



## DILEMMA

STAR TREK  
THE OFFICIAL CARD GAME



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### HELLO COMPUTER?



Any technology, if sufficiently advanced, seems indistinguishable from magic. Obsolete machinery, however, also poses certain challenges. "Just use the keyboard."

Unless Archaeology, Physics, and Computer Skill present, place on table. All your personnel are attributes all -2.

1 V



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### NUCLEAR WESSELS



Searching in an unfamiliar environment can be challenging. Commander Uhura and Commander Chekov struggled to locate a naval base in ancient San Francisco.

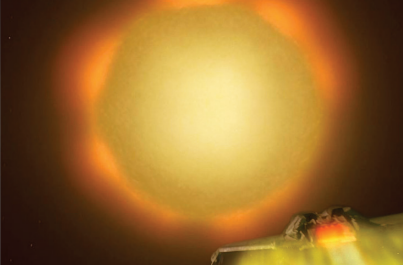
Place on planet. Now and start of each attempt here, cannot get past unless one SECURITY OR Anthropology is stopped (random selection). (Unique.)

2 V



## DOORWAY

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THE OFFICIAL CARD GAME



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### SLINGSHOT EFFECT



Seeds on table. Your personnel, ships and facilities (and cards of other card types) may seed and play. Once each turn, your ship may time travel between a time location and its corresponding spaceline location. Temporal Investigations is nullified.

3 V



## Earth Spacedock

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THE OFFICIAL CARD GAME



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Large starship service facility commanded by Fleet Admiral Morrow. On a clear night, visible from Earth.



Seeds at a Sector 001 mission; you may not play cards to Camp Khitomer. Once each turn, if all your personnel are , one personnel may play for free here.



## OUTPOST

SHIELDS 32

4 V



## INCIDENT

STAR TREK  
THE OFFICIAL CARD GAME



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### GUESS WHO'S COMING TO DINNER



Seeds on The Great Hall. Once each turn, your personnel reporting here may do so for free. You may play personnel for free only at Qo'noS. In place of your normal card draw, you may download to hand one personnel with "High Council" in lore OR one HQ card.

5 V



## INCIDENT

STAR TREK  
GENERATIONS



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### TAKE US OUT!



The late 23rd century saw many scientific and technological advancements. New ships were launched and older ships refurbished, each one worthy of celebration.

Seeds on table. If all your ships in play are , they are RANGE and SHIELDS +2 while undocked. Nullified if you have in play both Camp Khitomer and a headquarters.

6 V



## INCIDENT

STAR TREK  
THE OFFICIAL CARD GAME



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### THE UNDISCOVERED COUNTRY



Seeds on table. While all your personnel in play are , you may draw an extra card at the end of your turn. Once per game, in place of your normal card play, you may nullify Homefront. Nullified if you have in play both Camp Khitomer and a headquarters.

7 V



## INTERRUPT

STAR TREK  
THE OFFICIAL CARD GAME



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### WE SURRENDER!



To avoid instigating full scale war on the eve of universal peace, Captain Kirk ordered his crew to yield to the Klingon flagship.

Plays at start of a battle opponent initiated against your card. Cancels and prevents battles there. Up to two of your personnel involved (opponent's choice) are captured.

8 V



## ENGINEER

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THE OFFICIAL CARD GAME



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### Overhaul Starship Systems

Sector 001 Region • Near Earth: Enhance, repair, and upgrade vessel to latest specifications.

ENGINEER x2 + 6 personnel

25

2

9 V





## OBJECTIVE

STAR TREK  
THE SEARCH FOR  
SPOCK



### GIVE ME GENESIS!

Seeds on any mission that requires SCIENCE OR Geology. No player may use The Genesis Device on a mission they seeded. In place of your normal card play, you may download Krige here; lose 5 points. When you solve mission, you may download The Genesis Device here. (Unique.)

10 V



## OBJECTIVE

STAR TREK  
THE MOTION PICTURE



### RESERVE ACTIVATION CLAUSE

Seeds or plays on table. Once each turn, just after the end of a mission attempt, you may "retire" one personnel who was involved in that attempt when it ended (place atop objective; in play for uniqueness only) and play a different personnel there (from hand) instead. Once per game, you may play one personnel from here to your crew or Away Team.

11 V



## Admiral S'rrel

STAR TREK  
THE MOTION PICTURE



### V.I.P.

Typical Caitian diplomat and ambassador serving in Starfleet. Mentor to Lt. M'Ress. Attended the inquiry following the controversial events at Genesis.

Diplomacy Stellar Cartography Geology  
 MEDICAL (if all your personnel present are ).

INTEGRITY 5 CUNNING 7 STRENGTH 7

12 V



## Bill Toddman

STAR TREK  
THE MOTION PICTURE



### V.I.P.

Fleet admiral and Chief in Command in 2293. Agreed to open negotiations with the Klingon Empire.

Leadership Diplomacy SECURITY Biology  
If all your personnel are , your leaders may play as if Admirals.

INTEGRITY 7 CUNNING 7 STRENGTH 6

13 V



## Bob Bennett

STAR TREK  
THE MOTION PICTURE



### V.I.P.

Starfleet Chief of Staff. Admiral who sent the U.S.S. Enterprise-A to Nimbus III. Helped write and produce leadership textbooks used at Starfleet Academy.

Leadership Archaeology ENGINEER  
 Transporter Skill (if all your personnel present are ).

INTEGRITY 7 CUNNING 8 STRENGTH 5

14 V



## Captain Alexander

STAR TREK  
THE MOTION PICTURE



### OFFICER

Decorated Starfleet captain. She commanded the Starship Saratoga in 2286 when it encountered the whale probe. Previously served under Admiral Kirk.

Diplomacy SECURITY Stellar Cartography  
 Anthropology (if all your personnel present are ).

INTEGRITY 8 CUNNING 7 STRENGTH 5

15 V



## Captain Kirk

STAR TREK  
THE MOTION PICTURE



### OFFICER

Demoted admiral who became captain of the U.S.S. Enterprise-A. Father of David Marcus. His efforts at Khitomer helped build an alliance with the Klingons.

Leadership Anthropology Honor Diplomacy  
Protects all treaties from nullification. We Surrender!

INTEGRITY 8 CUNNING 9 STRENGTH 7

16 V



## Commander Sonak

STAR TREK  
THE MOTION PICTURE



### SCIENCE

Typical Vulcan science officer. Newly appointed to the refitted Starship Enterprise. He expressed gratitude to Admiral Kirk for the assignment.

Computer Skill Anthropology Mindmeld  
 ENGINEER (if all your personnel present are ).

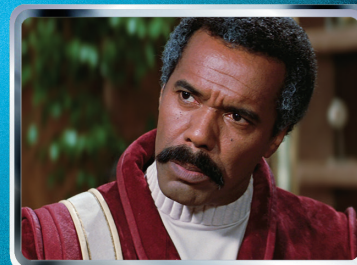
INTEGRITY 6 CUNNING 8 STRENGTH 7

17 V



## Fleet Admiral Morrow

STAR TREK  
THE MOTION PICTURE



### V.I.P.

High-ranking admiral who succeeded Admiral Nogura. He commissioned the failed transwarp drive project and tried to decommission the Starship Enterprise.

ENGINEER Diplomacy Physics  
Once per game, may return your ship here to hand.

INTEGRITY 8 CUNNING 6 STRENGTH 6

18 V



**Igrilan Kor**

**OFFICER**

Representative of Andorian admirals in the 2280s. Friend of Ambassador Shras. Part of the inquiry group looking into the fallout from Project Genesis.

- Astrophysics
- Exobiology
- Music
- Law

**SCIENCE** (if all your personnel present are 🧑🔬).

**INTEGRITY 7** **CUNNING 6** **STRENGTH 7**

19 V

**Lt. Slater**

**ENGINEER**

Night shift communications officer aboard *Starship Excelsior*. Expert in ordnance disposal. Likes archery, vampire stories, and orange sherbet. A true romantic.

- Transporter Skill
- Archaeology
- Anthropology

**SECURITY** (if all your personnel present are 🧑🔬). ▼ **Hail**

**INTEGRITY 5** **CUNNING 7** **STRENGTH 6**

20 V

**Pavel Chekov**

**OFFICER**

After a long career, Ensign Chekov was a guest at the *U.S.S. Enterprise-B* launch. Commander who assisted as a nurse due to a lack of medical staff.

- Navigation
- Anthropology
- Biology

**Your** 🧑🔬 🧑🔬 🧑🔬 **personnel present gain MEDICAL.**

**INTEGRITY 8** **CUNNING 7** **STRENGTH 6**

21 V

**Peter Preston**

**ENGINEER**

Diligent cadet. Nephew of Mr. Scott. Called a tiger by Admiral Kirk. Stayed at his post during the attack by the *U.S.S. Reliant*, when most other trainees ran.

- Transporter Skill
- Youth
- Honor

**Physics** (if all your personnel present are 🧑🔬).

**INTEGRITY 8** **CUNNING 6** **STRENGTH 5**

22 V

**President Ra-ghoratreii**

**V.I.P.**

Efrosian who succeeded Hiram Roth. Redefined relations with the Klingons and the Cardassians during his time in office. Not above the law.

- Diplomacy
- Law
- Leadership
- Archaeology

**MEDICAL** (if all your personnel present are 🧑🔬).

**INTEGRITY 8** **CUNNING 7** **STRENGTH 4**

23 V

**Saavik**

**SCIENCE**

Vulcan science officer aboard *U.S.S. Grissom*. Friend to David Marcus. She studied the rapid development of both Genesis and a similarly aging Captain Spock.

- Geology
- Computer Skill
- Mindmeld
- ▼ Tricorder

**If all your personnel present are 🧑🔬: MEDICAL, Physics.**

**INTEGRITY 7** **CUNNING 9** **STRENGTH 6**

24 V

**Brask**

**SECURITY**

Typical reserve gunner serving in the Klingon Defense Force. Expert marksman. Understood Kruge's order to only target the engines of the *Starship Enterprise*.

- Transporter Skill
- Treachery
- Greed

▼ **Target Engines**

**INTEGRITY 3** **CUNNING 7** **STRENGTH 7**

25 V

**Frexor**

**SCIENCE**

One of many Klingon technicians serving in the Klingon Defense Force. Beamed down to Genesis with Kruge and Regnor to investigate the planet.

- Navigation
- Biology

**ENGINEER** (if all your personnel present are 🧑🔬).

**INTEGRITY 5** **CUNNING 8** **STRENGTH 7**

26 V

**Garvock**

**SECURITY**

Typical Klingon soldier aboard the *I.K.S. Chontay*. He escorted Captain Kirk to the bridge after beaming up from Sha Ka Ree. Collects antique d'k tahgs.

- Archaeology
- Transporter Skill
- Youth

**INTEGRITY 5** **CUNNING 6** **STRENGTH 8**

27 V





General Grokh

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THE OFFICIAL CCG

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## OFFICER

Intelligence officer recently promoted to serve on the High Council. Assisted General Chang with developing the *I.K.S. Klor'Diyus*. Opposed to the peace initiative.

- SECURITY Klingon Intelligence Treachery  
Navigation (if all your personnel present are ♀).

INTEGRITY 4 CUNNING 6 STRENGTH 8

28 V



General K'Ron

STAR TREK  
THE OFFICIAL CCG

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## V.I.P.

Characteristic of High Council logistics experts. Encouraged Azetbur to attack the Federation now, rather than become slaves under their rule.

- ENGINEER Computer Skill Treachery  
Leadership (if all your personnel present are ♀).

INTEGRITY 4 CUNNING 7 STRENGTH 7

29 V



General Lompoc

STAR TREK  
THE OFFICIAL CCG

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## SCIENCE

Representative of Klingon scientific advisors to the High Council. Enjoyed the gag served aboard the *U.S.S. Enterprise-A*. Not fond of Shakespeare.

- Stellar Cartography Geology  
Astrophysics (if all your personnel present are ♀).

INTEGRITY 5 CUNNING 6 STRENGTH 6

30 V



K'mbol

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THE OFFICIAL CCG

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## MEDICAL

Typical military surgeon. Expert in Klingon anatomy. Assigned by the High Council to single-handedly oversee the medical needs of Chancellor Gorkon.

- Biology Exobiology Geology  
Medical Kit (if with your ♀ Leadership).

INTEGRITY 5 CUNNING 7 STRENGTH 6

31 V



Magistrate K'Rea

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THE OFFICIAL CCG

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## V.I.P.

Senior judge for the High Council. Gave Captain Kirk and Dr. McCoy a lenient sentence in the interest of fostering amity for the forthcoming peace talks.

- Law Diplomacy Archaeology Awaiting Trial  
SCIENCE (if all your personnel present are ♀).

INTEGRITY 5 CUNNING 8 STRENGTH 4

32 V



Prisoner Martia

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## SECURITY

Female Chameloid and shape-shifter who posed as a male to access the mines on Rura Penthe. Martia conspired with Koth to stage an execution.

- Exobiology Geology (if no other Geology present).  
Greed Treachery You Dirty Rat (to hand).

INTEGRITY 3 CUNNING 7 STRENGTH 11

33 V



Prisoner McCoy

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THE OFFICIAL CCG

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## CIVILIAN

The human Dr. McCoy was sentenced to mining duties on Rura Penthe for the remainder of his life. He unsuccessfully tried to save Chancellor Gorkon.

- MEDICAL Exobiology Biology  
Honor Cantankerousness

INTEGRITY 8 CUNNING 7 STRENGTH 3

34 V



Spock Son of Sarek

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## OFFICER

Half brother to Sybok. Under orders from General Korrd, Klor allowed the ½ Vulcan, ½ human Mr. Spock to act as gunner for the *I.K.S. Chontay*.

- SCIENCE Diplomacy Mindmeld Honor  
Compatible with ♀ cards. Tactical Console

INTEGRITY 9 CUNNING 10 STRENGTH 8

35 V



Starship Saratoga

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## MIRANDA CLASS

NCC-1887. Commanded by Captain Alexander. Patrolled the Neutral Zone in 2286. Unsuccessfully attempted to communicate with the whale probe.

- Tractor Beam

RANGE 7 WEAPONS 5 SHIELDS 6

36 V