

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

THE SKY'S THE LIMIT

THE CONTINUING COMMITTEE

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54 ADDITIONAL VIRTUAL CARDS • RELEASED APRIL 2013 • VERSION 1.0

*"Speak for yourself, sir.
I plan to live forever."*

The celebration of *The Next Generation's* 25th anniversary concludes with *The Sky's the Limit*. With something new for every affiliation in The Next Generation Block, this fifty-four (54) card *First Edition* expansion showcase themes from *Generations* and the final seasons of *TNG*. The Sisters of Duras and the rogue Borg are back, both deadlier than ever. A new type of dilemma also threatens to destroy the galaxy...

Self-Controlling Icon – A dilemma represents a vessel or entity that is not controlled by either player. Dilemmas with the icon will act and move "on their own" according to the rules listed under "self-controlling" in the glossary.

Coming Next – In the autumn of 2013, return to the Bajoran Wormhole and venture beyond with the first expansion of our second block, featuring new decks and cards based around the Bajorans, Cardassians, and the crew of *Deep Space 9*.



The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

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

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DILEMMA

— STAR TREK —
ENTERPRISE



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ASSIMILATED VESSEL

Revived Borg drones found in Earth's Arctic Circle assimilated the nearest ship in an attempt to rejoin the Collective.

End of every turn: Attacks one ship (random selection), then moves. Opponent scores points if dilemma moves off spaceline (even if).

10

RANGE 5

WEAPONS 8

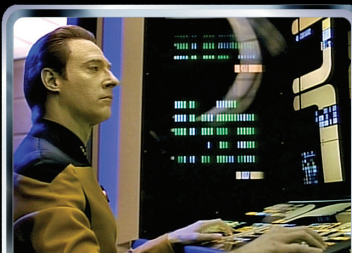
SHIELDS 8

1 V



DILEMMA

STAR TREK
THE NEXT GENERATION



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CYBERNETIC HOMING DEVICE

Data and his brother Lore each contained a homing device. When Dr. Soong activated them in 2367, Data took control of the *U.S.S. Enterprise* to reach his creator.

If android or non- Borg aboard, opponent may move ship up to printed RANGE (ship is "stopped"), then discard dilemma. Otherwise, to get past requires CUNNING>36.

2 V



DILEMMA

STAR TREK
THE NEXT GENERATION



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DATA HAS SOME ISSUES

Under Lore's emotional influence, Data felt a sense of brutal pleasure after killing a Borg on Ohniaka III. He pursued those feelings until his ethical subroutines were reinitialized.

Place on ("stops") a personnel present (random selection). End of each turn, they kill another personnel present with lower STRENGTH (opponent's choice). Cure with 3 ENGINEER.

3 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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HUNTER PROBE

Silaran Prin used hunter probes to exact vengeance against several Shakaar resistance cell members, including Latha Mabrin, Furel, and Lupaza.

Unless 2 SECURITY and 2 Anthropology present, opponent chooses two personnel. Both die at end of turn. Mission continues.

4 V



DILEMMA

STAR TREK
FIRST CONTACT



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2

IRRATIONAL COMMANDER

After Worf's suggestion to activate the *U.S.S. Enterprise-E*'s self-destruct sequence, Jean-Luc Picard's outburst surprised his crew. They carried out his orders nonetheless.

Unless you have two leaders with Honor **OR** two leaders with Treachery, place on mission. Crew must have any attribute>double mission points to solve. (Unique.)

5 V



DILEMMA

STAR TREK



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2

MURASAKI EFFECT

Electromagnetic phenomenon that surrounded Taurus II in 2267. Damaged the shuttlecraft *Galileo* and left transporters temporarily unreliable.

Damages all unstaffed ships in orbit. Place on mission. Each time transporters used here, one just-beamed personnel is killed (random selection).

6 V



DILEMMA

— STAR TREK —
ENTERPRISE



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OSAARIAN PIRATES

Heavily armed Osaarian merchant ship. Its crew turned to piracy after being stranded in the Delphic Expanse.

End of every turn: Destroys one equipment (random selection) on each facility (except a Nor) and ship here without Smuggling aboard, then moves.

RANGE 5

WEAPONS 8

SHIELDS 7

7 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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PARALYZED BY FEAR

The untested junior engineers assigned to salvage Empok Nor were frozen with terror after Cardassian killers gradually began eliminating them.

"Stops" each personnel in crew or Away Team with printed CUNNING+INTEGRITY<13. Nullify with Miles O'Brien.

8 V



DILEMMA

STAR TREK
NEMESIS



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REGIME CHANGE

Shinzon's elimination of the Romulan Senate using a thalaron radiation device ensured his ascension to the pinnacle of power in the Star Empire.

Opponent chooses: kills three personnel (random selection) who report for free using game text on planet (or planet facility here) **OR** kills one V.I.P. (random selection).

9 V



DILEMMA

STAR TREK
DEEP SPACE NINE

REMAT DETONATOR

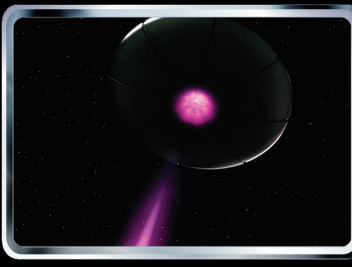
Black market device of Romulan origin which scrambles transporter beams on rematerialization. Silaran Pin used one to kill Shakaar resistance cell informant Trentin Fala in 2373.

Unless 2 Transporter Skill present, place on table. Whenever your personnel have just beamed, opponent may discard dilemma to kill one (opponent's choice).

10 V



DILEMMA

STAR TREK
THE NEXT GENERATION

SPACEBORNE ENTITY

Angry life-form transformed into a massive and powerful vessel. Nothing like it in Starfleet records — not even close.

No personnel may report "for free" at this location. End of every turn: Attacks all ships matching mission's affiliation icons, then moves.

RANGE 6

WEAPONS 14

SHIELDS 14

11 V



EVENT

STAR TREK
GENERATIONS

BRACE FOR IMPACT

In 2371, a warp core breach forced the crew of the U.S.S. Enterprise to land the saucer section on Veridian III, bringing the ship's mission to an end.

Plays to land your damaged ship at a planet location. If Galaxy-class, X=landed ship's lowest printed attribute. Otherwise, X=0.

X

12 V



EVENT

STAR TREK



4 STONE KNIVES AND BEARSKINS

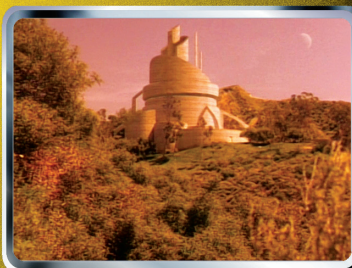
Stranded on Earth in the 1930s, Spock struggled to construct a mnemonic memory circuit using the comparatively primitive equipment of the era.

Plays on any planet mission. Suspends gametext of all non-unique Equipment present (except blade weapons, cards, Ketracel-White, and Gold-Pressed Latinum).

13 V



❖ Repurposed Outpost

STAR TREK
THE NEXT GENERATION

As the power of a spacefaring culture declines, outposts established throughout its former territory are often occupied by independent groups.

Seed one OR build where you have a Non-Aligned ENGINEER. Does not allow aligned cards to report.



OUTPOST

SHIELDS 30

14 V



INCIDENT

STAR TREK
THE NEXT GENERATION

FOLLOWERS OF THE ONE

Plays on Varria III. androids and Borg cards may report to planet or in orbit; once each turn, The One (or a personnel with his name in lore) may do so for free. Your androids and Borg may beam through shields of an opponent's ship at the same mission as your Borg ship, but may only battle once that turn. Your Borg are immune to Reactor Overload.

15 V



INCIDENT

STAR TREK
THE NEXT GENERATION

TAKEN PRISONER

Plays on table. Once each turn, you may report a personnel (for free) to your outpost or to your ship at a mission an opponent seeded or that is worth 40 or more points. Once each turn (thrice per game), if an opponent's personnel present with your personnel is about to be killed, you may capture that personnel instead.

16 V



INTERRUPT

STAR TREK
THE NEXT GENERATION

A MISSING DAY

The isolationist Paxan race hid their existence by erasing explorers' memories. The Paxans failed to remove all clues of their encounter with the U.S.S. Enterprise in 2367.

Plays once each turn to count down an opponent's dilemma, interrupt, or event (except Omega Particle).

-5

17 V



INTERRUPT

STAR TREK
DEEP SPACE NINE

FITTING IN

To prevent the assassination of Captain Kirk in 2268, the crew of the U.S.S. Defiant needed to blend into the background of daily life aboard the Starship Enterprise.

Plays once each turn to give your non-personnel a skill from an personnel present until end of turn.

18 V

Trainee instructor at Starfleet Academy, Mr. Spock supervised the *Kobayashi Maru* scenario. ½ Vulcan, ½ human mentor of Saavik.

28 V

Human tactical officer typical of those serving in the late 23rd century. Directed efforts to transport the S.S. *Lakul* survivors aboard the U.S.S. *Enterprise-B*.

29 V

Promoted to vice-admiral after seven years in the Delta Quadrant. Dispatched the U.S.S. *Enterprise-E* to Romulus on an "easy" diplomatic assignment.

30 V

Human navigator typical of U.S.S. *Enterprise-B* staff officers. Befriended Demora Sulu. Enjoys strategy games and tales of the ancient American West.

31 V

Typical nurse who served under Beverly Crusher for many years. Helped evacuate sickbay when the Borg boarded the U.S.S. *Enterprise-E*.

32 V

Experienced officer who often commanded the U.S.S. *Enterprise*. Defeated the Sisters of Duras at Veridian III. Well versed in saucer separations.

33 V

Typical Ferengi physician. Served aboard the *Krayton* in 2366. Distrusted Lwaxana Troi. Tried to study her empathic powers with a mind probe.

34 V

Betazoid ambassador held captive by Tog. Misled him about her willingness to cooperate. Later described Tog as slightly repulsive, but with a certain charm.

35 V

Since failing to seize control of the Klingon Empire, B'Etor, sister of Duras, has been trying to acquire powerful weapons. Still the prettier sister.

36 V

❖ **Dokar****STAR TREK**
GENERATIONS

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Characteristic of male Klingon warriors supporting attempts by the House of Duras to regain power after their defeat in the Klingon Civil War.

- Biology
- Treachery
- Transporter Skill

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

37 V

❖ **K'Vit****STAR TREK**
GENERATIONS

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SECURITY

Klingon helmsman serving the Sisters of Duras. Briefly worked as a bounty hunter. Warrior at heart. Surprised when his ship began to cloak at Veridian III.

- Navigation x2
- Anthropology
- Treachery
- If on *Cha'Joh*, it is RANGE +2.

INTEGRITY 3 **CUNNING** 7 **STRENGTH** 9

38 V

❖ **Lursa****STAR TREK**
GENERATIONS

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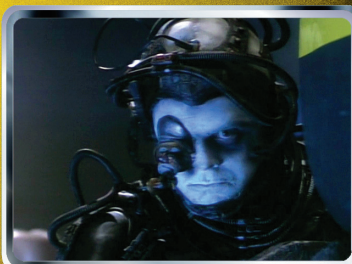
V.I.P.

Ambitious sister of Duras and B'Etor. Working to restore her family's previous position of power. Named her newborn son after her father, Ja'rod.

- Treachery
- Leadership
- B'Etor
- Treachery Klingons present are attributes all +1.

INTEGRITY 2 **CUNNING** 8 **STRENGTH** 7

39 V

❖ **Bosus****STAR TREK**
THE NEXT GENERATION

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SECURITY

Typical disconnected Borg disciple of The One. Participated in the raid on Ohniaka III. Swore to avenge the death of his friend Torsus.

- Astrophysics
- Treachery
- Navigation

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

40 V

❖ **Data****STAR TREK**
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ENGINEER

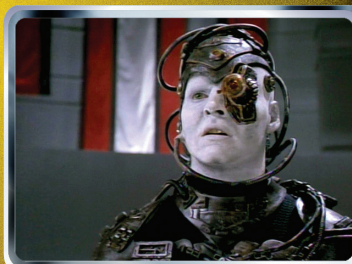
Loyal brother of Lore. The Soong-type android was swayed by emotions to join The One's cause.

Does not work with ● affiliation.

- Computer Skill x2
- Exobiology
- Biology
- Treachery
- Mortally wounds each adversary he stuns in battle.

INTEGRITY 4 **CUNNING** 9 **STRENGTH** 12

41 V

❖ **Goval****STAR TREK**
THE NEXT GENERATION

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SCIENCE

Representative of lost Borg who found a new sense of purpose with The One. Temporarily separated himself from his new collective.

- Biology
- Archaeology
- Exobiology

INTEGRITY 4 **CUNNING** 6 **STRENGTH** 6

42 V

❖ **Kamala****STAR TREK**
THE NEXT GENERATION

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V.I.P.

The perfect mate, an empathic metamorph. Kriosian mutant romantically involved with Jean-Luc Picard. Dutifully married Alrik despite her bond to Jean-Luc.

- Anthropology x2
- Archaeology
- Empathy
- When reported, select any skill present.

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

43 V

❖ **Lieutenant Croxis****STAR TREK**
THE NEXT GENERATION

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OFFICER

Renegade Borg who commanded the initial phase of raids on Federation outposts. Loyal aide to The One. Recruited Data to their cause.

- Treachery
- Computer Skill
- SECURITY
- Investigate Raid has [icon], [icon].

INTEGRITY 3 **CUNNING** 9 **STRENGTH** 9

44 V

❖ **Millin****STAR TREK**
GENERATIONS

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CIVILIAN

Male El-Aurian representative of refugees rescued by the U.S.S. *Enterprise-B* from the S.S. *Lakul* before it was destroyed by the Nexus.

- Honor
- Anthropology

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

45 V

Morik

ENGINEER

One of many Borg disconnected from the Collective who became loyal to The One. Guarded the Federation prisoners, but was easily tricked by them.

Anthropology
Transporter Skill
Geology

X=number of different Borg present (limit 6).

INTEGRITY 4
CUNNING 4+X
STRENGTH 4+X

The One

V.I.P.

The Soong-type android Lore found his calling giving purpose to the disconnected Borg drones.

Does not work with affiliation.

Treachery x2
Leadership
Computer Skill

Diplomacy
Transporter Skill
Lore's Fingernail

INTEGRITY 1
CUNNING 13
STRENGTH 12

Third of Five

ENGINEER

Borg befriended by Geordi La Forge. Became an individual, "Hugh," fracturing his hive's link to the Collective. Led those resisting Lore's leadership.

Honor
Leadership
Biology

Exobiology
Group of Individuals

INTEGRITY 7
CUNNING 7
STRENGTH 6

Relam

OFFICER

Complex strategist affected by temporal irregularities in 2369. Once captained a *D'deridex*. Has a family tradition of military service.

Stellar Cartography
Treachery
SCIENCE

INTEGRITY 5
CUNNING 7
STRENGTH 7

Tarvang

ENGINEER

Typical Romulan pilot. Beamed aboard the *U.S.S. Enterprise* during an encounter with quantum singularity lifeforms in 2369. Enjoys chess.

Navigation

Physics

INTEGRITY 5
CUNNING 7
STRENGTH 6

Supply Ship

SUPPLY FREIGHTER

Typical Cardassian freighter. Carries anything from research equipment to disruptors to taspar eggs. Uses high-energy subspace fields to mask its cargo.

Long-Range Scan Shielding, Tractor Beam

RANGE 8

WEAPONS 3

SHIELDS 5

Cha'Joh

CLASS D-12 SCOUT VESSEL

Bird-of-Prey commanded by Lursa and B'Etor, the Sisters of Duras. Fought at Veridian III.

May not be carried aboard Birds-of-Prey.

May report to location of Dr. Tolian Soran.

Cloaking Device

RANGE 7

WEAPONS 5

SHIELDS 5

Assimilator

BORG ASSIMILATOR

Large Borg ship operated by a group of renegade Borg. First encountered the *U.S.S. Enterprise* while raiding the Federation outpost on Ohniaka III.

Tractor Beam

Transwarp Conduit

RANGE 7

WEAPONS 12

SHIELDS 12

Stolen Ship

MERCHANT CLASS

One of many decommissioned Vulcan merchant vessels. Several were stolen by the Romulans in a ploy to conquer Vulcan for the Star Empire.

Tractor Beam

RANGE 7

WEAPONS 6

SHIELDS 5