



DILEMMA

STAR TREK
VOYAGER

Q: A DAZZLING FLASH

One of many Q conflicts encountered during their voyage home, a furious chase between Q and Quinn threw the U.S.S. Voyager from the birth of the universe to a Christmas tree.

Crew or Away Team has a Q-Flash with X cards from opponent's Q-Continuum, where X = number of personnel present. Discard dilemma. (Immune to Q2.)

1 V



DILEMMA

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VOYAGER

Q: ENTER THE SUPERNOVA

A civil war between the Q resulted in the implosion of multiple stars. Each one created a negative density false vacuum, sucking the surrounding matter into the Continuum.

Crew has a Q-Flash with X cards from opponent's Q-Continuum, where X = the lowest attribute of attempting ship. Discard dilemma. (Immune to Q2.)

2 V



INTERRUPT

STAR TREK
VOYAGER

MISS Q

Female Q. Has an eternal association with Q. Relied on a rickety barge and its half witted crew to stop Q from mating with a human. Mother of Q Junior. Admires Klingon females.

Once per Q-Flash, just before a card is drawn from your Q-Continuum, download a card (once per game per card title) and place it atop that deck. **OR** Nullifies a card.

3 V



Mortal Quinn

STAR TREK
VOYAGER

V.I.P.

Controversial Q philosopher. Granted mortality, he was able to live the rest of his life as a human.

- Anthropology x10
- Scores 5 points if he dies.
- Loses 5 points if he helps solve a mission.
- While in play, your personnel enter play stopped.

INTEGRITY

Q

CUNNING

8

STRENGTH

2

4 V



EVENT

STAR TREK
VOYAGER

AN ABSENCE OF MANNERS

"At some point along the way, I guess we just stopped thinking about the little niceties."

Plays on table until any Q-Flash. Play with your hand revealed. If, at the start of opponent's turn, you have drawn exactly one card since end of opponent's last turn (including card draws converted to downloads), discard event. May be nullified only by Plexing or Wolf.

5 V



EVENT

STAR TREK
VOYAGER

IT'S A PARTY!

"One dance, B'Elanna, that's all I ask."

If crew or Away Team began attempt with more than 9 or fewer than 4 personnel, plays on table until any Q-Flash. Opponent may play one additional card each turn.

6 V



INTERRUPT

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VOYAGER

DON'T PROVOKE THE BORG!

"If the Continuum has told you once, they've told you a thousand times..."

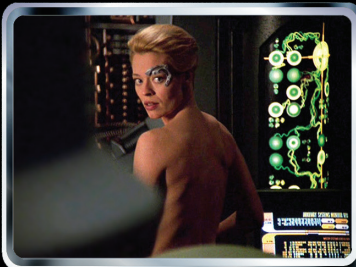
If any ship or Borg Ship dilemma is on this spaceline, opponent (even if playing Borg) scores points (once per game), and you may relocate one such card up to 20 span away from its current location on same spaceline.

10

7 V



INTERRUPT

STAR TREK
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FUTILE ATTEMPT

"If you're attempting to embarrass me, you won't succeed."

Reveal the top card of your draw deck. If it is a personnel, it is placed beneath draw deck; opponent scores 1 point for each and you lose 2 points for each . May be nullified by any Seven of Nine.

8 V



INTERRUPT

STAR TREK
THE NEXT GENERATION

I WILL NOT PROMISE...

"...never to appear again."

If played during a Q-Flash: Opponent may end current Q-Flash now (no more cards are drawn) and immediately seed this interrupt beneath any other mission like a dilemma.

If encountered seeded beneath a mission: Crew or Away team has a Q-Flash with three cards.

9 V