

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP

1,000 TRIBBLES **STAR TREK**  
THE NEXT GENERATION

FREEZE



Name a tribble power. Until the end of your next turn this round, players cannot play tribbles with that power (whether the power is used or not).

NOT ENDORSED BY CBS OR P&W, PTC. ©

24 VTP