



## DILEMMA

— STAR TREK —  
ENTERPRISE



### CARGO PIRATES

Slower Earth cargo ships such as the *E.C.S. Horizon* and the *E.C.S. Fortunate* often fall victim to faster pirates.

One personnel (random selection) is "stopped." Then, if you have a **A** personnel in play **OR** if your opponent has three thieves in play, one personnel (opponent's choice) is "stopped."

1 V



## DILEMMA

— STAR TREK —  
VOYAGER



2

### DIAL-UP

In 1996, the warp signature of a stranded *U.S.S. Voyager* was detected by SETI engineer Rain Robinson. The ship's crew monitored her call to alert Henry Starling.

All personnel with **V** in Away Team are "stopped." Place this dilemma on this mission; you may not download cards. Nullify with 3 Computer Skill and Anthropology.

2 V



## DILEMMA

— STAR TREK —  
ENTERPRISE



### DIFFERENCE OF OPINION

Andorians despised Tellarites. Vulcans distrusted Andorians. Tellarites disliked everyone. Until they found a common ally in humankind, conflict in the region was inevitable.

All **E** personnel in crew or Away Team are "stopped" until end of your next turn. Discard dilemma.

3 V



## DILEMMA

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ENTERPRISE



### MIMETIC SIMBIOT

In 2153, Phlox created Sim from a Lyssorian desert larva. Archer and his crew chose to end Sim's life to save Trip's.

To get past requires 3 MEDICAL **OR** INTEGRITY > 30. Then, choose two personnel (random selection). One of those personnel dies (your choice).

4 V



## DILEMMA

— STAR TREK —  
DEEP SPACE NINE



### RUMPLESTILTSKIN

Gamma Quadrant alien in the form of a fairy tale character taken from the mind of Molly O'Brien. Distracted the crew of Deep Space 9 as an attempt to study its inhabitants.

X personnel are "stopped" (random selection), where X = the number of personnel in Away Team with five or more **R** icons. Discard dilemma.

5 V



## DILEMMA

— STAR TREK —  
THE NEXT GENERATION



3

### TOPOLOGICAL ANOMALY 4747

Invasive program created in 2368 by Data and Geordi La Forge to cause the total system failure of the Borg Collective.

Borg and **E** personnel, androids, and one ENGINEER here (random selection) are placed in stasis. Cure on your next turn with new SCIENCE arriving or when countdown expires.

6 V



## EQUIPMENT

— STAR TREK —  
ENTERPRISE



### GRAPPLER

Sturdy metallic shaft tipped with magnetic claws. Used for towing by Starfleet's 22nd-century starships.

Plays aboard your *NX*-class ship. Adds Tractor Beam. When crew completes a space mission that requires an attribute, discard to score points.

5

7 V



## EQUIPMENT

— STAR TREK —  
ENTERPRISE



### VULCAN TRICORDER

Representative of scanning devices used by 22nd-century space-faring civilizations. Used aboard *Enterprise* as a complement to standard-issue devices.

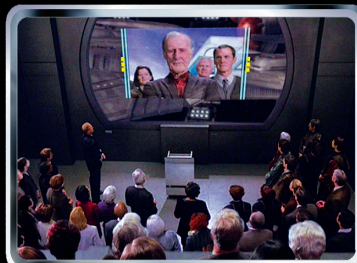
Your **E** personnel who have ENGINEER-classification or SCIENCE-classification all add Biology **OR** Geology **OR** SCIENCE. (May re-select once each turn.)

8 V



## EVENT

— STAR TREK —  
ENTERPRISE



### FINALLY READY TO SWIM

"Today we're about to cross a new threshold. For nearly a century, we've waded ankle-deep in the ocean of space."

Seeds on table. Once every turn, when you play a **E** card, you may draw a card. When you play a non-**E** personnel or ship, you must discard a card from hand.

9 V



## EVENT

— STAR TREK —  
ENTERPRISE



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### SECONDARY MARKET

Though they say that one man's trash is another man's treasure, nothing is worth more on the black market than a fast ship.

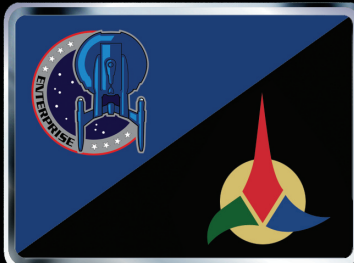
Plays to return a ship that you have commandeered to its owner's hand. Score points and draw up to five cards.

10

10 V

## EVENT

— STAR TREK —  
ENTERPRISE



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### TREATY: STARFLEET/KLINGON

In the 22nd-century, brief periods of peaceful cooperation existed between Starfleet and the Klingon Empire, such as the effort to stop the Qu'vat Colony virus.

Plays on table (for free if you have Antaak or Phlox in play). Your cards and your cards recognize this treaty. They can now mix and cooperate.

11 V

## EVENT

— STAR TREK —  
ENTERPRISE



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### WE'RE READY

Ensign Sato felt she had much in common with Sluggo: out of place, far from home, and unsure if she could survive. But, she soon realized, "It's not that hard to adapt."

Plays on table if you have three personnel in play. At the end of each of your turns, if you do not have a card in play, you may draw an additional card.

12 V

## INCIDENT

— STAR TREK —  
ENTERPRISE



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### OUT OF TIME

Plays for free at any time to take up to three temporal agents in your discard pile into hand **OR** to allow your temporal agent, any number of your personnel present, and/or your ship he or she is aboard to time travel between a time location and the corresponding spaceline location. Discard incident **OR** "stop" your temporal agent to place this on top of your draw deck.

13 V

## INTERRUPT

— STAR TREK —  
ENTERPRISE



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### ABSOLUTE POWER

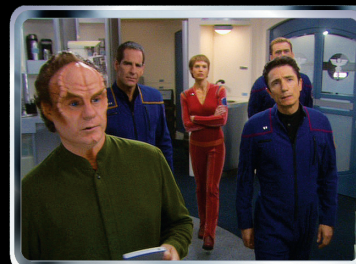
Genetically-enhanced ability often breeds enhanced ambition. Love, trust, and friendship are sacrificed in the name of power.

Once per game, kill your personnel to "unstop" all your augments of the same affiliation as that personnel. **OR** Once each turn, kill your augment to draw three cards.

14 V

## INTERRUPT

— STAR TREK —  
ENTERPRISE



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### DIVERSE EXPERIENCES

The crew of *Enterprise* paved the way for interstellar cooperation because of their willingness to embrace alien cultures and knowledge.

Once each turn, when you complete a mission, draw a card for each personnel in crew or Away Team (maximum 5).

15 V

4

30

Physics + Computer Skill + ENGINEER + CUNNING > 30  
Solving player may download and use Spacedock here.

30

### Automated Repair Station

**Tellarite cargo lane:** Repair severe damage at automated facility.

Physics + Computer Skill + ENGINEER + CUNNING > 30  
Solving player may download and use Spacedock here.

4

16 V

2

35

Biology + Exobiology + MEDICAL x2 + CUNNING > 34

35

### Control Plague

**Qu'Vat:** Prevent the spread of a lethal disfiguring virus — at any cost.

Biology + Exobiology + MEDICAL x2 + CUNNING > 34

2

17 V

4

35

Leadership + SECURITY x2 + STRENGTH > 40  
Orions may report here (for free, once each turn).

35

### Free Orion Slaves

**Verex III:** Rescue or purchase captive crew members kidnapped in pirate raids.

Leadership + SECURITY x2 + STRENGTH > 40  
Orions may report here (for free, once each turn).

4

18 V



4

Navigation + Anthropology + Stellar Cartography + INTEGRITY > 28

35

**Observe Stellar Rebirth**

**Near a stellar nursery:** Observe cycle of rebirth with devout pilgrims.

Navigation + Anthropology + Stellar Cartography + INTEGRITY > 28

35

4

19 V

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3

Anthropology + Honor + SECURITY + INTEGRITY > 29

35

**Prevent Rebellion**

**Coridan:** Intercede on restless local planet to stabilize local space.

Anthropology + Honor + SECURITY + INTEGRITY > 29

35

3

20 V

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**OBJECTIVE** — STAR TREK — ENTERPRISE

**FILE ANNUAL REPORT**

Seeds or plays on your Earth. If you have completed a different mission, your personnel may attempt Earth with the following requirements:

**OFFICER + any staffed ship in orbit + INTEGRITY > 30**

When you solve, mission is worth 30 points (instead of printed value), and you may download one personnel.

21 V

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**OBJECTIVE** — STAR TREK — ENTERPRISE

**REMOTE INTERFERENCE**

Seeds or plays on table. Twice each turn, when you move your Drone-class ship to a location where an opponent has a ship, you may draw a card. At start of each of your turns, you may return an empty Drone-class ship to hand OR discard a card to download a Drone-class ship to hand. (Unique.)

22 V

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**OBJECTIVE** — STAR TREK — ENTERPRISE

**STRAIGHT AND STEADY**

Seeds or plays on table. When your card is attacked, you may discard objective to make each card involved attributes all +5 until the end of that battle. At the end of your opponent's turn, you may discard objective to move your ship one spaceline location toward your homeworld or facility. (Unique. Captain's Order.)

23 V

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**Akorem Laan** — STAR TREK — CUSTOMIZABLE CARD GAME

**CIVILIAN**

Bajoran poet from the 22nd-century. Believed he was the Emissary of the Prophets sent to restore his people's d'jaras.

Anthropology Law Navigation D'jaras Physics

INTEGRITY 8 CUNNING 6 STRENGTH 6

24 V

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**Ensign Jameson** — STAR TREK — VOYAGER

**ENGINEER**

Recruited as a temporal agent by the crew of the U.S.S. Relativity. Former Borg Seven of Nine saved Voyager from being erased from the timeline.

SCIENCE Exobiology Physics x2 Computer Skill Astrophysics Out of Time

INTEGRITY 7 CUNNING 7 STRENGTH 7

25 V

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**Antaak** — STAR TREK — ENTERPRISE

**MEDICAL**

Physician responsible, albeit accidentally, for creating the disfiguring Klingon augment virus. Found a future in cranial reconstruction. Had a knack for diplomacy.

MEDICAL SCIENCE Honor Exobiology Any Targ mH nlv

INTEGRITY 8 CUNNING 7 STRENGTH 6

26 V

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**General K'Vagh** — STAR TREK — ENTERPRISE

**OFFICER**

Military director of the Klingon augment project. Judged Phlox to be weak-willed.

Leadership SECURITY Treachery Once each turn, may draw a card when you report an augment here.

INTEGRITY 3 CUNNING 7 STRENGTH 9

27 V

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❖ **Laneth**

— STAR TREK —  
ENTERPRISE™



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**SCIENCE**

Representative of female Klingon augments. Relished the results of increased strength, speed, and stamina, but despised the new feelings of fear.

• Astrophysics • Transporter Skill • Biology

INTEGRITY 4 CUNNING 7 STRENGTH 9

28 V



**Marab**

— STAR TREK —  
ENTERPRISE™



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**SECURITY**

Klingon augment. Son of General K'Vagh. As a test of his augmented abilities, led the team that boarded *Enterprise* — but was left behind.

• Treachery • Leadership • Youth  
• Stellar Cartography

INTEGRITY 4 CUNNING 7 STRENGTH 10

29 V



❖ **Volok**

— STAR TREK —  
ENTERPRISE™



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**ENGINEER**

One of many Klingon augments experimented on by Antaak at the Qu'Vat colony. Even though they lost their cranial ridges, they remained Klingon.

• Computer Skill • Physics

INTEGRITY 4 CUNNING 7 STRENGTH 9

30 V



**D'Nesh**

— STAR TREK —  
ENTERPRISE™



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**ENGINEER**

Manipulative gift given to Jonathan Archer by Harrad-Sar. Beautiful Orion slave girl and thief. Seduced Kelby in a plot to capture *Enterprise*.

• Diplomacy • Treachery • Computer Skill  
• Anthropology • Orion Syndicate

INTEGRITY 3 CUNNING 7 STRENGTH 4

31 V



**Harrad-Sar**

— STAR TREK —  
ENTERPRISE™



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**OFFICER**

Slave of the situation created by D'Nesh, Maras, and Navaar. Orion captain of the *Devna-Lev*. A thief at heart, but a gracious host.

• Navigation • Smuggling • Orion Syndicate  
▼ Any slave girl

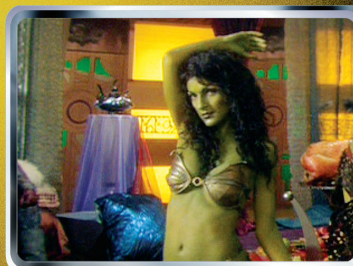
INTEGRITY 4 CUNNING 6 STRENGTH 7

32 V



❖ **Maras**

— STAR TREK —  
ENTERPRISE™



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**CIVILIAN**

Representative Orion slave girl. Secretly manipulates the Orion Syndicate, as many in her line of work do. Valued for her skills as a thief.

• ENGINEER • Orion Syndicate

INTEGRITY 3 CUNNING 6 STRENGTH 4

33 V



**Navaar**

— STAR TREK —  
ENTERPRISE™



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**CIVILIAN**

Experienced gift given to Jonathan Archer by Harrad-Sar. Alluring Orion slave girl and a master thief. Nearly succeeded in capturing *Enterprise*.

• Leadership x2 • Treachery • Diplomacy  
• Orion Syndicate ▼ Commandeer Ship

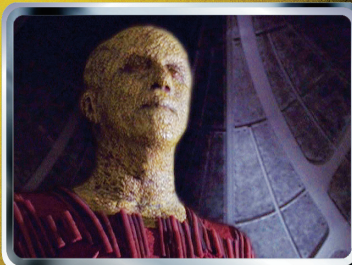
INTEGRITY 3 CUNNING 7 STRENGTH 4

34 V



**Silik**

— STAR TREK —  
ENTERPRISE™



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**V.I.P.**

Genetically-enhanced Suliban shape-shifter who led the Cabal in the 22nd-century. Temporal agent for a mysterious manipulator from the future.

• Treachery x2 • ENGINEER • Physics  
• Leadership • May report to any time location.

INTEGRITY 4 CUNNING 8 STRENGTH 8

35 V



**Admiral Valdore**

— STAR TREK —  
ENTERPRISE™



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**OFFICER**

Brilliant military strategist behind most of the campaigns of the Earth-Romulan War. A former senator expelled for challenging Imperial doctrine.

• Leadership • Computer Skill • Treachery  
▼ Gareb ▼ Remote Interference

INTEGRITY 4 CUNNING 7 STRENGTH 9

36 V



— STAR TREK —  
ENTERPRISE

**Gareb**



**CIVILIAN**

Blind Aenar male captured by Romulan agents. Told he was the last surviving Aenar. Manipulated into telepathically piloting the drone ships.


Empathy x2 • Geology

INTEGRITY 6 CUNNING 5 STRENGTH 3

37 V

— STAR TREK —  
ENTERPRISE

**Nijil**



**SCIENCE**

Designer of the Raptor prototype. Created the long-distance telepresence control system. Secretly informed Vrax about the project.

ENGINEER • Computer Skill • Navigation  
Your Drone-class ships are RANGE +2.

INTEGRITY 5 CUNNING 7 STRENGTH 7

38 V

— STAR TREK —  
ENTERPRISE

**Dallas**



**SCIENCE**

Representative of one of the many young female officers stationed on *Enterprise*. Their experiences aboard would be invaluable in their careers.

Physics

INTEGRITY 6 CUNNING 6 STRENGTH 5

39 V

— STAR TREK —  
ENTERPRISE

**Daniel Leonard**



**V.I.P.**

Cautious admiral responsible for overseeing portions of the NX project and removing "dead wood" from Starfleet's ranks.

Leadership • Navigation x2  
Any ship

INTEGRITY 6 CUNNING 6 STRENGTH 6

40 V

— STAR TREK —  
ENTERPRISE

**Daniels**



**SECURITY**

Resourceful temporal agent from the 31st-century. Frequently "assisted" the *Enterprise* crew in preventing alterations to the timeline. More or less human.

ENGINEER • Archaeology • Physics  
Anthropology • Out of Time

INTEGRITY 6 CUNNING 8 STRENGTH 6

41 V

— STAR TREK —  
ENTERPRISE

**Erika Hernandez**



**OFFICER**

Comparable captain of *Columbia*, the second Warp 5 ship. Romantically involved with Jonathan Archer.

Anthropology • Diplomacy • Leadership  
SECURITY • Any Captain's Order card

INTEGRITY 7 CUNNING 7 STRENGTH 6

42 V

— STAR TREK —  
ENTERPRISE

**Garrid**



**MEDICAL**

Representative Starfleet officer serving aboard the NX-class ships in the 2150s. The crew routinely faced illness and injury in the line of duty.

Biology • SCIENCE

INTEGRITY 6 CUNNING 6 STRENGTH 6

43 V

— STAR TREK —  
ENTERPRISE

**Hoshi Sato**



**SCIENCE**

Uneasy educator recruited to be Captain Archer's communications officer. Fluent in countless languages. Capable relief cook.

Music • Anthropology • Geology  
Computer Skill • Exobiology • We're Ready

INTEGRITY 8 CUNNING 7 STRENGTH 5

44 V

— STAR TREK —  
ENTERPRISE

**Jeffrey Pierce**



**SECURITY**

On the edge of known space, he was one of many *Enterprise* crew captured by Orion slavers. Did not sell well. Held it together long enough to be rescued.

Anthropology • Computer Skill • Diplomacy

INTEGRITY 6 CUNNING 6 STRENGTH 6

45 V





Malcolm Reed

— STAR TREK —  
ENTERPRISE



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SECURITY

Disciplined NX-01 senior army officer. Recruited into a covert operations unit authorized by Article 14, Section 31, of the Starfleet Charter.

OFFICER Law Section 31  
Computer Skill Starfleet Phaser Pistol

INTEGRITY 5 CUNNING 7 STRENGTH 7

46 V



McDermott

— STAR TREK —  
ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Representative of the veteran officers assigned to *Enterprise*. Starfleet hoped their experience would prove useful in deep space.

Honor Leadership SECURITY  
Transporter Skill

INTEGRITY 7 CUNNING 6 STRENGTH 6

47 V



T'Pol

— STAR TREK —  
ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

SCIENCE

Austere Commander romantically involved with Charles Tucker III. Vulcan commander of *Enterprise* in Jonathan Archer's absence.

Diplomacy OFFICER Mindmeld  
Stellar Cartography

INTEGRITY 7 CUNNING 8 STRENGTH 8

48 V



I.K.S. Nguq'Yab

— STAR TREK —  
ENTERPRISE



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BE'TOQ CLASS

Klingon Bird-of-Prey originally commanded by Martrex. In 2153, commandeered and commanded by Raakin, and then commanded by Malik.

Attributes all +1 for each augment aboard (limit 4). Tractor Beam

RANGE 5 WEAPONS 5 SHIELDS 5

49 V



Raptor One

— STAR TREK —  
ENTERPRISE



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DRONE CLASS

First of two prototypes created from modified warbirds. Controlled remotely via telepresence. Carried adaptable triphasic weapon systems.

Holographic Skin  
May report to any spaceline location.

RANGE 7 WEAPONS 3 SHIELDS 4

50 V



Columbia

— STAR TREK —  
ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

NX CLASS

NX-02. Boasted advanced hull plating and pulsed phase cannon upgrades based on Jonathan Archer's recommendation.

Warp Speed Transfer

RANGE 6 WEAPONS 5 SHIELDS 6

51 V



22<sup>nd</sup>-Century San Francisco

2154 Earth: San Francisco survived World War III and became a beacon of human progress.

Seeds or plays on table; download Seat of Starfleet here. Each card with both and gains. Native to this timeline: all cards, personnel, cards, and equipment (except M cards). Non-cards are excluded from battle here.

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52 V



Augment Research Facility

2154 Qu'Vat: Secret facility where the Empire created superior Klingon augments.

Seeds or plays on table. Native to this timeline: all cards, cards, equipment, and all augments with both and. Once per turn, one such augment reporting at this location may report for free.

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53 V



Drone Control Room

2154 Romulus: From the spires of Romulus, ten soldiers nearly conquered the galaxy.

Seeds or plays on table; any player may download Admiral Valdore here. If any player has Empathy, Leadership, and Treachery here, that player's Drone-class ships may move and attack without staffing or a leader. Native to this timeline: all cards and equipment. Once per turn, one such personnel reporting at this location may report for free.

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54 V



STAR TREK

ENTERPRISE

CIVILIAN

Blind Aenar male captured by Romulan agents. Told he was the last surviving Aenar. Manipulated into telepathically piloting the drone ships.

Empathy x2

Geology

INTEGRITY 6

CUNNING 5

STRENGTH 3

37° V

STAR TREK

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Geology

INTEGRITY 6

CUNNING 5

STRENGTH 3

37° V

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CUNNING 5

STRENGTH 3

37° V

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ENGINEER

Archaeology

Physics

Anthropology

Out of Time

INTEGRITY 6

CUNNING 8

STRENGTH 6

41° V

STAR TREK

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ENGINEER

Archaeology

Physics

Anthropology

Out of Time

INTEGRITY 6

CUNNING 8

STRENGTH 6

41° V

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Archaeology

Physics

Anthropology

Out of Time

INTEGRITY 6

CUNNING 8

STRENGTH 6

41° V

STAR TREK

ENTERPRISE

BE'TOQ CLASS

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RANGE 5

WEAPONS 5

SHIELDS 5

49° V

STAR TREK

ENTERPRISE

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WEAPONS 5

SHIELDS 5

49° V

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WEAPONS 5

SHIELDS 5

49° V