



DILEMMA

STAR TREK
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

BERSERK CHANGELING

VS

Changelings can be hyper-sensitive to certain environmental hazards, such as the poison gas encountered on planet LS-VI. Progressive degradation causes uncontrollable outbursts.

Unless 2 hand weapons **OR** 3 SECURITY **OR** Changeling Sweep **OR** Shape-Shift Inhibitor **OR** Interphase Generator **OR** Mora Pol present, kills a non-changeling present (random selection).

1 V



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CHULA: THE DOOR

VS

In the Wadi game of chula, participants are confronted with a virtual labyrinth of doorways. A few seem to permit passage arbitrarily, but most remain closed.

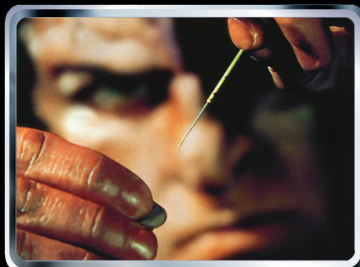
To get past, two personnel must each contribute any one of their attributes to equal a total of 5 or 21. Nullify by placing any doorway out-of-play from hand.

2 V



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VOYAGER



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KAZON BOMB

VS

Tiemo's "rescue" by the *Voyager* crew was part of an elaborate ruse. The Kazon was on a suicide mission, carrying a chemical injection that would convert its blood into a powerful explosive.

Unless 3 SECURITY and CUNNING > 35 **OR** 2 SECURITY and any tricorder **OR** 3 Borg present, kills all personnel present who have printed STRENGTH < 7. Discard dilemma.

3 V



COMBO DILEMMA

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MALE'S LOVE INTEREST & PLAGUE SHIP

VS

MALE'S LOVE INTEREST: Male crew or Away Team member (random selection) runs off with lover to furthest planet.

TARELLIAN PLAGUE SHIP: Entire crew or Away Team immediately dies unless MEDICAL beams over (discarded). Discard dilemma.

5

4 V



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THE CLOWN: PLAYING DOCTOR

VS

Linked directly to the minds of his "guests," The Clown could use their deepest fears to torment them. The Doctor's timely arrival spared Harry Kim a violent reenactment of a childhood trauma.

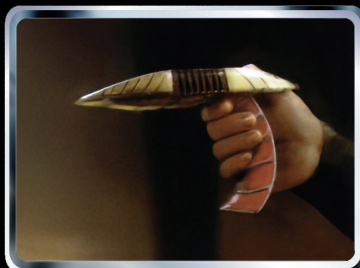
One personnel (random selection) and all others present who have the same first-listed skill are killed (only "stopped" if a personnel present).

5 V



EQUIPMENT

STAR TREK
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CARDASSIAN DISRUPTOR

VS

Phase-disruption weapon used by Cardassian military and civilian personnel.

Cardassian and Non-Aligned use only. Each of your personnel present is STRENGTH +2. (Cumulative.)

6 V



EQUIPMENT

STAR TREK
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CARDASSIAN PADD

VS

Standard Cardassian Personal Access Display Device for computerized information.

Cardassian use only. Each of your personnel present is CUNNING +2. (Cumulative.)

7 V



EQUIPMENT

STAR TREK
THE NEXT GENERATION



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FEDERATION PADD

VS

Standard Federation Personal Access Display Device for computerized information.

Federation use only. Each of your personnel CUNNING +2 where present. (Cumulative.)

8 V



EVENT

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GAPS IN NORMAL SPACE

VS

Pockets of space, such as those in the Mar Oscura nebula, dangerously phase out when coming in contact with a ship.

Place between two Mission cards. Creates a gap with a span of 4. Ships stopping on the gap kill one personnel (random selection).

9 V

EVENT

STAR TREK
THE NEXT GENERATION



SPACEDOCK

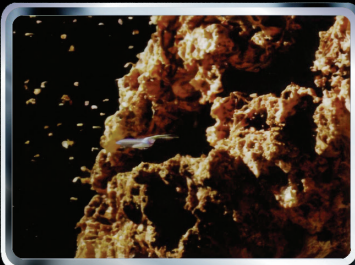
Orbital repair and building facility for starships. Such facilities have been developed by many races.

Plays on outpost. Instantly repairs your damaged ships if they stop here. Also repairs non-aligned ships.

10 V

INTERRUPT

STAR TREK
THE NEXT GENERATION



ASTEROID SANCTUARY

Hoping to avoid detection by a Romulan Warbird, the U.S.S. Enterprise entered a giant asteroid cavern in 2370.

Plays on any ship. If 2 Navigation aboard, hides ship to prevent any battle initiated against that ship for this turn.

11 V

40
ENGINEER + STRENGTH > 35 + no Honor + (SECURITY x3 + Obsidian Order OR Madred)

Bioweapon Ruse

Celtris III: Install signal generator and leak rumors about metagenic weapon production on this barren planet.

ENGINEER + STRENGTH > 35 + no Honor + (SECURITY x3 + Obsidian Order OR Madred)

40

3

12 V

OBJECTIVE

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PREPARE THE PRISONER

Seeds or plays on table. Captives you Brainwash are not required to relocate to an outpost. Opponent's Rescue Captives card affects only captives at one location where opponent has a crew or Away Team (rescued personnel relocate to that crew or Away Team). Each turn, you may draw one card by placing one capturing-related card from your hand beneath your draw deck or discard pile.

13 V

Daro

STAR TREK
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ENGINEER

Glinn. Aide to Gul Macet. Attempted to discuss transporter technologies with Miles O'Brien aboard the U.S.S. Enterprise, but was rebuffed.

• Astrophysics • Transporter Skill

INTEGRITY 7

CUNNING 5

STRENGTH 6

14 V

Dolak

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OFFICER

Officer in the Cardassian militia, unit 41. First Gul to command the Kraxon. Tactical commander of task force sent to kill the Bajoran terrorist Orita.

• Treachery • Navigation • Exobiology
• Your ships at same location are each WEAPONS +2.

INTEGRITY 4

CUNNING 8

STRENGTH 7

15 V

Gul Madred

STAR TREK
THE NEXT GENERATION



OFFICER

Ruthless Obsidian Order officer. Madred's torture of Jean-Luc Picard quickly degenerated into a desperate attempt to break Picard's will. A pitiable man.

• Obsidian Order • SECURITY • Treachery
• Archaeology • Torture

INTEGRITY 2

CUNNING 8

STRENGTH 6

16 V

Macet

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OFFICER

Cardassian observer on board the U.S.S. Enterprise during the Phoenix incident of 2367. High-ranking Gul in the Central Command. Strict disciplinarian.

• Diplomacy • Honor • MEDICAL

INTEGRITY 8

CUNNING 6

STRENGTH 7

17 V

Benjamin Maxwell

STAR TREK
THE NEXT GENERATION



OFFICER

Captain Benjamin Maxwell of the U.S.S. Phoenix is a bitter enemy of the Cardassians.

• Leadership

INTEGRITY 9

CUNNING 7

STRENGTH 5

18 V

Darian Wallace

SECURITY

Ensign Darian Wallace is representative of Starfleet security officers. Held numerous positions aboard the *U.S.S. Enterprise*.

Anthropology

INTEGRITY 7 CUNNING 5 STRENGTH 6

19 V

Dr. Selar

MEDICAL

Dr. Selar is a female Vulcan medical doctor. Served aboard the *U.S.S. Enterprise* for many years.

Computer Skill Mindmeld

INTEGRITY 7 CUNNING 8 STRENGTH 7

20 V

Geordi La Forge

ENGINEER

Lt. Commander Geordi La Forge is chief engineer aboard the *U.S.S. Enterprise*. Great sense of humor. Fortuitous holodeck programmer.

ENGINEER Navigation Physics
Computer Skill

INTEGRITY 8 CUNNING 8 STRENGTH 6

21 V

Taith

SCIENCE

Ensign Taith is representative of science specialists from Starfleet Academy. Helped the *U.S.S. Enterprise* destroy a Borg ship in 2370.

Stellar Cartography Geology

INTEGRITY 6 CUNNING 7 STRENGTH 4

22 V

Toby Russell

MEDICAL

Dr. Toby Russell is a controversial neurogeneticist. Creator of the genetronic replicator therapy for spinal injury that saved Lieutenant Worf.

Physics

INTEGRITY 6 CUNNING 7 STRENGTH 4

23 V

Reklar

GALOR CLASS

In response to tensions along the Cardassian/Federation border, this ship was sent to attend diplomatic talks with the *U.S.S. Enterprise*.

WEAPONS +2 and SHIELDS +1 while you have a captive. Tractor Beam

RANGE 8 WEAPONS 8 SHIELDS 8

24 V

Type VI Shuttlecraft

TYPE VI SHUTTLECRAFT

Modern Federation shuttle with warp capability. May be armed for special missions.

RANGE 6 WEAPONS 2 SHIELDS 2

25 V

U.S.S. Enterprise

GALAXY CLASS

The fifth Starfleet ship named *Enterprise*, launched in 2363. Built at the Utopia Planitia shipyards orbiting Mars.

Holodeck, Tractor Beam

RANGE 9 WEAPONS 8 SHIELDS 9

26 V

U.S.S. Nebula

NEBULA CLASS

Modern class of ship featuring large upper equipment modules customizable for specific mission uses.

Holodeck, Tractor Beam

RANGE 8 WEAPONS 7 SHIELDS 8

27 V