

TRIBBLES™ CUSTOMIZABLE CARD GAME

# BIG TRIBBLE IN LITTLE QO'NOS

THE CONTINUING COMMITTEE

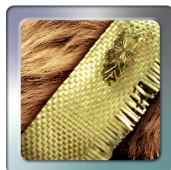
18 ADDITIONAL VIRTUAL CARDS • RELEASED APRIL 2013 • VERSION 1.1 UPDATED MARCH 2014

Design  
Dan Hamman



*"They were an ecological menace,  
a plague to be wiped out."*

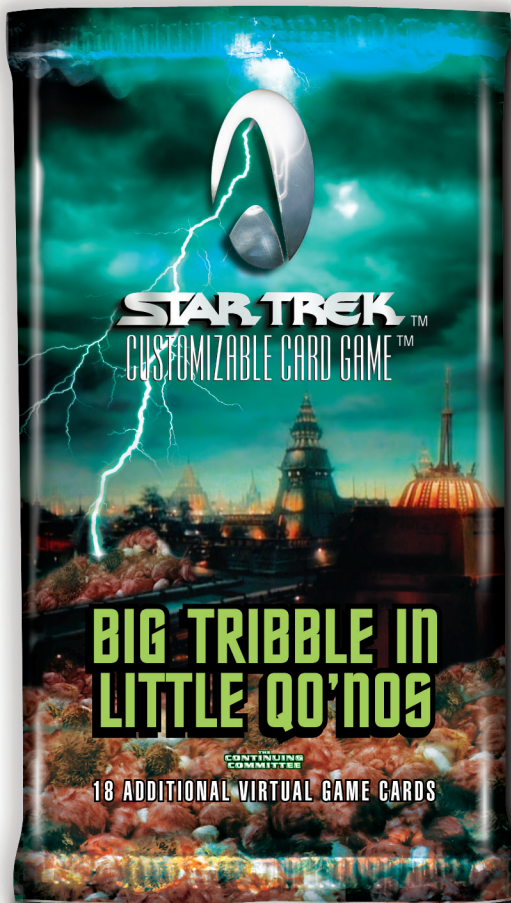
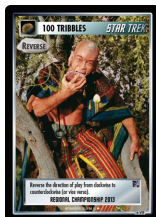
Something is afoot on the streets in the Warrior's Quarter: Rival houses are breeding "detestable creatures" and wreaking havoc! Welcome to *Big Tribble in Little Qo'nos*, the fifth virtual Tribbles expansion! Inside are big gambles, strategies, and counter-strategies. There are new effects to experiment with, and familiar powers in new denominations. Klingons from across the generations are here to Party, Sabotage, or make your opponents Experience Bij. Happy breeding, and Qapla'!



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## 2013 Tribbles Regional Championships

Regional season for Tribbles extends over a three-month period between April and June. Any player from any region can play in a Regional. The 2013 Tribbles Regional prize kit contains copies of the *Original Series*-themed Regional promo **100 Tribbles Reverse**. Go to [www.trekcc.org](http://www.trekcc.org) to find a Regional near you.



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.

ARTICLES  
FORUMS  
RULES

CARD IMAGES  
TOURNAMENTS  
PLAYER LOCATOR

The *Star Trek CCG* Community lives on at  
[WWW.TREKCC.ORG](http://WWW.TREKCC.ORG)



## BIG TRIBBLE IN LITTLE QO'NOS CARD LIST

1 Tribble – BaH! . . . . .	73 V	1,000 Tribbles – Cycle . . . . .	82 V
1 Tribble – Draw . . . . .	74 V	1,000 Tribbles – Qapla' . . . . .	83 V
1 Tribble – Party . . . . .	75 V	1,000 Tribbles – Sabotage . . . . .	84 V
10 Tribbles – Exchange . . . . .	76 V	10,000 Tribbles – BiJ . . . . .	85 V
10 Tribbles – Replicate . . . . .	77 V	10,000 Tribbles – Cycle . . . . .	86 V
10 Tribbles – Sabotage . . . . .	78 V	10,000 Tribbles – Stampede . . . . .	87 V
100 Tribbles – Exchange . . . . .	79 V	100,000 Tribbles – BaH! . . . . .	88 V
100 Tribbles – Qapla' . . . . .	80 V	100,000 Tribbles – Dance . . . . .	89 V
100 Tribbles – Replicate . . . . .	81 V	100,000 Tribbles – Draw . . . . .	90 V

## BIG TRIBBLE IN LITTLE QO'NOS NEW TRIBBLE ICONS



If this tribble is in your play pile at the end of the round and you did not go out, you may force all players to be randomly reassessed. You may place this tribble beneath your play pile from hand on any turn you have been Skipped.



Choose an opponent and place this tribble beneath his or her play pile. If you go out and you don't own this tribble, the owner of this tribble scores 50,000 points. (Return this tribble at the end of the round or if it leaves your play pile.)



If you have Skip, Reverse, Skip, Reverse, Skip, Reverse in your play pile (in that order, ignoring other cards), score 100,000 points.



To activate this tribble power, you must have at least two other cards in hand. All players randomly place a card from hand beneath their play pile.



All players place the top card of their draw deck beneath their play pile. If all those tribbles are the same value or the same power, you score seven times the highest value of those tribbles.



If an opponent's action places this tribble in your discard pile (or play pile) you may place an additional card from hand in your discard pile (or play pile).



Choose an opponent to discard the top card of their draw deck. You may activate that tribble's power.

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**1 TRIBBLE** — STAR TREK — ENTERPRISE

**BAH!**



If this tribble is in your play pile at the end of the round and you did not go out, you may force all players to be randomly reseated. You may place this tribble beneath your play pile from hand on any turn you have been Skipped.

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73 V

**1 TRIBBLE** STAR TREK DEEP SPACE NINE

**DRAW**



Choose a player. He or she must draw a card.

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74 V

**1 TRIBBLE** STAR TREK THE NEXT GENERATION

**PARTY**



To activate this tribble power, you must have at least two other cards in hand. All players randomly place a card from hand beneath their play pile.

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75 V

**10 TRIBBLES** STAR TREK THE ANIMATED SERIES

**EXCHANGE**



Discard a tribble from hand to take a tribble into hand from your discard pile.

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76 V

**10 TRIBBLES** STAR TREK THE NEXT GENERATION

**REPLICATE**



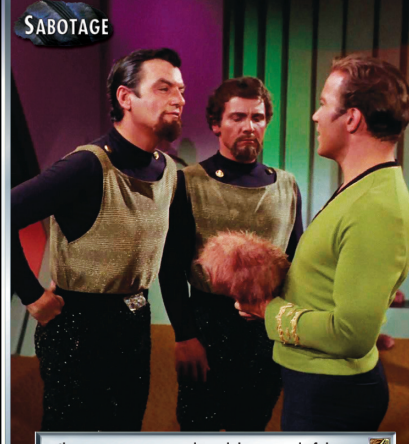
If an opponent's action places this tribble in your discard pile (or play pile) you may place an additional card from hand in your discard pile (or play pile).

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77 V

**10 TRIBBLES** STAR TREK

**SABOTAGE**



Choose an opponent to discard the top card of their draw deck. You may activate that tribble's power.

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78 V

**100 TRIBBLES** STAR TREK THE ANIMATED SERIES

**EXCHANGE**



Discard a tribble from hand to take a tribble into hand from your discard pile.

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79 V

**100 TRIBBLES** STAR TREK DEEP SPACE NINE

**QAPLA'**



All players place the top card of their draw deck beneath their play pile. If all those tribbles are the same value or the same power, you score seven times the highest value of those tribbles.

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80 V

**100 TRIBBLES** STAR TREK THE NEXT GENERATION

**REPLICATE**



If an opponent's action places this tribble in your discard pile (or play pile) you may place an additional card from hand in your discard pile (or play pile).

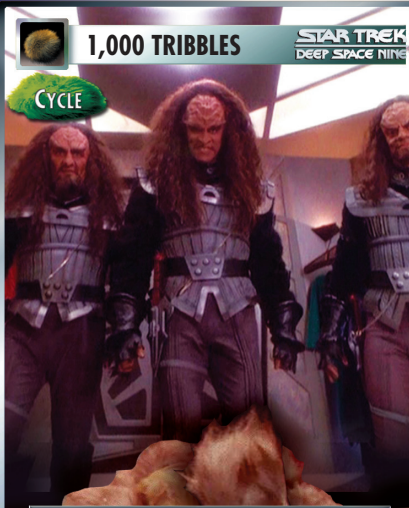
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81 V



**1,000 TRIBBLES** *STAR TREK DEEP SPACE NINE*

**CYCLE**



Place a tribble in hand beneath your draw deck to draw a card.

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82 V

**1,000 TRIBBLES** *STAR TREK DEEP SPACE NINE*

**QAPLA'**



All players place the top card of their draw deck beneath their play pile. If all those tribbles are the same value or the same power, you score seven times the highest value of those tribbles.

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83 V

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

**SABOTAGE**



Choose an opponent to discard the top card of their draw deck. You may activate that tribble's power.

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84 V

**10,000 TRIBBLES** *STAR TREK KLINGON CHALLENGE*

**BIJ**




Choose an opponent and place this tribble beneath his or her play pile. If you go out and you don't own this tribble, the owner of this tribble scores 50,000 points. (Return this tribble at the end of the round or if it leaves your play pile.)

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85 V

**10,000 TRIBBLES** *STAR TREK VOYAGER*

**CYCLE**



Place a tribble in hand beneath your draw deck to draw a card.

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86 V

**10,000 TRIBBLES** *STAR TREK DEEP SPACE NINE*

**STAMPEDE**



All players may immediately play the next tribble in sequence. Only the tribble you play may activate its power.

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87 V

**100,000 TRIBBLES** *STAR TREK*

**BAH!**



If this tribble is in your play pile at the end of the round and you did not go out, you may force all players to be randomly reset. You may place this tribble beneath your play pile from hand on any turn you have been Skipped.

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88 V

**100,000 TRIBBLES** *STAR TREK*

**DANCE**



If you have Skip, Reverse, Skip, Reverse, Skip, Reverse in your play pile (in that order, ignoring other cards), score 100,000 points.

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89 V

**100,000 TRIBBLES** *STAR TREK*

**DRAW**



Choose a player. He or she must draw a card.

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90 V