

## THE TERRAN EMPIRE

THE CONTINUING COMMITTEE

62 ADDITIONAL VIRTUAL CARDS • RELEASED NOVEMBER 2016 • VERSION 1.0

## Design Team

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## IMPERIAL STARFLEET STARTER DECK



Welcome to the First Edition Star Trek Customizable Card Game, a universe of endless possibilities. With this pre-constructed Imperial Starfleet starter deck, you will take command of the future in your quest to rule the galaxy and win the game!

To set up your deck, first you'll want to cut out all the cards and separate them into the different groups listed in the Deck List. Slide each card in front of a physical card and then into a sleeve, and you're ready to go.

## IMPERIAL STARFLEET DECK LIST

## MISSIONS (6)

- 1x Deliver Ancient Artifact
- 1x Enlistment Drive
- 1x Examine Disappearance Site
- 1x Navigate Argolis Cluster
- 1x Sabotage Biosphere
- 1x Secure Supply Lines

DRAW DECK (32)  
EQUIPMENT

- 1x Mirror Dagger

## EVENTS

- 2x Raktajino

## INCIDENTS

- 1x Agony Booth
- 1x UFP: One Small Step

## INTERRUPT

- 1x Wormhole Navigation Schematic

## PERSONNEL

- 1x Hoon Obst
- 1x Admiral Black
- 1x Captain Forrest
- 1x Chief Engineer Tucker
- 1x Chief Surgeon Phlox
- 1x Comm Officer Sato
- 1x Commander Archer
- 2x Corporal Scott
- 2x Crewman Biggs
- 2x Crewman D'Vela
- 2x Crewman Gham
- 2x Ensign Guerrero
- 1x Ensign Kelby
- 1x Major Reed
- 2x Private Brown
- 1x Private Palmer
- 1x Sergeant Mayweather

## SHIPS

- 1x I.S.S. Enterprise NX-01
- 2x Imperial Interceptor

## SEED DECK (26)

## DILEMMAS

- 1x A Bad End
- 1x A Good Day to Lie
- 1x Ancient Computer
- 1x Chula: The Chandra
- 1x Climbing the Ranks
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Don't Let It End This Way
- 1x Ensure Their Silence
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x History Repeats Itself
- 1x It's Green
- 1x Justice or Vengeance
- 1x Maglock
- 1x Occupational Hazards
- 1x Picking Up the Pieces
- 1x Unorthodox Preservation

## DOORWAYS

- 1x Alternate Universe Door
- 1x Temporal Micro-wormhole
- 1x The First Stable Wormhole

## FACILITY

- 1x Imperial Outpost

## INCIDENTS

- 1x Call for Reinforcements
- 1x New Arrivals
- 1x The Art of Diplomacy

## OBJECTIVE

- 1x Assign Support Personnel

OUTSIDE THE  
GAME (3)

## DOORWAYS

- 2x Bajoran Wormhole
- 1x Bajoran Wormhole: Mirror Universe

"Great men are not 'peacemakers'. Great men are conquerors!"

## QUICK START RULES

First, determine who will go first by any random method. Then, you'll enter the seed phase to set up the game—you seed cards in three steps:

**Seed Missions** — Shuffle your missions into a stack face down in front of you. Starting with the first player, alternate placing missions on the table in a single space line. When you place a new mission, it can go on either end.

**Seed Dilemmas** — Place a dilemma combo (see below for suggested combos) under each opponent's mission, making sure to match the type of dilemmas to the mission type. Make sure the first dilemma of the combo is touching the table.

## RECOMMENDED DILEMMA COMBOS

1. Unorthodox Preservation
2. History Repeats Itself
3. A Bad End

1. A Good Day to Lie
2. Justice or Vengeance
3. Occupational Hazards

1. It's Green
2. Don't Let It End This Way
3. Ancient Computer

1. Flim-Flam Artist
2. Picking Up the Pieces
3. Dangerous Climb

1. Chula: The Chandra
2. Ensure Their Silence
3. Friendly Fire

1. Maglock
2. Climbing the Ranks
3. Dignitaries and Witnesses

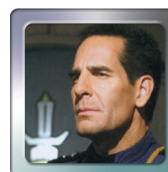
**Seed Everything Else** — Place the rest of your seed cards on the table (or on the space line). These cards set up your deck and give you the tools to bring other cards into play during the game. (Note: If any cards tell you to download a card, that means search your draw deck for the appropriate card, and place it on the table.)

Now you're ready to begin the game! Shuffle your draw deck, then draw an opening hand of seven (7) cards. You will alternate turns with your opponent, starting with the first player. There are three steps to each turn:

**Play Cards** — Every turn, you get to play one (1) card as your card play. This can be any card in your hand, as long as you meet the conditions for playing that card. However, there are other ways to play additional cards for free; this means they don't take up your card play.

**Execute Orders** — Once you are done playing cards, you can use any card that you have in play. This includes beaming personnel to and from ships, moving your ships to different locations, attempting missions, or using the game text on the cards you have in play.

**Draw a Card** — When you are done with your turn, you always get to draw one (1) card — this is your card draw. You may play other cards that give you additional card draws, but at the end of each of your turns you get to draw a card.



**Winning the Game** — You win the game when you have earned a total of 100 points and you have completed both a planet mission and a space mission. You attempt missions during the execute orders phase using the personnel, ships and equipment you

have played. You attempt space missions with your crew aboard a ship; you attempt planet missions by beaming an away team down to the mission.

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read the dilemma's text and check to see if you have the dilemma's requirements. If you do, the dilemma is discarded and you continue with the next dilemma. If you do not, you will suffer the effects of the dilemma and follow its instructions. Usually this means that some of your personnel will be stopped (unavailable the rest of this turn) or killed (placed in your discard pile).

When there are no more dilemmas beneath the mission, check your crew or away team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.

**Special Rules** — This starter has missions in both the Alpha Quadrant and the Mirror Quadrant. Moving between them requires you to travel through the Bajoran Wormhole, which you download with The First Stable Wormhole. If your opponent downloads these first, just skip that step and use their Wormholes.

**Conclusion** — These are just the basic quick start rules for *First Edition*. For the complete rules, visit the official website of The Continuing Committee at [www.trekcc.org](http://www.trekcc.org). There you can find the extended rules, more cards you can print (for free) and add to your decks, and players in your area of the world so you can play more often!



**ARTICLES  
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CARD IMAGES  
TOURNAMENTS  
PLAYER LOCATOR**

*The Star Trek CCG Community lives on at*  
**WWW.TREKCC.ORG**

4

40

Archaeology + Exobiology + Geology + SCIENCE + CUNNING > 37 OR any artifact with "Vulcan" in title or lore



### Deliver Ancient Artifact

**Vulcan:** Repatriate historic object to reliquary on the Vulcan homeworld.

Archaeology + Exobiology + Geology + SCIENCE + CUNNING > 37 OR any artifact with "Vulcan" in title or lore

40

22 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

30

Diplomacy x2 + Leadership + INTEGRITY > 30 OR Treachery x2 + OFFICER + STRENGTH > 30



### Enlistment Drive

**Remote colony:** Recruit troops for conflict between the Alliance and the rebels.

Diplomacy x2 + Leadership + INTEGRITY > 30 OR Treachery x2 + OFFICER + STRENGTH > 30

30


34 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

30

Stellar Cartography + SCIENCE + (Treachery OR Honor)



### Examine Disappearance Site

**Spatial interphase:** Study remnant of trans-dimensional event in Tholian-annexed space.

Stellar Cartography + SCIENCE + (Treachery OR Honor)

30

36 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

35

Stellar Cartography + Navigation x2 + Physics OR OFFICER + Leadership + SECURITY + STRENGTH > 36



### Navigate Argolis Cluster

**Argolis Cluster Region • Protostar cluster:** Engage enemy near vital sensor array.

Stellar Cartography + Navigation x2 + Physics OR OFFICER + Leadership + SECURITY + STRENGTH > 36

35


15 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

30\*

Geology + OFFICER + ENGINEER x2 \* +5 points if opponent's objective in play.



### Sabotage Biosphere

**Moab IV:** Destabilize independent Terran colony reliant on artificial habitat.

Geology + OFFICER + ENGINEER x2 \* +5 points if opponent's objective in play.

30\*


27 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

30

SECURITY + Treachery + Navigation



### Secure Supply Lines

**Tellarite cargo lane:** Re-establish Terran Empire trade route.

SECURITY + Treachery + Navigation

30

41 V

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EQUIPMENT

STAR TREK



### MIRROR DAGGER

Small blade weapon used for personal protection. Ubiquitous in the mirror universe. Quite handy when an unexpected career-advancement opportunity presents itself.

Each of your personnel present is STRENGTH +1. (Cumulative.) May report to a [M] facility for free OR to a just-initiated personnel battle involving your [M] card(s).

7 V

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EVENT

STAR TREK DEEP SPACE NINE



### RAKTAJINO

The stimulating Klingon coffee is a staple of Jadzia Dax's morning routine. She isn't awake until she's had her first cup.

Plays to make a unique personnel attributes +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. Discard event.

28 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

EVENT

STAR TREK DEEP SPACE NINE



### RAKTAJINO

The stimulating Klingon coffee is a staple of Jadzia Dax's morning routine. She isn't awake until she's had her first cup.

Plays to make a unique personnel attributes +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. Discard event.

28 V

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# INCIDENT

STAR TREK



## AGONY BOOTH

Plays on your **M** ship. Once every turn, if ship, its crew, or one of its Away Teams solves a mission or wins a battle against opponent's cards, you may draw up to three cards. But whenever they fail a mission attempt or fail to win such a battle, one of your personnel involved (random selection) must do nothing but return to ship (if not already aboard), then is "stopped."

15 V



# INCIDENT

— STAR TREK —  
ENTERPRISE™



## UFP: ONE SMALL STEP

Plays on table. Your **C** personnel may attempt non-homeworld **C** missions. While all your personnel are **C** and the same affiliation, each of your personnel (and ships) are CUNNING (or RANGE) +1. **OR** Seeds or plays on a time location. Any ship may move between this time location and another time location in the same quadrant with a matching year by using 4 RANGE.

20 V



# INTERRUPT

STAR TREK  
DEEP SPACE NINE™



## WORMHOLE NAVIGATION SCHEMATIC

The Bajoran Wormhole is the only one known to be stable. One terminus is in the Alpha Quadrant near Bajor; the other, in the Gamma Quadrant near the Idran system.

Allows your ship with SCIENCE and Navigation aboard to travel through Bajoran Wormhole without being "stopped." (Immune to Amanda Rogers.) **OR** Nullifies The Three Vipers.

22 V



## Haon Obst

— STAR TREK —  
ENTERPRISE™



### CIVILIAN

Typical humanoid slave laborer reporting to Star. His knowledge of alien cultures and anatomy did little to aid the reverse-engineering of the *Starship Defiant*.

• Honor • Exobiology • Anthropology

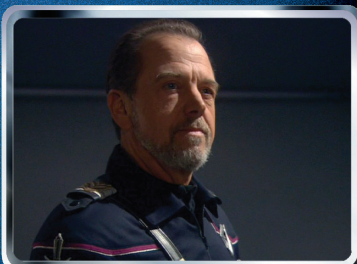
INTEGRITY 8 CUNNING 7 STRENGTH 4

35 V



## Admiral Black

— STAR TREK —  
ENTERPRISE™



### V.I.P.

Typical military leader. Briefly served as president of the Imperial Commission for Loyalty. Terran commander of the *I.S.S. Avenger*.

• Treachery x2 • Law • Leadership  
• Greed

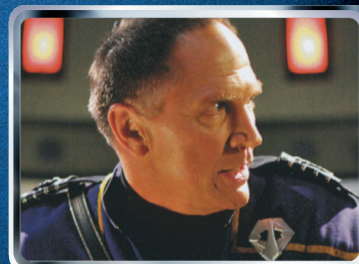
INTEGRITY 3 CUNNING 6 STRENGTH 6

36 V



## Captain Forrest

— STAR TREK —  
ENTERPRISE™



### OFFICER

Confident captain in the Terran Empire. *Maxwell Forrest* has friends in high places. Romantically involved with Comm Officer Sato.

• Treachery • Leadership • Law • Archaeology  
• Biology • Navigation • Transporter Skill

INTEGRITY 5 CUNNING 7 STRENGTH 7

37 V



## Chief Engineer Tucker

— STAR TREK —  
ENTERPRISE™



### ENGINEER

Talented Terran engineer recommended for his position by Admiral Black. *Charles Tucker III* has absorbed dangerously high levels of delta radiation.

• Physics • Computer Skill • Transporter Skill  
• Cybernetics • Technical Wizardry

INTEGRITY 6 CUNNING 6 STRENGTH 7

38 V



## Chief Surgeon Phlox

— STAR TREK —  
ENTERPRISE™



### MEDICAL

Sadistic physiologist whose finesse was useful to the Empire. The Denobulan doctor *Phlox* was courted by the rebels and became a reluctant dissident.

• Exobiology x2 • SCIENCE • Biology  
• Physics • Will You Kindly Die?

INTEGRITY 5 CUNNING 7 STRENGTH 5

39 V



## Comm Officer Sato

— STAR TREK —  
ENTERPRISE™



### OFFICER

*Hoshi Sato* seized command of the *Starship Defiant* and declared herself Empress of the Terran Empire.

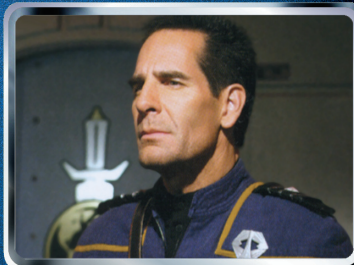
• Treachery x2 • Anthropology • Computer Skill  
• Doubles Male's Love Interest.

INTEGRITY 2 CUNNING 8 STRENGTH 6

40 V



Commander Archer — STAR TREK — ENTERPRISE



OFFICER

Covetous commander of the *Starship Defiant*. A soldier all his life, *Jonathan Archer* was romantically involved with Comm Officer Sato.

• Treachery x2 • SECURITY • Stellar Cartography  
• Leadership • Navigation ▼ Watch Dog ▼ Tyranny

INTEGRITY 2 CUNNING 7 STRENGTH 8

41 V

Corporal Scott — STAR TREK — ENTERPRISE



SECURITY

Typical Terran MACO. Defended Commander Archer from a Gorn attack aboard the *Starship Defiant*.

• Honor • MEDICAL • Geology  
• Astrophysics

INTEGRITY 6 CUNNING 5 STRENGTH 7

43 V

Corporal Scott — STAR TREK — ENTERPRISE



SECURITY

Typical Terran MACO. Defended Commander Archer from a Gorn attack aboard the *Starship Defiant*.

• Honor • MEDICAL • Geology  
• Astrophysics

INTEGRITY 6 CUNNING 5 STRENGTH 7

43 V

Crewman Biggs — STAR TREK — ENTERPRISE



ENGINEER

Representative of Terran engineers. An expert in radiation effects on physiology. From Tosche Station, Luna. He likes to finker with power converters.

• Astrophysics • Exobiology

INTEGRITY 5 CUNNING 6 STRENGTH 6

44 V

Crewman Biggs — STAR TREK — ENTERPRISE



ENGINEER

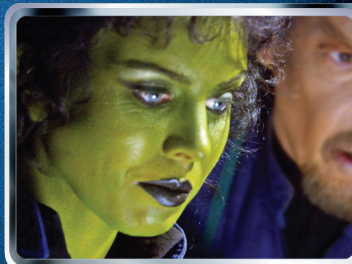
Representative of Terran engineers. An expert in radiation effects on physiology. From Tosche Station, Luna. He likes to finker with power converters.

• Astrophysics • Exobiology

INTEGRITY 5 CUNNING 6 STRENGTH 6

44 V

Crewman D'Vela — STAR TREK — ENTERPRISE



ENGINEER

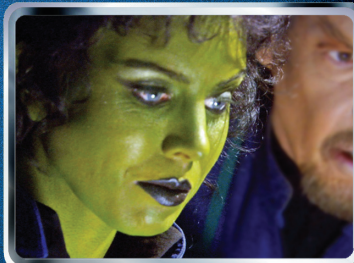
One of many subjugated Orion slave girls serving on Imperial Starfleet vessels. Dissident who is popular among her crewmates.

• Diplomacy • Navigation • MEDICAL  
▼ Seductive Dance

INTEGRITY 5 CUNNING 7 STRENGTH 5

45 V

Crewman D'Vela — STAR TREK — ENTERPRISE



ENGINEER

One of many subjugated Orion slave girls serving on Imperial Starfleet vessels. Dissident who is popular among her crewmates.

• Diplomacy • Navigation • MEDICAL  
▼ Seductive Dance

INTEGRITY 5 CUNNING 7 STRENGTH 5

45 V

Crewman Gham — STAR TREK — ENTERPRISE



OFFICER

Typical Andorian dissident serving aboard the *I.S.S. Avenger*. Sensor specialist and aspiring pilot. He enjoys old stories of the Andorian Imperial Guard.

• Archaeology • SCIENCE • Honor

INTEGRITY 7 CUNNING 6 STRENGTH 5

46 V

Crewman Gham — STAR TREK — ENTERPRISE



OFFICER

Typical Andorian dissident serving aboard the *I.S.S. Avenger*. Sensor specialist and aspiring pilot. He enjoys old stories of the Andorian Imperial Guard.

• Archaeology • SCIENCE • Honor

INTEGRITY 7 CUNNING 6 STRENGTH 5

46 V





Ensign Guerrero

— STAR TREK —  
ENTERPRISE



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### SCIENCE

Representative of junior science officers seeking out new worlds and civilizations to conquer. Obsessive collector of rare gemstones.

- Smuggling
- Geology
- Stellar Cartography

INTEGRITY 5 CUNNING 6 STRENGTH 6

49 V



Ensign Guerrero

— STAR TREK —  
ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

### SCIENCE

Representative of junior science officers seeking out new worlds and civilizations to conquer. Obsessive collector of rare gemstones.

- Smuggling
- Geology
- Stellar Cartography

INTEGRITY 5 CUNNING 6 STRENGTH 6

49 V



Ensign Kelby

— STAR TREK —  
ENTERPRISE



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### ENGINEER

Terran who helped repair the *Starship Defiant*. Kelby covets Chief Engineer Tucker's position. Fascinated by methods of achieving enlightenment.

- Computer Skill x2
- Meditation
- Transporter Skill

INTEGRITY 6 CUNNING 7 STRENGTH 6

50 V



Major Reed

— STAR TREK —  
ENTERPRISE



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### SECURITY

Enthusiastic major, MACO, and opportunistic assassin. Second officer *Malcolm Reed* is largely credited with the creation of the agony booth.

- ENGINEER
- Treachery
- Physics
- Combat-Ready: Tense Situation

INTEGRITY 4 CUNNING 6 STRENGTH 7

51 V



Private Brown

— STAR TREK —  
ENTERPRISE



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### SECURITY

One of many Terran soldiers. Considered a career in the sciences before becoming a MACO. Distrusts his non-Terran crewmates, particularly Vulcans.

- Biology
- Archaeology
- Leadership

INTEGRITY 6 CUNNING 6 STRENGTH 8

52 V



Private Brown

— STAR TREK —  
ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

### SECURITY

One of many Terran soldiers. Considered a career in the sciences before becoming a MACO. Distrusts his non-Terran crewmates, particularly Vulcans.

- Biology
- Archaeology
- Leadership

INTEGRITY 6 CUNNING 6 STRENGTH 8

52 V



Private Palmer

— STAR TREK —  
ENTERPRISE



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### OFFICER

Representative of female MACO soldiers who worked closely with Major Reed and Sergeant Mayweather.

- Youth
- Stellar Cartography

INTEGRITY 6 CUNNING 6 STRENGTH 6

53 V



Sergeant Mayweather

— STAR TREK —  
ENTERPRISE



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### SECURITY

Opportunistic sergeant romantically involved with Comm Officer Sato. *Travis Mayweather* is a MACO and bodyguard to Commander Archer.

- Anthropology

INTEGRITY 5 CUNNING 6 STRENGTH 7

54 V



I.S.S. Enterprise NX-01

— STAR TREK —  
ENTERPRISE



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### NX CLASS

Prototype Terran flagship commanded by Captain Forrest. Later captained by Commander Archer.

- Attributes all +1 for each aboard (limit 4).
- Suliban Cloaking Device

RANGE 5 WEAPONS 5 SHIELDS 5

58 V





## Imperial Interceptor — STAR TREK — ENTERPRISE



### TERRAN ASSAULT CLASS

Destroyer used by the Terran Empire. Backbone of the fleet. Frequently used as support for the larger NX-class battle cruisers.

X=3 at a mission.

RANGE 6

WEAPONS 5+X

SHIELDS 5

59 V



## Imperial Interceptor — STAR TREK — ENTERPRISE



### TERRAN ASSAULT CLASS

Destroyer used by the Terran Empire. Backbone of the fleet. Frequently used as support for the larger NX-class battle cruisers.

X=3 at a mission.

RANGE 6

WEAPONS 5+X

SHIELDS 5

59 V



## DILEMMA



### A BAD END

Shot in the chest by the Lenarians, Jean-Luc Picard's life was left hanging in the balance due to the damage his artificial heart received.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 Biology.

2 V



## DILEMMA



### A GOOD DAY TO LIE

Duras, Son of Ja'rod, constructed a web of lies to hide his father's treacherous actions at Khitomer. Worf and his cha'Dich eventually uncovered the truth.

To get past requires 3 Diplomacy OR 3 Treachery. If a Treachery personnel in play, opponent may then download Duras to anywhere at this location.

3 V



## DILEMMA



### ANCIENT COMPUTER

Control systems degrade over time. The Oracle of the People, a computer that guided the asteroid-like *Yonada* for millennia, required repairs after experiencing a malfunction.

Cannot get past unless 2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER present.

4 V



## DILEMMA



### CHULA: THE CHANDRA

"Allamaraine, count to four. Allamaraine, then three more. Allamaraine, if you can see. Allamaraine, you'll come with me."

One person (random selection) continues, along with all crew or Away Team members who have at least one attribute number matching that personnel. Others are "stopped."

2 V



## DILEMMA



### CLIMBING THE RANKS

Chief Navigator Chekov attempted to advance his standing on the *I.S.S. Enterprise* by assassinating James Tiberius Kirk, who had himself eliminated Captain Pike.

Kills the highest STRENGTH OFFICER personnel present who does not have Leadership. To get past requires STRENGTH>24 remaining.

3 V



## DILEMMA



### DANGEROUS CLIMB

Deep underground passages such as those on Xantaras pose a problem for transporters. Without climbing skills, they may also pose a problem to away team personnel.

Unless STRENGTH>40 OR 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

2 V



## DILEMMA



### DIGNITARIES AND WITNESSES

The bitterness of defeat and the exultation of triumph have taught many leaders a great lesson: they must preserve in peace what they have won in war.

To get past requires INTEGRITY>20 and an Admiral OR STRENGTH>30 and a General OR CUNNING>20 and 3 Leadership OR STRENGTH>20 and a Maje.

4 V



# DILEMMA

STAR TREK  
THE NEXT GENERATION



## DON'T LET IT END THIS WAY

Two assassins boarded *Kronos One*, slaughtering any crew in their path and fatally wounding Chancellor Gorkon. Gorkon's final words begged Kirk to continue the peace initiative.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 SECURITY.

7 V

# DILEMMA

STAR TREK  
THE NEXT GENERATION



## ENSURE THEIR SILENCE

Valeris eliminated her co-conspirators, Burke and Samna. "The first rule of assassination: kill the assassins."

One personnel (random selection) is killed. If opponent's infiltrator attempting, two more personnel (random selection) are killed and one such infiltrator (owner's choice) is exposed.

6 V

# DILEMMA

STAR TREK  
THE NEXT GENERATION



## FLIM-FLAM ARTIST

The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

Your opponent may immediately draw a card. To get past requires Diplomacy and 2 Computer Skill OR Law and CUNNING>32 (CUNNING>50 if this is a mission).

6 V

# DILEMMA

STAR TREK



## FRIENDLY FIRE

Only a seasoned leader can prevent disaster during tense situations.

Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.

7 V

# DILEMMA

STAR TREK



## HISTORY REPEATS ITSELF

The Melkotians, a race of xenophobic telepaths, could project powerful hallucinations into the minds of trespassers in their territory, drawn from the historical images in their minds.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has Anthropology, all of them are "stopped."

9 V

# DILEMMA

STAR TREK



## IT'S GREEN

The crew of the *Starship Enterprise* used distraction to regain control of their ship from the Kelvans. Mr. Scott, in fine naval tradition, put his stash of alcoholic beverages to good use.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has ENGINEER, all of them are "stopped."

10 V

# DILEMMA

STAR TREK  
VOYAGER



## JUSTICE OR VENGEANCE

Tuvok performed a mindmeld with Lon Suder hoping to give a sense of order, but received homicidal rage in return.

Unless 2 SECURITY and Anthropology OR Honor, Exobiology, and INTEGRITY>32, opponent chooses: kills one Treachery personnel (random selection) OR kills two personnel (random selection).

11 V

# DILEMMA

STAR TREK  
FIRST CONTACT



## MAGLOCK

Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.

9 V

# DILEMMA

STAR TREK  
DEEP SPACE NINE



## OCCUPATIONAL HAZARDS

In politics, mysterious gifts should be handled with care. A bottle of poisoned kanar may have no effect on Vorta but would have been fatal to Tekeny Ghemor.

Unless 2 Greed OR 2 Treachery OR CUNNING>45, one personnel (random selection) is killed.

14 V





## DILEMMA

STAR TREK  
NEMESIS

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## PICKING UP THE PIECES



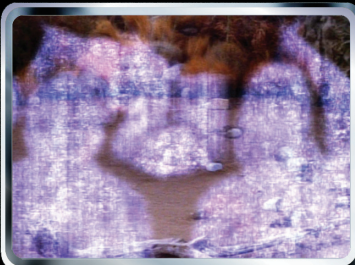
Parts of B-4's assembly were found strewn across the Kolaran system. Many planetary scans were required to locate all of the positronic signatures.

To get past requires Geology or Computer Skill. All such personnel are "stopped," but if two or more present, one must continue (random selection).

13 V



## DILEMMA

STAR TREK  
THE NEXT GENERATION

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## UNORTHODOX PRESERVATION



Facing the impending loss of the Boraalan people and culture due to atmospheric dissipation, Nikolai Rozhenko circumvented the Prime Directive to try and save them.

To get past requires 2 Anthropology OR a personnel with OFFICER and Empathy OR a staffed ship with a Holodeck here.

19 V



## DOORWAY

STAR TREK  
VOYAGER

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## ALTERNATE UNIVERSE DOOR



Place one on table during the seed phase. Door is now open, allowing your icon cards to enter play.

OR Stock in deck and use as follows:

Plays to nullify one Revolving Door or Subspace Schism. (Discard doorway.) OR Allows one ship to pass through Q-Net. (Discard doorway.) OR Nullify one Temporal Rift, and return doorway to your hand.

20 V



## DOORWAY

STAR TREK  
VOYAGER

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## TEMPORAL MICRO-WORMHOLE



Seeds or plays on table. Your icon Personnel and Equipment cards may report for duty. Once per game, you may download Space-Time Portal (or nullify its report with crew) OR download Dr. Telek R'Mor. Once each turn (twice per game), you may report a personnel aboard your ship regardless of affiliation, then discard doorway; for rest of game, that personnel may mix with your other affiliations.

10 V



## DOORWAY

STAR TREK  
DEEP SPACE NINE

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## THE FIRST STABLE WORMHOLE

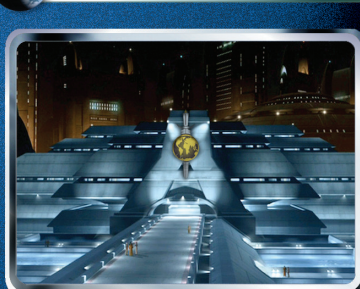


Seeds on table. You may download Bajoran Wormhole(s) (even from outside the game). When your ship travels through Bajoran Wormhole, you may discard a card from hand to download Wormhole Navigation Schematic (even from discard pile). Your icon missions are span -1 for your ships. Doubles point boxes of your File Mission Report (for icon missions) and Rescue Personnel (if Away Team on a icon planet).

15 V



## Imperial Outpost

STAR TREK  
ENTERPRISE

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In the mirror universe, the Terran system is the heart of the Terran Empire. The Terran Empire establishes outposts throughout its territory.

Seed one OR build where you have a icon ENGINEER.

UFP: One Small Step

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## OUTPOST

SHIELDS 28

16 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

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## CALL FOR REINFORCEMENTS



Seeds or plays on table. Once per game, in place of your normal card play, you may download a icon ship. Once per game, in place of your normal card play, you may fully repair your ship if you have a matching facility (or compatible Nor) in play.

43 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

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## NEW ARRIVALS



Seeds on table. Once each turn, you may play a icon personnel you do not already have in play for free. End of each turn, you may draw an extra card. Discard incident if you play more than one personnel for free on any turn.

45 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

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## THE ART OF DIPLOMACY



Seeds or plays on table. Your icon M, icon Resistance, and Orion Syndicate personnel who are using a hand weapon may use 2 Treachery as if it were 1 Diplomacy (ignoring reductions from rifles) and, once each turn, may place incident out-of-play to kill one other personnel present. Once per game, you may discard incident to download one hand weapon to one of your personnel who has 2 Treachery.

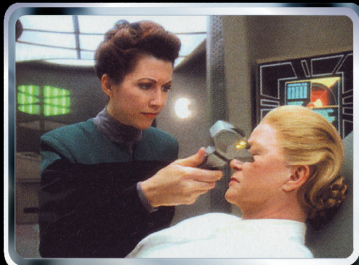
20 V





## OBJECTIVE

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DEEP SPACE NINE



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### ASSIGN SUPPORT PERSONNEL



Seeds or plays on table. (Unique.) Your "support personnel" (those who have exactly two skills, but no special skills) may report aboard your compatible ships that have two or more staffing icons. Once each turn, you may discard objective to download a "support personnel" (once per game per Personnel card title) to your matching ship that has two or more staffing icons, or to your matching facility.

26 V



## DOORWAY

STAR TREK  
DEEP SPACE NINE



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### BAJORAN WORMHOLE



Requires two Bajoran Wormhole cards; each inserts into a spaceline to create a location (span 1). Play one in Alpha Quadrant (Bajor Region); download the other to Gamma Quadrant. Limit one per quadrant. While in play, any ship may move from one end to the other, then is "stopped."  
**OR** Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

12 V



## DOORWAY

STAR TREK  
DEEP SPACE NINE



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### BAJORAN WORMHOLE



Requires two Bajoran Wormhole cards; each inserts into a spaceline to create a location (span 1). Play one in Alpha Quadrant (Bajor Region); download the other to Gamma Quadrant. Limit one per quadrant. While in play, any ship may move from one end to the other, then is "stopped."  
**OR** Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

12 V



## DOORWAY

STAR TREK  
DEEP SPACE NINE



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### BAJORAN WORMHOLE: MIRROR UNIVERSE



Seeds (in any phase) or plays in Mirror Quadrant. Limit one. Inserts into spaceline to create a Bajor Region location (span 1); any player may download Bajoran Wormhole. Any ship may move between here and another Bajoran Wormhole if damaged or if ENGINEER and SCIENCE aboard, then is "stopped."  
**OR** Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

5 V