



## DILEMMA

STAR TREK  
THE NEXT GENERATION

## CLOSE THAT DOOR!

VS

A delicate stellar cartography experiment was ruined by Jean-Luc Picard when he opened a door at three o'clock in the morning to find out why he couldn't get his Earl Grey.

To get past requires SCIENCE and Stellar Cartography. Nullify by discarding a from hand.

1 V



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## DARK MATTER POCKETS

VS

The Mar Oscura Nebula has an unusually high concentration of dark matter. Intersecting such pockets can temporarily phase bulkheads or entire planets out of existence.

Opponent may download Gaps in Normal Space adjacent to here. To get past requires 2 SCIENCE (at OR Navigation and Stellar Cartography (at ).

2 V



## DILEMMA

— STAR TREK —  
ENTERPRISE

## STRATAGEM

VS

To find the Xindi weapon, Jonathan Archer's crew constructed an elaborate simulation in which he and Debra had escaped together from a Xindi-Insectoid prison and stolen a shuttle.

Unless crew or Away Team has all printed skills on an opponent's captive (opponent's choice; nullified if none), opponent may peek at any one card. Discard dilemma.

3 V



## EQUIPMENT

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## TASPAR EGG

VS

Boiled taspar egg is a Cardassian delicacy. Raw taspar egg can serve as nourishment during especially desperate times, or be used to debase a prisoner during torture.

While you have a captive, your personnel present are either INTEGRITY +2 or INTEGRITY -2. You may change this at any time, even when facing a dilemma. (Unique.)

4 V



## EVENT

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## EXTRACTED CONFESSIONS

VS

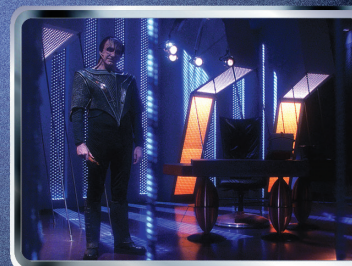
Skilled interrogators always get the information they seek. "...current assignment?" "Special operations on Celtris III."

Seeds or plays on table. Each time you score points from Interrogation, score 1 additional point. (Cumulative.) Your guls gain each different regular skill on your captives affected by your copies of Torture (at their highest levels).

5 V



## Secret Prison

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Gul Madred commanded this hidden interrogation facility where Jean-Luc Picard was questioned in 2369.

Seeds or plays at Celtris III. Has a Brig.

VS



## OUTPOST

SHIELDS 24

6 V



## INCIDENT

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## KNOW YOUR ENEMY

VS

Experienced officers can anticipate their opponents' moves.

Seeds on table if your missions are all different and show less than 35 points. End of each turn, if all of your missions share an affiliation icon and you are neither playing that affiliation nor , draw a card.

7 V



## INCIDENT

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## LATEST PROVOCATION

VS

A failed covert operation by the Federation allowed the Cardassian Union to gain an advantage in its negotiations.

Seeds on table. At the end of each of your turns, if you are playing only , you may draw one additional card. Discard if you voluntarily initiate battle, attempt a mission, or play a card.

8 V



Leadership + Navigation + SCIENCE + CUNNING &gt; 30



## Covert Incursion

McAllister Region • C-5 Nebula: Hide invasion force amid intense particle flux.

VS

Leadership + Navigation + SCIENCE + CUNNING > 30



35

4

9 V



4

Navigation x2 + (Stellar Cartography OR any shuttlecraft)  
When solved, may damage opponent's ships in region.

30

**Mine Enemy Fleet**

McAllister Region • Nebula near Minos  
Korva: Position explosives near hidden ships.

Navigation x2 + (Stellar Cartography OR any shuttlecraft)  
When solved, may damage opponent's ships in region.

30

4

10 V

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4

U.S.S. Phoenix may report with 3 personnel here.

OFFICER x3 + Leadership OR Benjamin Maxwell

25

**Prevent Military Escalation II**

Sector 21505: Investigate unauthorized activity.  
OFFICER x2 + Leadership + Honor  
OR Miles O'Brien

25

**OUTPOST**  
If destroyed, flip mission over.

SHIELDS 32

4

11 V

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4

U.S.S. Phoenix may report with 3 personnel here.

OFFICER x3 + Leadership OR Benjamin Maxwell

25

**Prevent Military Escalation II**

Sector 21505: Investigate unauthorized activity.  
OFFICER x2 + Leadership + Honor  
OR Miles O'Brien

25

If your Cardassian ENGINEER is here, in place of your normal card play you may flip mission over; draw no cards that turn.

4

11 V

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4

ENGINEER + Navigation + (SECURITY OR personnel)

30

**Repair Sabotage**

Nebula near Cardassian Outpost 47: Evade detection while fixing damaged systems.

ENGINEER + Navigation + (SECURITY OR personnel)

30

4

12 V

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3

Navigation + SECURITY + Computer Skill  
+5 if Smuggling in Away Team.

30

**Secure Covert Transportation**

Torman V: Arrange passage into neighboring territory without detection.

Navigation + SECURITY + Computer Skill  
+5 if Smuggling in Away Team.

30\*

3

13 V

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**OBJECTIVE**

**DISPATCH METAGENIC EXPERTS**

Seeds or plays on table. Target an Alpha Quadrant mission (opponent's if possible). If your non-Away Team there has Biology, Physics, and 2 SECURITY at end of turn, objective complete: opponent chooses one of those personnel to be captured and relocated to their facility, crew, or Away Team, you may download Get Him Cleaned Up, then discard objective (score points).

5

14 V

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**OBJECTIVE**

**GET HIM CLEANED UP**

Plays on table if your Dispatch Metagenic Experts is complete. When your crew completes a nebula mission, objective complete: you may return one personnel you own who is a captive (your choice) to your facility, draw up to 3 cards, and your missions showing 30 points or less solved this game (even those already solved) are worth +5 points if solved by your crew or Away Team.

15 V

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**Admiral Kennelly**

**V.I.P.**

Human who conspired with the Cardassians. He sent Ro Laren to make a secret offer to Orta, but secretly planned to betray and eliminate the terrorist cell.

Treachery  
Leadership

At Greed, SECURITY.  
At Law, INTEGRITY+1.

INTEGRITY 4 CUNNING 7 STRENGTH 7

16 V

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**Andro**

**OFFICER**

Cardassian pilot serving in Starfleet in a different quantum reality. Worf encountered him aboard an alternate U.S.S. Enterprise in 2370.

Navigation  
Anthropology

Stellar Cartography

INTEGRITY 7 CUNNING 6 STRENGTH 7

17 V

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❖ Ansomah

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## SCIENCE

One of many Cardassian scientists serving aboard the *Bralek*. He accompanied Ocelt to Vilmor II when the secret of the DNA program was revealed.

- Stellar Cartography • Archaeology ▼ Cardassian PADD
- If you have a captive: Astrophysics, Diplomacy.

INTEGRITY 5 CUNNING 7 STRENGTH 5

18 V



❖ Belcalis

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## OFFICER

Typical Cardassian intelligence asset. His undercover team, dressed as monks, attacked a Maquis cell at the Juhrya colony. Later promoted to legate.

- Leadership • Obsidian Order

INTEGRITY 3 CUNNING 6 STRENGTH 5

19 V



Glinn Telak

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THE NEXT GENERATION

## ENGINEER

Communications officer aboard the *Vetor*. He liaised with Gul Evrek about a hostage situation on Dorvan V. Injured during a Maquis attack in 2370.

- Computer Skill • Law • Honor
- Twice per game, you may download Holding Cell Door.

INTEGRITY 7 CUNNING 8 STRENGTH 6

20 V



Gul Evrek

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THE NEXT GENERATION

## OFFICER

Cardassian who commands the *Vetor*. Evrek lost two of his three sons in a war with the Federation. He doesn't want to lose the last son the same way.

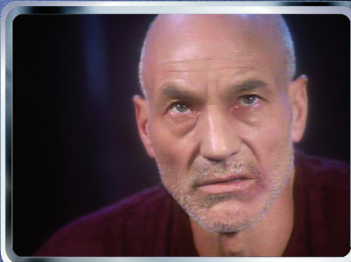
- SECURITY • Leadership • Diplomacy
- At ⚡: Diplomacy, Honor, Law.

INTEGRITY 7 CUNNING 7 STRENGTH 7

21 V



Human

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THE NEXT GENERATION

## CIVILIAN

Human interrogated by Gul Madred. Chose to remain imprisoned to protect Beverly Crusher. Near the end, Jean-Luc Picard believed he could see five lights.

- Honor x2 • Archaeology • Physics
- Your cards may not initiate battle against ⚡ here.

INTEGRITY 10 CUNNING 7 STRENGTH 4

22 V



❖ Jil Orra

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## CIVILIAN

One of many Cardassian children who admire their parents' military service. Daughter of Gul Madred. Cares for her pet wompat. Curious about humans.

- Youth • Exobiology • Geology

INTEGRITY 7 CUNNING 7 STRENGTH 2

23 V



❖ Lepel

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## SECURITY

Representative of Cardassian prison guards serving on Celtris III. Inspired by Gul Madred, he desires to learn about other species and their weaknesses.

- Treachery • Exobiology
- If you have a captive: Leadership, Music.

INTEGRITY 2 CUNNING 6 STRENGTH 7

24 V



❖ Mekar

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THE NEXT GENERATION

## MEDICAL

Typical Cardassian working for Gul Madred. Cook and field medic. He provides taspar eggs for nutrition: boiled for the officers, live for the prisoners.

- Biology • Acquisition ▼ Taspar Egg

INTEGRITY 5 CUNNING 5 STRENGTH 6

25 V



Vengar

STAR TREK  
THE NEXT GENERATION

## SCIENCE

Cardassian crewman on the *Vetor*. He was briefly taken hostage while assessing buildings and equipment expected to be left behind on Dorvan V.

- Navigation • Greed • Anthropology
- Leadership

INTEGRITY 4 CUNNING 7 STRENGTH 6

26 V



Beverly Crusher

MEDICAL

Doctor and metagenics expert serving on the *U.S.S. Enterprise*. She covertly went to Celtris III with Worf and Jean-Luc Picard. Very, very grateful to Solok.

Biology

SECURITY

At : Anthropology.

Starfleet Type II Phaser (if at ).

INTEGRITY 7

CUNNING 8

STRENGTH 5

Data

OFFICER

Soong-type android appointed as executive officer by Edward Jellico. He viewed Jellico's changes and targets as attainable goals.

Computer Skill x2

Music

Exobiology

At : Leadership, SCIENCE, Stellar Cartography.

INTEGRITY 8

CUNNING 12

STRENGTH 12

Deanna Troi

OFFICER

½ Betazoid, ½ human counselor aboard the *U.S.S. Enterprise*. She started wearing more formal bridge attire at the direction of Edward Jellico.

Empathy

Anthropology

At : Once per game, may unstop her ship.

INTEGRITY 8

CUNNING 7

STRENGTH 4

Edward Jellico

OFFICER

Efficient human captain of the *U.S.S. Enterprise* who abrasively reorganized shipboard operations. He is an expert on Cardassian behaviour. Born on Mars.

Diplomacy

Leadership

Get It Done

At : Leadership, Stellar Cartography, Physics.

INTEGRITY 7

CUNNING 8

STRENGTH 6

Gates

OFFICER

One of many human conn officers aboard the *U.S.S. Enterprise*. Amazing pilot. She was a race-winning athlete during her academy days.

Navigation

Physics

At : Astrophysics, Diplomacy.

INTEGRITY 6

CUNNING 7

STRENGTH 5

William T. Riker

OFFICER

Skilled human pilot. *U.S.S. Enterprise* first officer, until Edward Jellico relieved him of that role after they clashed over Jean-Luc Picard's capture.

Navigation x2

Music

Diplomacy

Your shuttlecraft he is aboard is attributes all +2.

INTEGRITY 7

CUNNING 7

STRENGTH 7

Worf

SECURITY

Klingon chief of security aboard the *U.S.S. Enterprise*. In 2369, he was assigned to infiltrate Celtris III. Expert in Mok'bara. Father of Alexander Rozhenko.

Honor

Navigation

At : SECURITY, Law.

At : Your other personnel present are STRENGTH +2.

INTEGRITY 7

CUNNING 6

STRENGTH 10

Vetar

GALOR CLASS

Cardassian warship commanded by Gul Evek. Often patrols the Demilitarized Zone. Attacked by the Maquis in 2370 until the *U.S.S. Enterprise* arrived.

Tractor Beam. WEAPONS and SHIELDS +2 while you have a captive.

RANGE 8

WEAPONS 7

SHIELDS 7

U.S.S. Cairo

EXCELSIOR CLASS

Commanded by Edward Jellico prior to and following his temporary assignment to the *U.S.S. Enterprise*. Assigned to help defend Minos Korva in 2369.

Tractor Beam

At : WEAPONS and SHIELDS +2.

RANGE 8

WEAPONS 6

SHIELDS 7



