



## DILEMMA

STAR TREK  
INSURRECTION

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3

## A LITTLE FUN EVERY DAY



While Anij taught Jean-Luc Picard to appreciate the beauty of a single moment, Arim taught Data to enjoy the value of play and to explore with childlike wonder.

Place on mission. Now and start of each attempt here, cannot get past unless three personnel with total attributes < 52 **OR** 2 CIVILIAN present.

1 V



## DILEMMA

STAR TREK  
INSURRECTION

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## HIGH GROUND



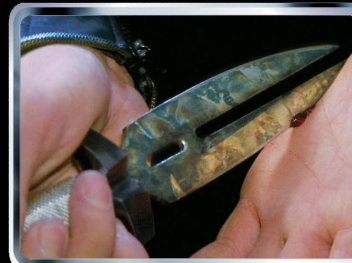
Against direct orders, Jean-Luc Picard led the Ba'ku to climb nearer to kelbonite deposits in the mountains to evade intensive scans by the Son'a and avoid planetary evacuation.

To get past requires STRENGTH > 40 if mission shows less than 30 points, STRENGTH > 50 if it shows 30 points, or STRENGTH > 60 if it shows more than 30 points.

2 V



## EQUIPMENT

STAR TREK  
NEMESIS

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## REMAN DAGGER



Traditional blade weapon developed on Remus. Shinzon used such a weapon to provide a blood sample for Beverly Crusher to examine and authenticate his story.

Each of your personnel present is STRENGTH +1. (Cumulative.) You may mortally wound your Reman present in personnel battle to mortally wound their adversary.

3 V



## EQUIPMENT

STAR TREK  
NEMESIS

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## REMAN DISRUPTOR RIFLE



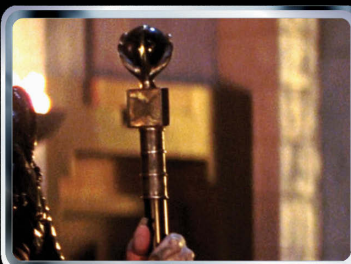
Energy rifle used by Reman assault teams. Has added blades for short range combat and a reduced anti-proton signature compared with standard Romulan disruptor rifles.

Reman use only. Each of your personnel present is STRENGTH +3. (Cumulative.) Your Remans present who have SECURITY or Leadership all add OFFICER.

4 V



## EQUIPMENT


STAR TREK  
NEMESIS

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## REMAN SCEPTER



Traditional metal mace used by the Remans as a symbol of power and authority. The Viceroy carried such a staff during Shinzon's reign. Can also be used as a hand weapon.

Once every turn, if present with your Reman leader, you may draw a card when you play a Reman or an  with "Reman" in title. (Unique.)

5 V



## EVENT

STAR TREK  
NEMESIS

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## OPPRESSION OF THE REMANS



The Reman miners worked together, doing whatever was required to survive the cruelty of the Romulan guards.

Plays on table. Your Reman personnel with SECURITY classification may meet dilemma requirements as if CIVILIAN or V.I.P. or female, then die. **OR** Plays to take a card from Deliberately Discarded into hand. Discard event.

6 V



## EVENT

STAR TREK  
NEMESIS



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6

## PERSONAL DEMONS



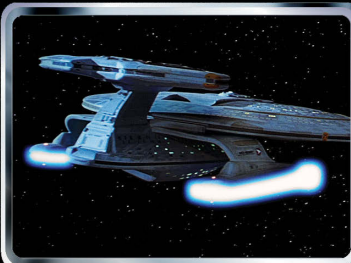
Shinzon felt his existence meaningless while Jean-Luc Picard was still alive. To make his mark, he vowed neither the Romulans nor the Federation would stop his Reman uprising.

Seeds or plays on table. While Shinzon is aboard the *Scimitar*, when a  or  non-Reman personnel is killed, score one point for each.

7 V



## EVENT

STAR TREK  
GENERATIONS

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## VERSATILE VESSEL: CREW TRANSPORT



A backbone of Starfleet during the 2360s and the 2370s, *Nebula*-class ships performed scientific research, deep space exploration, border patrol, and transportation duties.

Plays on your *Nebula*- or *Military Freighter*-class ship; download Rescue Personnel to this ship; it may target an Away Team in same quadrant at a different location.

8 V





## Senate Chamber

STAR TREK  
NEMESIS

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Guile and cunning are needed to survive in the legislative body of the Romulan Star Empire.

Seeds or plays on Romulus. Once each turn, one  V.I.P. **OR** one  OFFICER with a *Star Trek Nemesis* property logo **OR** one HQ card may play for free here. (Not duplicatable.)

9 V



## HEADQUARTERS

SHIELDS 44





## INCIDENT

STAR TREK  
NEMESIS



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### BATTLE STATIONS: ALL HANDS

During crisis situations, the whole crew needs to pull together, from the captain to the lowest ranked crewman.

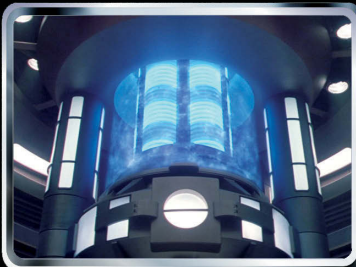
Seeds on table. Once each turn, if you have Battle Stations: Sovereign Class in play, you may play up to one unique, one ★, and one ♠ personnel for free. You may not otherwise play personnel "for free."

10 V



## INCIDENT

STAR TREK  
NEMESIS



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### BATTLE STATIONS: CORE PROTECTION

During alert situations, warp core integrity can be enhanced with forcefields to help ensure continuous flow of power.

Seeds on table. While you have Battle Stations: Sovereign Class in play, you may draw three cards in place of your normal card draw. During your turn, ignore effects from your other cards that allow or require you to draw cards.

11 V



## INCIDENT

STAR TREK  
FIRST CONTACT



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### BATTLE STATIONS: SOVEREIGN CLASS

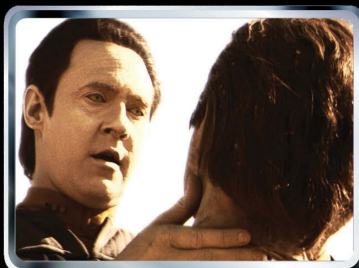
Seeds on table. You may not download dilemmas or personnel. At the start of each turn, you must activate or discard each of your face down ♠ cards. Discard this incident if you play (or have played) a personnel or ship that does not have a *Star Trek Generations*, *Star Trek First Contact*, *Star Trek Insurrection*, or *Star Trek Nemesis* property logo. **OR** Plays to download a card with "Flagship" in title.

12 V



## INCIDENT

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NEMESIS



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### DELIBERATELY DISCARDED

The Remans strategically left B-4's body parts to be found.

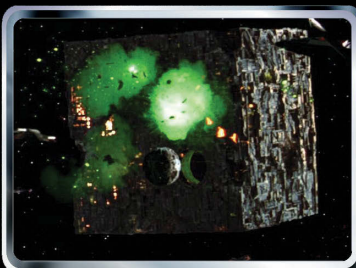
Seeds on table. When your ♠ Reman dies, if you have Remus in play, place them here. Once each turn, you may place one card here beneath your draw deck **OR** discard two cards here to draw a card **OR** once per game, place three cards here out of play to download a Reman to Remus.

13 V



## INCIDENT

STAR TREK  
FIRST CONTACT



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### ENGAGE THE BORG

Admiral Hayes mobilized the fleet in 2373, summoning all ships to defend Sector 001 against a Borg incursion.

Seeds on table. Your non-♠ personnel with a *Star Trek Generations*, *Star Trek Insurrection*, or *Star Trek Nemesis* property logo gain ♠. Score 5 points each time you destroy Borg Ship dilemma or a ♠ ship in battle.

14 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE



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### FORMIDABLE WARRIORS

Reman troops were used as front line soldiers during the Dominion War, proving their mettle in the fiercest encounters.

Plays on table. Nullified if you have a time location, treaty, or ♠ card in play. While your Reshape the Quadrant in play, your Remans gain ♠ and, once each turn, you may play a ♠ Reman or an ♠ with "Reman" in title for free.

15 V



## INCIDENT

STAR TREK  
NEMESIS



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### IN DARKNESS THERE IS STRENGTH

One side of Remus always faces its sun. Due to the temperature extremes, the Remans live on the dark side of their planet.

Seeds or plays on table. The first time you play a Reman from hand each turn, if played to Remus or your ♠ outpost, you may play a ♠ Reman there for free.

16 V



## INCIDENT

STAR TREK  
GENERATIONS



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### MAKE A DIFFERENCE AGAIN

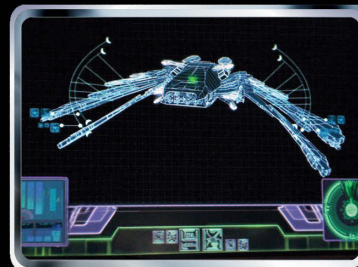
Plays on table; you may download Workhorses of the Fleet. Once each turn, when you play James T. Kirk or a ♠ personnel, you may draw a card. You may ignore ♠ when playing ♠ cards, and once each turn, one such personnel may play for free. You may not draw cards after you begin executing orders (except your normal card draw, which may not exceed one card).

17 V



## INCIDENT

STAR TREK  
NEMESIS



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### THE NEW REMAN FLAGSHIP

Seeds on table. Your Remans, *Scimitar*, any Shinzon, and ♠ may play to Remus. Once each turn, if you do not have a headquarters or time location in play, one such personnel may do so for free. Once each turn, you may kill your Reman to download an ♠ with "Reman" in title **OR** kill two of your Remans to download *Scimitar*. Discard if you play a personnel that is not ♠ or ♠.

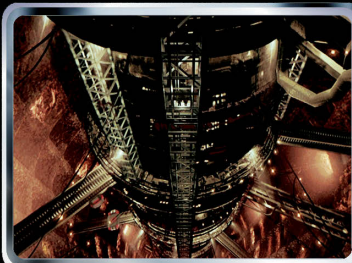
18 V





## INCIDENT

STAR TREK  
NEMESIS



### THE REMAN MINES

Remus, the third planet of the Romulus system, is rich in dilithium and a base for Romulan heavy weapons production.

Seeds or plays on Remus. For each of your ships placed in your point area by Process Ore: Mining here, your ships are WEAPONS +1 (limit +3). Once solved, your ships are RANGE +2.

19 V



## INCIDENT

STAR TREK  
GENERATIONS



### WORKHORSES OF THE FLEET

Seeds or plays on table. Once each turn, you may play a *Excelsior*, *Miranda*, *Oberth*, or *K't'inga*-class ship for free (once per game per class). While all of your ships in play are only those or *Ambassador*- or *Constellation*-classes, your ships are attributes all +X where X = 1 + the total number of missions any player has completed or placed a objective on.

20 V



## INTERRUPT

STAR TREK  
INDEFINITION



### A FEW LOOSE ENDS

Matthew Dougherty wanted to keep his plans with the Son'a to relocate the Ba'ku a secret. "You've done a terrific job. Now pack your bags and get the hell out of here."

Plays just after opponent solves (or completes a objective targeting) a mission. If their score is higher than yours, all their personnel are stopped. **OR** Nullifies No Loose Ends.

21 V



## INTERRUPT

STAR TREK  
NEMESIS



### CHANGE OF HEART

Donatra appealed to Suran for support when she realized that Shinzon's goals did not match theirs, and that his sins would mark them for generations to come.

Plays on your unstopped personnel with Honor and OFFICER to cause a random selection present to be cancelled and re-selected. **OR** Nullifies Rules of Obedience.

22 V



## INTERRUPT

STAR TREK  
NEMESIS



### ESCAPE

Pursued by the natives of Kolarus III, Jean-Luc Picard decided that the best course of action was to drive straight off a cliff, into the safety of an awaiting shuttlecraft.

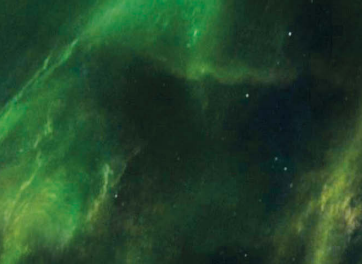
When any number of your personnel are selected to be killed by a dilemma, randomly discard an equal number of cards from hand; those personnel are stopped instead.

23 V



## INTERRUPT

STAR TREK  
NEMESIS



### Confront Duplicate

**Bassen Rift:** Challenge adversary in nebula that disrupts long-range communications.

OFFICER x4 + (any Shinzon **OR** any Jean-Luc Picard)   
 \*+5 if Empathy present.

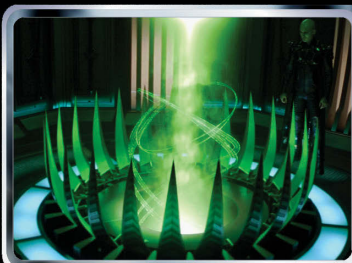


24 V



## OBJECTIVE

STAR TREK  
NEMESIS



### ACTIVATE THALARON WEAPON

Plays on a homeworld. Target your *Scimitar* in Romulus System Region. If your staffed *Scimitar* is here, you may probe: : Emitters extended. Ignore when probing.

: If emitters extended, generator primed.

: If generator primed, weapon deployed: All personnel at this mission (or at all missions in this region) not aboard *Scimitar* are killed. Discard objective.

25 V



## OBJECTIVE

STAR TREK  
FIRST CONTACT



### INVESTIGATE WARP SIGNATURE

Seeds on Earth; you must download Launch the Phoenix. Your personnel may attempt Earth using these requirements:

**Astrophysics + Anthropology + (Vulcan Lander **OR** CUNNING>30)**

When solved, mission worth 30 points (instead of printed value) or 40 points if *Phoenix* in orbit at this mission or Montana Missile Complex.

26 V



## OBJECTIVE

STAR TREK  
GENERATIONS



### RECOVER STOLEN MATERIAL

Seeds at the same mission as Space Lab Regula I, Amargosa Observatory, or a Science Lab. You may immediately seed an here. Your non- crew or Away Team may attempt with these requirements:

**SECURITY x3 + STRENGTH > point value of mission**   
 When solved, if you did not earn an here, you may download up to three here. (Unique.)

27 V



**Seventeen of Seventeen** STAR TREK FIRST CONTACT



IDENTIFICATION: PURSUIT DRONE  
Task: Intercept former shipmates of Hawk.  
Biological Distinctiveness: Human.

- Navigation x2
- SECURITY
- Environmental Suit
- May report to any U.S.S. Enterprise-E.
- If on your U.S.S. Enterprise-E, it attributes all +3.

INTEGRITY 5 CUNNING 7 STRENGTH 5

28 V

**Beverly Crusher** STAR TREK NEMESIS



**MEDICAL**

Chief Medical Officer of the U.S.S. Enterprise-E. She helped activate B-4. Confirmed Shinzon was a clone, and that he was dying. Mother of Wesley Crusher.

- MEDICAL
- Biology
- Cybernetics
- May expose opponent's infiltrator present.

INTEGRITY 8 CUNNING 8 STRENGTH 4

29 V

**Data** STAR TREK NEMESIS



**OFFICER**

Soong-type android and brother of B-4. He sang at the wedding of William T. Riker and Deanna Troi. Would willingly lay down his life for his shipmates.

- Computer Skill x2
- Exobiology
- SECURITY
- Music
- Security Sacrifice

INTEGRITY 7 CUNNING 12 STRENGTH 12

30 V

**Jean-Luc Picard** STAR TREK NEMESIS



**OFFICER**

Argo pilot itching to try some unsafe velocities. Human captain of the U.S.S. Enterprise-E. Later discovered he had been cloned by the Romulans.

- Leadership
- Navigation
- Geology
- Diplomacy
- Escape

INTEGRITY 8 CUNNING 8 STRENGTH 6

31 V

**Martin Madden** STAR TREK NEMESIS



**OFFICER**

Human commander who took over as first officer of the U.S.S. Enterprise-E. He followed some bad advice from William T. Riker. Descendant of Jeremiah Hayes.

- Diplomacy
- SECURITY
- Archaeology
- Law
- Biology

INTEGRITY 7 CUNNING 5 STRENGTH 6

32 V

**Wesley Crusher** STAR TREK NEMESIS



**ENGINEER**

Son of Beverly Crusher. Returned to Starfleet briefly while not exploring with The Traveler. Recently assigned to U.S.S. Titan as assistant chief engineer.

- Astrophysics
- Computer Skill x2
- Anthropology
- Navigation
- Ship he is on ignores RANGE reductions.

INTEGRITY 7 CUNNING 9 STRENGTH 6

33 V

**Geordi La Forge** STAR TREK GENERATIONS



**ENGINEER**

Human engineer. His VISOR made him an unwitting pawn for the Sisters of Duras. Was frustratingly slow to observe his ship's shield frequencies.

- ENGINEER
- Physics
- Cybernetics
- Prefix Code Transmission

INTEGRITY 7 CUNNING 6 STRENGTH 4

34 V

**B-4** STAR TREK NEMESIS



**CIVILIAN**

Prototype Soong-type android. Elder brother to Data and Lore, with a less sophisticated positronic brain.

- Youth
- Computer Skill
- Treachery
- X=3 or 7.
- Once per game, may gain a regular skill if not playing.
- May report aboard your Scimitar (if no Tal Shiar aboard).

INTEGRITY X CUNNING X STRENGTH 8

35 V

**Guinan** STAR TREK NEMESIS



**CIVILIAN**

Former U.S.S. Enterprise E-Aurion bartender. She's been married twenty-three times. Plans to re-open her bar at 10 Forward Avenue in Los Angeles.

- The first time an opponent draws a card every turn (except at end of turn), you may draw a card.
- Anthropology

INTEGRITY 8 CUNNING 8 STRENGTH 4

36 V





Donatra

STAR TREK  
NEMESIS

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## OFFICER

Honorable commander and military advisor. Patriot who enlisted as a trooper. Opposed Shinzon when she saw his genocidal plans. Commands the *Valdore*.

ENGINEER Leadership Physics Honor  
SECURITY Change of Heart

INTEGRITY 7 CUNNING 7 STRENGTH 6

37 V



Hiren

STAR TREK  
NEMESIS

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## V.I.P.

Former Romulan admiral who replaced Neral as praetor. Rejected Shinzon's proposed alliance as he has no love for his Ruman neighbors.

Leadership Diplomacy Stellar Cartography  
Law Treachery

INTEGRITY 5 CUNNING 6 STRENGTH 4

38 V



Mullen

STAR TREK  
NEMESIS

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## OFFICER

Romulan tactical officer and aide to Donatra. Served aboard the *Valdore* during the Battle of Bassen Rift in 2379. He is well-versed in Romulan military history.

Archaeology Navigation Computer Skill  
SECURITY

INTEGRITY 6 CUNNING 6 STRENGTH 7

39 V



Noram

STAR TREK  
NEMESIS

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## OFFICER

One of many commanders who supports greater integration of Ruman troops in the Romulan military. Dissident who conspired with Talvin and Tal'Aura.

Leadership Exobiology

INTEGRITY 5 CUNNING 7 STRENGTH 6

40 V



Suran

STAR TREK  
NEMESIS

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## OFFICER

Ambitious commander of the *Soterus*. Dissident who opposed Hiren's government. He conspired with Shinzon, seeking to strengthen the Romulan military.

Leadership Navigation SECURITY Treachery  
While at a nebula, your ships here are WEAPONS +3.

INTEGRITY 5 CUNNING 6 STRENGTH 7

41 V



Talvin

STAR TREK  
NEMESIS

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## OFFICER

Typical commander. He conspired with Tal'Aura and Noram to wipe out senate opposition to Shinzon. Dissident who sympathises with the Ruman cause.

Anthropology Geology Stellar Cartography

INTEGRITY 5 CUNNING 6 STRENGTH 7

42 V



Thalpet

STAR TREK  
NEMESIS

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## SCIENCE

Senior Ruman scientist who worked on miniaturizing the thalaron radiation generator used by Tal'Aura. Served aboard the *Scimitar*. Elder brother of Chogrith.

Stellar Cartography Computer Skill  
If played from hand, may take a discarded card to hand.

INTEGRITY 5 CUNNING 7 STRENGTH 6

43 V



Upexi

STAR TREK  
NEMESIS

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## SECURITY

Skilled Ruman marksman who led many successful campaigns as a trooper. Though proven adept, he has yet to accept a command of his own.

OFFICER Exobiology Computer Skill  
If played from hand, may play an here for free.

INTEGRITY 5 CUNNING 7 STRENGTH 7

44 V



Vkrak

STAR TREK  
NEMESIS

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## ENGINEER

Ruman mentor to Young Shinzon in the hellish mines, eventually becoming his viceroy. Looked up to by his fellow Ruman, but lacks their beastliness.

Biology Geology Empathy Diplomacy  
If played from hand, may play a leader here for free.

INTEGRITY 6 CUNNING 6 STRENGTH 7

45 V





Young Shinzon

STAR TREK  
NEMESIS



#### CIVILIAN

Human clone of Jean-Luc Picard. While still a minor, the original infiltration plan for him was abandoned. He was instead sent to work as a miner on Remus.

• Youth • Geology • Leadership • If played from hand, may play an or personnel here for free.

INTEGRITY 6 CUNNING 6 STRENGTH 2

46 V



Sevek

STAR TREK  
FIRST CONTACT



#### MEDICAL

Vulcan expert in planetary development. He served with Solkar in 2063 and was one of the first Vulcans to openly visit Earth. Does not enjoy human music.

• Biology • Geology • Once per location, draws two cards when ship he is aboard lands.

INTEGRITY 7 CUNNING 6 STRENGTH 7

47 V



Solkar

STAR TREK  
FIRST CONTACT



#### OFFICER

Vulcan explorer who made first contact with humans in 2063. Commands a Vulcan Lander. He found Zefram Cochrane's musical tastes to be fascinating.

• Honor • Anthropology • Exobiology  
• Leadership • Diplomacy

INTEGRITY 9 CUNNING 8 STRENGTH 8

48 V



T'Shonra

STAR TREK  
FIRST CONTACT



#### SCIENCE

Vulcan sensor specialist who visited Earth in 2063. She politely declined Zefram Cochrane's offer of an alcoholic beverage, even if it was "the good stuff."

• Astrophysics • Stellar Cartography • Music  
• Doubles regular skills granted by ships she is aboard.

INTEGRITY 7 CUNNING 8 STRENGTH 4

49 V



U.S.S. Farragut

STAR TREK  
GENERATIONS



#### NEBULA CLASS

NCC-60597. Sent to salvage the U.S.S. Enterprise saucer section on Veridian III. Aided the colonists on Ajilon Prime after a Klingon attack in 2373.

Holodeck, Tractor Beam  
▼ Versatile Vessel

RANGE 8 WEAPONS 7 SHIELDS 7

50 V



Norexan

STAR TREK  
NEMESIS



#### NOREXAN CLASS

Prototype warbird designed to supersede the aging D'deridex-class and replace the extensive losses the Romulan fleet suffered during the Dominion War.

Cloaking Device, Tractor Beam

RANGE 9 WEAPONS 9 SHIELDS 9

51 V



Scorpion One

STAR TREK  
NEMESIS



#### SCORPION CLASS

Reman shuttlecraft and attack flier often deployed during the Dominion War. Stolen by Jean-Luc Picard and Data to escape captivity aboard the Scimitar.

Reman OR Android  
May report to Remus or aboard your Scimitar. ▼ Engage Shuttle Operations

RANGE 6 WEAPONS 7 SHIELDS 5

52 V



Valdore

STAR TREK  
NEMESIS



#### NOREXAN CLASS

Romulan warbird which turned against the Scimitar and aligned with the U.S.S. Enterprise-E at the Battle of Bassen Rift. Named after a 22nd-century admiral.

Cloaking Device, Tractor Beam  
May initiate battle against .

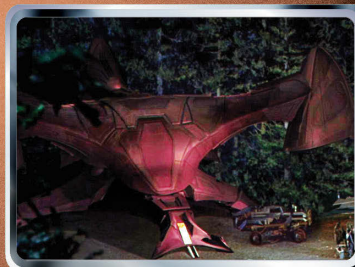
RANGE 9 WEAPONS 9 SHIELDS 10

53 V



Vulcan Lander

STAR TREK  
FIRST CONTACT



#### SURVEY VESSEL

Vulcan vessel in use during the 21st century. Solkar commanded during first contact with Earth.

Has no transporters. May report landed.

May take off or land (uses 1 RANGE).  
Anthropology

RANGE 7 WEAPONS 1 SHIELDS 7

54 V



