



ROMULAN STARTER DECK



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 Conceal Unlikely Society
- 1x Intercept Sleeper Ship
- 1x Investigate Destruction
- 1x Steal Technology
- 1x Visit Tranquil Colony

DRAW DECK (31) EVENTS

- 2x Surprise Party

INCIDENTS

- 2x Get It Done

INTERRUPT

- 1x Explain Your Presence

PERSONNEL

- 1x Dr. Syrus
- 1x Jaglom Shrek
- 1x Koral
- 1x Tallera
- 1x Vash
- 1x Vekor
- 1x Agyer
- 1x Alidar Jarok
- 1x Ambassador Spock
- 1x D'Lors
- 1x Jean-Luc Picard
- 1x Kell
- 1x Kharic
- 1x Khev
- 1x Mareth
- 1x Parem
- 1x Proconsul Neral
- 2x T'Jev
- 2x Tacil
- 1x Tomalak
- 1x Toraan

SHIPS

- 1x Deranas
- 2x Science Vessel

SEED DECK (23) DILEMMAS

- 1x Antedean Assassins
- 1x Captain's Holiday
- 1x Chula: The Chandra
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Divided Loyalties
- 1x Do You Smell Something Burning?
- 1x Flim Flam Artist
- 1x Friendly Fire
- 1x Invidium Leak
- 1x Maglock
- 1x Magnetic Field Disruptions
- 1x Ornarath Threat
- 1x Picking Up the Pieces
- 1x Pinned Down
- 1x Reluctant Informant
- 1x Shall We Begin Again?
- 1x Undercover Agent

DOORWAY

- 1x Temporal Micro-Wormhole

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. Do You Smell Something Burning? | 1. Flim-Flam Artist |
| 2. Shall We Begin Again? | 2. Picking Up the Pieces |
| 3. Captain's Holiday | 3. Dangerous Climb |
| <hr/> | |
| 1. Undercover Agent | 1. Chula: The Chandra |
| 2. Antedean Assassins | 2. Pinned Down |
| 3. Ornarath Threat | 3. Friendly Fire |
| <hr/> | |
| 1. Divided Loyalties | 1. Maglock |
| 2. Reluctant Informant | 2. Magnetic Field Disruptions |
| 3. Invidium Leak | 3. Dignitaries and Witnesses |

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.

Design Team

Dan Hamman
Corbin Johnson
Thomas Vineberg



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**

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

Computer Skill + SECURITY + Leadership + MEDICAL

30


21 V

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3

Anthropology + (Honor x2 OR any Intelligence)
*Discard up to three Youth for +5 each.

20*



Conceal Unlikely Society

Carraya IV: Suppress knowledge about colony of Romulans and formerly imprisoned Klingons.

Anthropology + (Honor x2 OR any Intelligence)
*Discard up to three Youth for +5 each.

20*

25 V

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5

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

40



Intercept Sleeper Ship

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

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

40


40 V

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3

Stellar Cartography + Diplomacy + OFFICER
OR Navigation + SECURITY + Treachery

30



Investigate Destruction

Neutral Zone Region • Science Station Delta-05: Seek cause of missing outposts.

Stellar Cartography + Diplomacy + OFFICER
OR Navigation + SECURITY + Treachery

30

41 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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

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

49 V

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EVENT

STAR TREK THE NEXT GENERATION



SURPRISE PARTY

Planning Lt. Worf's party was easy; translating "For He's a Jolly Good Fellow" into Klingon was hard. There didn't seem to be a Klingon word for "jolly."

Plays on table. Your opponent may immediately draw up to two cards. At the end of each of your turns, you may draw an extra card. (Unique.)

10 V

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EVENT

STAR TREK THE NEXT GENERATION



SURPRISE PARTY

Planning Lt. Worf's party was easy; translating "For He's a Jolly Good Fellow" into Klingon was hard. There didn't seem to be a Klingon word for "jolly."

Plays on table. Your opponent may immediately draw up to two cards. At the end of each of your turns, you may draw an extra card. (Unique.)

10 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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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



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



Dr. Syrus

STAR TREK
THE NEXT GENERATION



MEDICAL

Tilonian psychiatrist created by Suna as part of a plan to brainwash Riker. Worked in Ward 47 of the Tilonus Institute for Mental Disorders.

Law

INTEGRITY 5

CUNNING 8

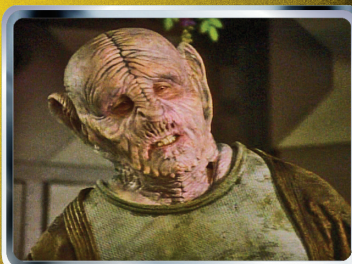
STRENGTH 4

92 V



Jaglom Shrek

STAR TREK
THE NEXT GENERATION



CIVILIAN

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

Navigation Physics Transporter Skill
Greed

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 Smuggling Navigation
Treachery Stellar Cartography

INTEGRITY 3

CUNNING 4

STRENGTH 10

93 V



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 SCIENCE Mindmeld
Leadership Treachery

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 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



Agyer

STAR TREK
THE NEXT GENERATION



SCIENCE

Expert in shield and clock 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



Alidar Jarok

STAR TREK
THE NEXT GENERATION

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

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46 V



Ambassador Spock

STAR TREK
THE NEXT GENERATION

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

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39 V



D'Lors

STAR TREK
THE NEXT GENERATION

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

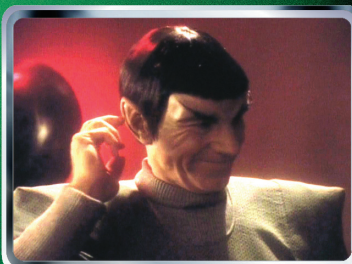
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40 V



Jean-Luc Picard

STAR TREK
THE NEXT GENERATION

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

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41 V



Kell

STAR TREK
THE NEXT GENERATION

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

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42 V



Kharic

STAR TREK
THE NEXT GENERATION

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

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43 V



Khev

STAR TREK
THE NEXT GENERATION

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES



44 V



Mareth

STAR TREK
THE NEXT GENERATION

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES



45 V



Parem

STAR TREK
THE NEXT GENERATION

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

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46 V



Proconsul Neral

STAR TREK
THE NEXT GENERATION

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

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

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

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



Tacil

STAR TREK
THE NEXT GENERATION

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



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
- Leadership
- Navigation
- Law
- Treachery
- Any Captain's Order card

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 viinerine with Romulan ale.

- Tal Shiar
- Exobiology
- Treachery
- Transporter Skill
- Romulan Disruptor

INTEGRITY 5 CUNNING 7 STRENGTH 7

50 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.

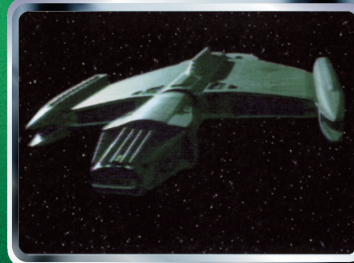
- ★ Cloaking Device, Tractor Beam
- ★ Attributes all +2 in Neutral Zone.

RANGE 8 WEAPONS 9 SHIELDS 7

53 V



Science Vessel

STAR TREK
THE NEXT GENERATION

SCIENCE CLASS

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

RANGE 8 WEAPONS 5 SHIELDS 6

45 V



❖ Science Vessel

STAR TREK
THE NEXT GENERATION

SCIENCE CLASS

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

RANGE 8

WEAPONS 5

SHIELDS 6

45 V



DILEMMA

STAR TREK
THE NEXT GENERATION

ANTEDEAN ASSASSINS

In 2365, two Antedeans planned to bomb the conference on Pacifica. Without Lwaxana Troi's help, Starfleet would not have learned their robes were lined with explosive ultritrium.

To get past, one Anthropology **OR** Empathy personnel (opponent's choice) must be "stopped." Nullify with a personnel who has either 2 Anthropology **OR** 2 Empathy.

2 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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

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

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
DEEP SPACE NINE

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
THE NEXT GENERATION

DIVIDED LOYALTIES

Torn between his allegiance to Starfleet and his Klingon heritage, Worf resigned his commission to serve his people in the Klingon Civil War.

All multi-affiliation and dual personnel are "stopped" for your next two full turns. To get past requires CUNNING>20 (or CUNNING>40 if this is a **A** mission).

4 V



DILEMMA

STAR TREK
GENERATIONS

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

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 **A** mission).

6 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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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

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INVIDIUM LEAK



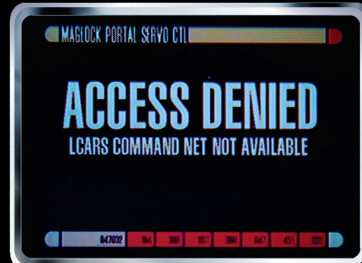
A broken container of invidium disrupted the U.S.S. Enterprise's systems in 2366 before it was rendered inert by Geordi La Forge and Reginald Barclay.

Cannot get past unless crew has 3 ENGINEER OR a personnel with CUNNING>7 and MEDICAL OR a personnel with CUNNING>7 and Physics.

6 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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MAGNETIC FIELD DISRUPTIONS



Proximity to severe stellar phenomena can disrupt shipboard systems. In 2364, intense magnetic fields from the Delos star overloaded many consoles on the U.S.S. Enterprise.

One personnel (random selection) is killed unless you "stop" a personnel with Astrophysics or Navigation. To get past requires CUNNING>24 remaining.

8 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ORNARAN THREAT



Suffering from felicitium withdrawal, T'Pol threatened William T. Riker's life in an attempt to manipulate Jean-Luc Picard. Picard refused to enable the Ornarar's addiction.

Randomly select a personnel to be "stopped." Unless you have 2 Diplomacy and MEDICAL OR 2 SECURITY and STRENGTH>25, that personnel is killed.

7 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

PINNED DOWN



Confronted with Sir Guy of Gisbourne's archers, Jean-Luc Picard, posing as Robin Hood, ordered his crew deeper into Q's recreation of Sherwood Forest.

To get past, two personnel (random selection) must be "stopped." Then, if any card in play, another personnel (random selection) is "stopped."

10 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

RELUCTANT INFORMANT



When Yranoc was unforthcoming with information about those responsible for Jean-Luc Picard's alleged death, William T. Riker used alternative methods to jog the Yridian's memory.

Lowest INTEGRITY personnel and one other (if present, opponent's choice) are "stopped" until end of your next turn. Nullify with Empathy OR a brig present.

8 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

SHALL WE BEGIN AGAIN?



In 2369, the Cardassians expended considerable resources to capture and interrogate Jean-Luc Picard. They failed to extract the Federation's defense plans for Minos Korva.

Opponent draws 3 cards, then reveals their hand. For each personnel revealed, "stops" one personnel present (random selection).

9 V



DILEMMA

STAR TREK
THE NEXT GENERATION



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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES



DOORWAY

STAR TREK
VOYAGER



TEMPORAL MICRO-WORMHOLE

Seeds or plays on table. Your Personnel and Equipment cards may report for duty. Once per game, you may download Space-Time Portal (or nullify its report with crew) OR download Dr. Telek R'Mor. Once each turn (twice per game), you may report a personnel aboard your ship regardless of affiliation, then discard doorway; for rest of game, that personnel may mix with your other affiliations.

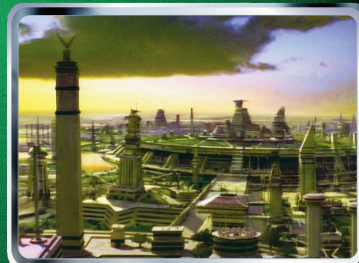
10 V

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Romulan Outpost

STAR TREK
THE NEXT GENERATION



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

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INCIDENT

STAR TREK
THE NEXT GENERATION



ATTENTION ALL HANDS

Seeds or plays on table. Once each turn, your personnel (except an android, hologram, or) may report (for free) aboard your matching outpost or matching ship with at least one staffing icon. Once per game, in place of your normal card play, you may download a ship to your matching outpost.

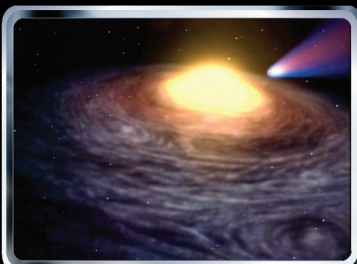
21 V

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INCIDENT

STAR TREK
THE NEXT GENERATION



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). Twice 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.

22 V

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OBJECTIVE

STAR TREK
THE NEXT GENERATION



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

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