindmeld

INTEGRITY 3

CUNNING 7

STRENGTH 7

36 V

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

Smuggling

Treachery

Acquisition

Anthropology

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

Deranas

STAR TREK
THE NEXT GENERATION

D'DERIDEX CLASS

Warbird commanded by Tomalak. Often assigned to the Neutral Zone. Encountered the *U.S.S. Enterprise* twice in 2366.

Cloaking Device, Tractor Beam
Attributes all +2 in Neutral Zone.

RANGE 8

WEAPONS 9

SHIELDS 7

53 V

Science Vessel

SCIENCE CLASS
Specialized science ship used for an Interphase Generator experiment in 2368.

RANGE 8 **WEAPONS 5** **SHIELDS 6**

45 V

Science Vessel

SCIENCE CLASS
Specialized science ship used for an Interphase Generator experiment in 2368.

RANGE 8 **WEAPONS 5** **SHIELDS 6**

45 V

Romulan Outpost

Romulus is one of the two homeworlds for the Romulans. The Romulan Star Empire establishes outposts throughout its territory.

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

OUTPOST

SHIELDS 32

14 V

INCIDENT

ATTENTION ALL HANDS
Seeds or plays on table. Once each turn, your personnel (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

INCIDENT

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

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
THE NEXT GENERATION



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ARMUS — SKIN OF EVIL



A malevolent being was formed when the inhabitants of Vagra II rid themselves of all the evil they had inside.

Kills one Away Team member (random selection). Discard dilemma.

1 V

DILEMMA

STAR TREK
THE NEXT GENERATION



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BIRTH OF "JUNIOR"



Large infant spaceborne life-form. Attached itself to the U.S.S. Enterprise in 2368, sucking energy from the ship.

Place on ship. End of each turn, RANGE reduced by 1; if reduced to 0, ship destroyed. Nullify with 3 ENGINEER.

2 V

DILEMMA

STAR TREK
THE NEXT GENERATION



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CAPTAIN'S HOLIDAY



Thieves, time travel, mysterious artifacts, and digging in caves made for a refreshing change from the demands of commanding a starship.

To get past requires 2 Archaeology OR 2 Geology.

3 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
DEEP SPACE NINE



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DAL'ROK



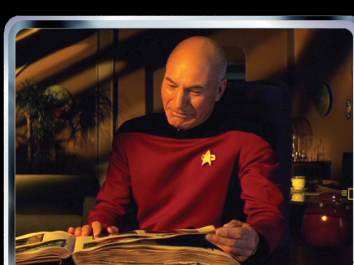
Despite his best effort, Miles O'Brien could not rally the villagers to defeat their feared enemy. Some people just aren't very good storytellers.

Place on mission. Now and start of each turn, kills personnel with lowest total attributes at this location. May be nullified by INTEGRITY+CUNNING+STRENGTH>150 at this location.

4 V

DILEMMA

STAR TREK
GENERATIONS



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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



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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 —
ENTERPRISE™

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LACK OF PREPARATION

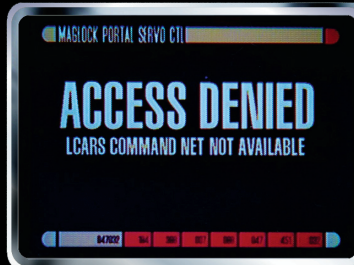
An Away Team that is unprepared to complete its mission will undoubtedly experience delays. Mission progress may be impossible until additional personnel arrive.

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.

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.

9 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
NEMESIS

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PICKING UP THE PIECES

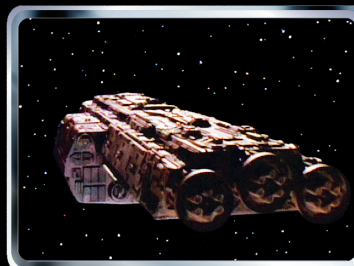
Parts of B-4's assembly were found strewn across the Kolaran system. Many planetary scans were required to locate all of the positronic signatures.

To get past requires Geology or Computer Skill. All such personnel are "stopped," but if two or more present, one must continue (random selection).

13 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

RADIOACTIVE GARBAGE SCOW

Barges containing dangerous waste can be adrift for centuries. One such barge threatened Gamelon V in 2367.

Place on spaceline here. Mission cannot be attempted where present. Ship with Tractor Beam and 2 ENGINEER can tow scow.

3 V



DILEMMA

STAR TREK
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

REMAT DETONATOR

Black market device of Romulan origin which scrambles transporter beams on rematerialization. Silaran Prin used one to kill Shakaar resistance cell informant Trentin Fala in 2373.

Unless 2 Transporter Skill present, place on table. Whenever your personnel have just beamed, opponent may discard dilemma to kill one (opponent's choice).

10 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

UNDERCOVER AGENT

Romulan security operatives such as Selok, who posed as Vulcan ambassador T'Pol for years, spy on governments throughout the quadrant. They could be anywhere.

If a ship in play, opponent may download to here Selok or a Romulan with an infiltration icon. To get past requires SECURITY, Biology, and (CUNNING>40 **OR** LAW).

11 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

VIRUS

Ancient Iconian computer programs transmitted to the *U.S.S. Yamato*, *U.S.S. Enterprise*, and *Haakona* attempted to overwrite the ships' computer systems.

Unless you have 4 Computer Skill present, place on ship. This ship, and all your other ships of the same class, are attributes all -2. Cure with 6 Computer Skill.

7 V