

Star Trek™ CCG The Motion Pictures Card List

LEGEND

EXPANSION ABBREVIATIONS

TMP The Motion Pictures

ICON ABBREVIATIONS

[AU] Alternate Universe
 [CF] Classic Films
 [Cmd] Command
 [3][X] Countdown Box
 [Holo] Holographic Re-creation
 [Nem] Nemesis
 [P] Planet
 [Ref] Referee
 • Skill Dot
 [S] Space
 [S/P] Space/Planet
 ▼ Special Download
 [Stf] Staff

AFFILIATION ICONS

Rectangular [Personnel]/[Ship/Facility] or [Your mission] and Bar [opponent's mission]

[Fed], [Fed] Federation
 [Klg], [Klg] Klingon
 [Neu] Neutral
 [NA], [NA] Non-Aligned
 [Rom], [Rom] Romulan

INFILTRATION ICONS

<Fed> Federation

RARITY ABBREVIATIONS

C Common
 U Uncommon
 R Rare
 UR Ultra-Rare (occurs in about 1:121 packs)
 * Dual-affiliation card with an alternate color (listed under primary affiliation only)

ARTIFACT

THE GENESIS DEVICE

Torpedo created by Project Genesis. Reorganizes matter at the subatomic level to achieve rapid terraforming on a planetary scale. Its matrix utilizes dangerously unstable protomatter.

Use as Equipment card. (Unique.) If not playing [Fed], may place atop planet mission here during your turn. Choose at start of your next turn: mission worth double OR zero points.

TMP: 1 R

DILEMMA

[S] ENGINE IMBALANCE

An improperly balanced warp drive system poses a serious hazard. Even a minor misalignment can propel a ship into an artificial wormhole.

Place on ship. It may not "fly by" a location without stopping, and its RANGE is exhausted each time it moves. Cure with 2 ENGINEER, Computer Skill, and Physics.

TMP: 2 U

[P] "600"

"This starship. Could it carry my wisdom beyond the Barrier? ... Then I shall make use of this starship... bring it closer, so that I might... join with it."

Unless two Away Team members each have INTEGRITY>7, place on mission; destroys one ship here (opponent's choice). You must have a ship here to attempt mission.

TMP: 3 R

[S/P] HERO WORSHIP

"Doctor Cochrane, I know this sounds silly, but can I shake your hand?" "Stops" non-Borg crew or Away Team members with the most and fewest • icons. (In case of ties, "stops" all tied personnel.)

TMP: 4 R

[P][AU] I HATE YOU

"The sins of all our fathers, being dumped on us — the sons. The only choice we're given is HOW MANY MEGATONS? And I eschew you! And I say SCREW YOU! And I hope you're blue too."

To get past requires Anthropology, Youth, and no Music present. Nullified by Vulcan Nerve Pinch.

TMP: 5 C

[S/P][X] LINGUISTIC LEBERDEMAIN

"We must respond personally. The universal translator would be recognized."

Unless Anthropology and Exobiology present, X=1+number of affiliation icons on this mission with no matching personnel present; place on mission; it cannot be attempted.

TMP: 6 C

[P] NOW WOULD BE A GOOD TIME

With insufficient transporter power for Scotty to beam him off the aircraft carrier Enterprise, Chekov was captured and interrogated by the U.S. Navy. Being Russian didn't help him.

Unless Transporter Skill aboard your ship or facility here beams up entire Away Team, one personnel present (opponent's choice) is captured. Discard dilemma.

TMP: 7 U

[S] SUBSPACE SHOCK WAVE

Dangerous aftermath of a stellar, planetary, or lunar explosion. The shock wave created by the "incident" on Praxis was felt even beyond the boundaries of Klingon space.

Ship is damaged and two crew members are killed (random selection) unless a Navigation personnel who has CUNNING>7 aboard. Discard dilemma.

TMP: 8 C

[S][AU] THE WHALE PROBE

Alien space probe of unknown origin. Traveled to Earth to contact the extinct humpback whale. Its powerful transmission caused total power loss aboard nearby ships and starbases.

Place on mission. End of every turn, moves one location toward and off spaceline's long end. All ships, personnel, and facilities are in stasis while here. (Unique.)

TMP: 9 R

[S][AU] V'GER

Massive living machine created by an unknown race around the lost NASA space probe Voyager VI. Left a trail of destruction during its return to Earth in search of its creator.

Ship is destroyed unless 2 Empathy OR Diplomacy, Anthropology, and Computer Skill present. Discard dilemma.

[5 PTS]

TMP: 10 R

DOORWAY

THE NEXUS

Seeds like a dilemma. When encountered, place on far end of spaceline. (Not duplicatable.) Destroys all ships present; place personnel aboard (or on planet here) under doorway (they are in play). End of every turn, moves one location toward opposite end. At end of spaceline, place on table. At any time, any player may relocate their personnel under here to any planet (even a time location). (Immune to Revolving Door.)

TMP: 11 U

EQUIPMENT

TRANSPORT INHIBITOR

Device that emits an energy field preventing the operation of transporters within a radius of several meters. Used by the Enterprise crew in their defense against the Son'a.

Your personnel present may choose to prevent any beaming to or from this equipment. Opponent's personnel present may discard this equipment if it is unattended.

TMP: 12 C

TRANSPORTER DRONES

Typical reconnaissance devices modified by the Son'a to fire isolar tags. Transporters can lock onto a tagged object, overcoming any interference with normal targeting scanners.

Participates in battle like a personnel, using STRENGTH=8 vs. adversary's CUNNING. May capture any adversary it stuns by beaming them to your ship here.

TMP: 13 U

EVENT

DUJ SAQ

Klingon for "land the ship." Though K'Var-class ships were larger and more heavily armed than the B'rel design they were based upon, only the 23rd-century original had this ability.

Plays on table. Your B'rel-class ships may each use 1 RANGE to land or take off once each turn, and report on planets that have a matching affiliation icon. (Captain's Order.)

TMP: 14 C

FAL-TOR-PAN

Vulcan refusal of the body and katra. The ritual was performed successfully for the first time since ancient legend between Leonard H. McCoy, son of David, and Spock, son of Sarek.

Plays on table. At any time top card of your discard pile is a Vulcan personnel, you may place it here. Personnel here may report to the planet Vulcan as if from your hand.

TMP: 15 C

I JUST LOVE SCANNING FOR LIFE-FORMS

"Life-forms... you tiny little life-forms... you precious little life-forms... where are you?"

Plays to reveal up to three cards from the top of any draw deck (six if your own). Discard all non-personnel cards; replace remaining cards in any order. Discard event.

TMP: 16 R

ISOMAGNETIC DISINTEGRATOR

Don't give an isomagnetic disintegrator to a Klingon showing signs of jak'tahla unless you want him to use it.

Plays on table. Shuffle your hand into your discard pile, then exchange your discard pile for your draw deck. Draw four cards (may not be converted to downloads). Discard event.

TMP: 17 U

TO BE OR NOT TO BE

taH pagh taHbe'. DaH mu'thheghvam vqelnS. quv'a', yabDaq San vaQ cho, pu'je SIQDI? pagh, Seng biQ'a'Hey Sumveh nuHmey SuqDI', 'ej, Summo', rlnmoHDI'?

Plays on table. May discard event just after a battle your opponent initiated to damage all opposing ships (including I.K.C. Kla'Diyus) in that battle. (Immune to Kevin Uxbridge.)

TMP: 18 U

INCIDENT

CETI EEL

Plays on table (for free, once each turn). At any time (limit twice every turn), you may place on any non-[Holo], non-android personnel present with your Khan. Personnel is now under your control, is attributes all -3, and may work with other personnel controlled by Ceti Eel. Also, this personnel is not discarded at end of turn by Revenge Is A Dish Best Served Cold.

TMP: 19 C

RELEASE THIS PAIN
*"Share your pain with me..." Plays once each turn for free on a personnel present with your Sybok. (Limit one per personnel.) "...and gain strength from the sharing." Personnel loses all Treachery, is under your control, cumulatively adds 1 to X on The Discovery of Sha Ka Ree, and may work with your Sybok (and any other personnel you are controlling with Release This Pain).
 TMP: 20 C*

INTERRUPT
I DO NOT TAKE ORDERS FROM YOU!
 Admiral Dougherty knew the Son'a were devious and dangerous, but never imagined how far Ru'alo would go until it was too late. *"The Federation will never know what happened here."*
 Plays at start of a personnel battle you initiated (once per battle). Each of your personnel who has Treachery x2 may kill an opposing personnel who has lower CUNNING.
 TMP: 21 U

LURE OF THE NEXUS
 Though exiting the nexus is as simple as wishing it so, its temptations are so great that few desire to leave. Those pulled away against their will are forever changed by their experience.
 Prevent a personnel from leaving The Nexus for one full turn. OR Save a ship being destroyed by The Nexus; relocate ship to adjacent location with all personnel under The Nexus aboard.
 TMP: 22 C

NO, KIRK... THE GAME'S NOT OVER
"From hell's heart, I stab at thee! For hate's sake... I spit my last breath at thee!"
 Plays if you just changed a mission's point value using The Genesis Device. Discard all planet facilities, landed ships, and ships in orbit there, and all personnel on planet.
 TMP: 23 C

PREFIX CODE TRANSMISSION
 Each starship is assigned a unique security code to prevent remote access to its vital systems. With knowledge of the code, a ship can be ordered to lower its own shields.
 Plays on your ship when firing on a target that has a matching affiliation icon or that your infiltrator is aboard. Opposing DEFENSE total reduced by half (round down).
 TMP: 24 C

SMOOTH AS AN ANDROID'S BOTTOM?
 Geordi once told Data that technological perfection can shave too close. That, of course, depends on the desired results.
 Once every turn, plays to reveal the bottom three cards of your draw deck. Take any non-personnel into hand; discard others. OR Prevents the death of any one Youth personnel.
 TMP: 25 U

THE NEEDS OF THE MANY...
"... outweigh..." "The needs of the few." "Or the one." Spock made the ultimate sacrifice not because it was noble, but because it was logical.
 Nullifies any dilemma (or Tactic card just placed as a damage marker) about to destroy your ship. Discard one of that ship's crew members (opponent's choice).
 TMP: 26 C

WHAT DOES GOD NEED WITH A STARSHIP?
"Excuse me, I'd... just like to ask a question."
 Nullifies "God." OR Plays once every turn. Opponent chooses: you may download a ship to any location OR you may "stop" or "unstop" (your choice) any ship in play.
 TMP: 27 R

MISSION
 [S] **Analyze Radiation**
Briar Patch Region • Sector 441: Conduct analysis of the metaphasic particles in this nebula.
Astrophysics + Biology + Navigation
Span -2 for all Son'a ships.
 [Fed]
 [25 PTS]
 SPAN 5
 TMP: 28 C

[P] **Insurrection**
Briar Patch Region • Ba'ku Planet: Prevent the Son'a attempt to forcibly relocate the Ba'ku race.
Leadership x2 + Diplomacy + STRENGTH>50
Ba'ku may report on planet (for free).
 [Fed]
 [35 PTS]
 SPAN 4
 TMP: 29 C

[P] **Observe Ritual**
Vulcan: Transport Vulcan crew member to their home planet to participate in a cultural ceremony.
Vulcan + Diplomacy + Anthropology
Vulcans and Amanda Grayson may report on planet.
 [Fed]
 [35 PTS]
 SPAN 4
 TMP: 30 C

[P] **The Discovery of Sha Ka Ree**
The Great Barrier: *"My brothers, we have been chosen to undertake the greatest adventure of all time..."*
Sybok
X=number of personnel present with Sybok in lore.
Any Away Team may attempt mission.
 [10X PTS]
 SPAN 6
 TMP: 31 C

OBJECTIVE
COLLECT METAPHASIC PARTICLES
 Seeds or plays on Ba'ku Planet. You may attempt it using these requirements:
Any Son'a personnel + Injector Assembly One in orbit + Treachery x2 + no opposing ships or personnel here
 When you solve, you may take a double turn and, for rest of game, all your personnel in play are STRENGTH +2, add Youth, and may "unstop" themselves once each turn.
 TMP: 32 U

REVENGE IS A DISH BEST SERVED COLD
 Seeds on table during facility phase; you may download U.S.S. *Reliant*. Once each turn, your Khan (or any personnel with his name in lore) may report for free aboard U.S.S. *Reliant*; at end of every turn, you must discard all other personnel you have in play. At start of each of your turns, if your Khan and The Genesis Device are aboard U.S.S. *Reliant*, score 30 points (only 15 if opponent has any Kirk in play).
 TMP: 33 U

PERSONNEL: FEDERATION
Admiral Cartwright
 [Cmd][AU] V.I.P. [CF]
 Militant admiral opposed to the Gorkon peace initiative. Employed his covert contacts in mounting a conspiracy to assassinate the Klingon leader.
 • Leadership • SECURITY • Treachery • Section 31
 • Once per game, may nullify any one Federation treaty.
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 TMP: 34 U

Admiral Kirk
 [Cmd][AU][Nom, R, Btk] V.I.P. [CF]
 While Captain Kirk regretted accepting promotion, he commanded the *Starship Enterprise* in later crises. Time away from the center seat did not diminish his ingenuity.
 • Leadership x3 • Diplomacy ▼ Commander Ship
 • Once each turn, may discard one card to draw one card.
 INTEGRITY 8 CUNNING 9 STRENGTH 7
 TMP: 35 R+

Amanda Grayson
 [AU] CIVILIAN [CF]
 Human wife of Ambassador Sarek. Though a deep admirer of the Vulcan way, she also taught her son Spock that the capacity of human emotion is just as great.
 • Any Spock or any Sarek may report where present (for free). • Anthropology • Diplomacy • Honor
 INTEGRITY 8 CUNNING 7 STRENGTH 3
 TMP: 36 R+

Ambassador Sarek
 [AU] V.I.P. [CF]
 Vulcan ambassador. Sent Admiral Kirk on the search to restore his son Spock. Reciprocated Kirk's effort, as logic demanded, by defending him to the Federation Council.
 • Diplomacy x2 • Mindmeld • Law
 ▼ Any Federation treaty
 INTEGRITY 9 CUNNING 10 STRENGTH 7
 TMP: 37 R+

Captain Spock
 [Cmd][AU] OFFICER [CF]
 1/2 Vulcan, 1/2 human. Mr. Spock was restored from death by the Genesis wave — and his friends' resolve.
 • SCIENCE • Leadership • Computer Skill • Physics
 • Mindmeld • Diplomacy • Honor • Music
 • Once per game, may be taken from discard pile to hand.
 INTEGRITY 9 CUNNING 10 STRENGTH 8
 TMP: 38 R+

Captain Styles
 [Cmd][AU] OFFICER [CF]
 Overconfident captain of the *Starship Excelsior* during testing of its failed transwarp drive. Planned on breaking old *Enterprise* speed records. Was really in for a shock.
 • ENGINEER • Leadership • Physics
 INTEGRITY 6 CUNNING 6 STRENGTH 8
 TMP: 39 U

Captain Sulu
 [Cmd][AU] OFFICER [CF]
 After moving up through the ranks aboard *Enterprise*, Lt. Sulu was given the captaincy he deserved in 2290. Holds loyalty in high regard, his crew as dear as family.
 • Leadership • Navigation • Honor • Physics • SCIENCE
 INTEGRITY 8 CUNNING 8 STRENGTH 6
 TMP: 40 R+

Carol Marcus
 [AU] SCIENCE [CF]
 Molecular biologist. Head of Project Genesis. Once romantically involved with Admiral Kirk, but knows something of him from a few amusing stories told by Chekov.
 • SCIENCE • Leadership • Biology x2 • Physics
 INTEGRITY 7 CUNNING 9 STRENGTH 4
 TMP: 41 R

Clark Terrell
 [Cmd][AU] OFFICER [CF]
 Commander of U.S.S. *Reliant*. Has a strong sense of duty. Has never met Admiral Kirk, but knows something of him from a few amusing stories told by Chekov.
 • Honor x2 • Leadership • Biology
 • May replace any V.I.P. present selected to die.
 INTEGRITY 8 CUNNING 6 STRENGTH 7
 TMP: 42 U

Commander Chekov
 [Cmd][AU] OFFICER [CF]
 Over the years, Ensign Chekov's distinguished career would include many promotions, and positions as acting science officer, security chief, navigator, and first officer.
 • Navigation • SECURITY • Astrophysics • Biology
 • If on *Starship Enterprise*, it is WEAPONS +2.
 INTEGRITY 7 CUNNING 7 STRENGTH 6
 TMP: 43 R+

Commander Rand
 [Cmd][AU] OFFICER [CF]
 After an early career aboard *Enterprise*, Yeoman Rand desired greater duties. She soon returned as transporter chief, and was later *Excelsior's* communications officer.
 • ENGINEER • Transporter Skill • Biology
 • Leadership
 INTEGRITY 7 CUNNING 7 STRENGTH 4
 TMP: 44 R

Commander Uhura
 [Cmd][AU] OFFICER [CF]
 Though over time Lt. Uhura accepted promotions and transfers, she seized each chance to return to *Enterprise*. Got to play for a captive audience on Nimbus III.
 • Once per game, may capture an all male Away Team present.
 • Computer Skill • ENGINEER • Music
 INTEGRITY 7 CUNNING 7 STRENGTH 3
 TMP: 45 R+

David Marcus
 [AU] SCIENCE [CF]
 Gifted scientist. Like his father, often bends the rules. His impatience was Project Genesis' breakthrough and downfall. Proud — very proud — to be Admiral Kirk's son.
 • Biology • Computer Skill • Physics • Geology
 • You may use The Genesis Device on your planet here.
 INTEGRITY 7 CUNNING 9 STRENGTH 7
 TMP: 46 R

Demora Sulu
 [S11][AU] OFFICER [CF]
 Daughter of Hikaru Sulu. Helmsman of the *Enterprise-B*. Shocked but pleased, James T. Kirk declared: *"It wouldn't be the Enterprise without a Sulu at the helm."*
 • Navigation • Exobiology • Stellar Cartography
 • If on any *Enterprise*, it is RANGE +1.
 INTEGRITY 8 CUNNING 7 STRENGTH 5
 TMP: 47 U

Dmitri Valane
 [S11][AU] SCIENCE [CF]
Excelsior science officer. Monitored the 2293 disaster on the Klingon moon Praxis. Unknowing host of a parasitic memory virus. Thinks Vulcans need to relax.
 • Stellar Cartography • Geology
 • Computer Skill
 INTEGRITY 7 CUNNING 7 STRENGTH 7
 TMP: 48 U

Dr. Chapel
[S11][AU] MEDICAL [CF]
Soon after her first five-year tour of duty aboard the *Enterprise*, Nurse Chapel earned a medical doctorate. She later accepted a post at Starfleet Command.
• MEDICAL • Biology • Archaeology
• Computer Skill
INTEGRITY 7 CUNNING 7 STRENGTH 3
TMP: 49 R+

Dr. McCoy
[Cmd][AU] MEDICAL [CF]
Leonard H. "Bones" McCoy. Retired from Starfleet in 2270, but returned a year later on Kirk's request. Retired again in 2293 — and would again return.
• Twice per game, may take topmost personnel of discard pile into hand. • MEDICAL • Exobiology • Biology
INTEGRITY 8 CUNNING 7 STRENGTH 3
TMP: 50 R+

Ensign Tuvok
[S11][AU] SCIENCE [CF]
29-year-old Vulcan on first deep space assignment aboard Captain Sulu's *U.S.S. Excelsior* in 2293. Joined Starfleet under pressure from his parents.
• Astrophysics • Mindmeld • Youth
• Once per game, may cancel ship battle at same nebula.
INTEGRITY 6 CUNNING 8 STRENGTH 7
TMP: 51 R

❖ **Henreid**
[S11][AU] OFFICER [CF]
First officer of the *Excelsior* in 2285. Called to stand in for the helmsman, who was on leave when Admiral Kirk stole the *Enterprise* from spacedock.
• Leadership • Astrophysics • Navigation
INTEGRITY 6 CUNNING 6 STRENGTH 7
TMP: 52 C

Iliia
[S11][AU] OFFICER [CF]
Delta navigator assigned to the *Enterprise* after acceptance of her Oath of Celibacy. Was romantically involved with Willard Decker during his time on Delta IV.
• Navigation • Biology • Anthropology
• Astrophysics
INTEGRITY 8 CUNNING 7 STRENGTH 4
TMP: 53 U

J. T. Esteban
[Cmd][AU] OFFICER [CF]
Captain of the *U.S.S. Grissom*. Has served as such for over four years without serious incident, due largely to his cautious, "by the book" command style.
• Geology • Exobiology • Astrophysics
INTEGRITY 8 CUNNING 7 STRENGTH 7
TMP: 54 U

❖ **Jacobson**
[S11][AU] MEDICAL [CF]
Member of the medical staff aboard the *Enterprise*, serving under Doctors McCoy and Chapel. Specialist in microcellular biology.
• Biology • Honor
INTEGRITY 7 CUNNING 7 STRENGTH 5
TMP: 55 C

James T. Kirk
[Cmd] OFFICER
Famous captain thought lost in 2293. Returned from the nexus 78 years later to make a difference once more.
• Leadership x2 • Diplomacy • Computer Skill
• Honor ▼ Any Captain's Order card
• Scores 5 points each time he helps solve a mission.
INTEGRITY 9 CUNNING 8 STRENGTH 7
TMP: 56 UR

John Harriman
[Cmd][AU] OFFICER [CF]
Son of a respected Federation official. Captain of *U.S.S. Enterprise-B*. Usually confident in dealing with reporters, but on the ship's maiden voyage was having an off day.
• SECURITY • Diplomacy • Geology
• Honor
INTEGRITY 8 CUNNING 5 STRENGTH 7
TMP: 57 R+

❖ **Lojur**
[S11][AU] OFFICER [CF]
Conservative helmsman of the *Starship Excelsior*. Serves adequately in the position, but is less knowledgeable about the ship and its limitations than Captain Sulu.
• Navigation • Transporter Skill
INTEGRITY 6 CUNNING 6 STRENGTH 5
TMP: 58 C

❖ **Mark Tobiason**
[S11][AU] ENGINEER [CF]
Communications officer, fully rated on *Excelsior*-class ships. Linguistics expert who has authored an analysis on similarities of the Vulcan and Romulan languages.
• Anthropology • Exobiology
INTEGRITY 7 CUNNING 6 STRENGTH 6
TMP: 59 C

Matthew Dougherty
[Cmd] V.I.P.
Conflicted admiral under orders from the Federation Council to oversee the Ba'ku relocation. Dislikes working with Ru'ato, but will do it for the Federation.
• Scores 10 points if helps complete Collect Metaphasic Particles. • Leadership • Treachery • SCIENCE
INTEGRITY 5 CUNNING 7 STRENGTH 5
TMP: 60 U

Mr. Scott
[Cmd][AU] ENGINEER [CF]
Knows the *Enterprise* like the back of his hand. With his help, a chimpanzee and two trainees could run her.
• Miracle Worker • ENGINEER • Astrophysics
• Computer Skill x2 ▼ Divert Power
• May meet any one additional staffing requirement.
INTEGRITY 7 CUNNING 8 STRENGTH 4
TMP: 61 R+

Saavik
[S11][AU] OFFICER [CF]
Vulcan cadet mentored by Spock. Steeped in rules and regulations, she prefers to do things "by the book." Was determined to learn how Kirk beat the Kobayashi Maru.
• SCIENCE • Navigation • Stellar Cartography
• Mindmeld ▼ Any [Ref] card OR Kobayashi Maru Scenario
INTEGRITY 7 CUNNING 9 STRENGTH 6
TMP: 62 R+

St. John Talbot
[AU] CIVILIAN [CF]
Ambassador to the worthless lump of rock known as Nimbus III. Released the pain of his cynicism when Sybok enlisted his help in the search for Eden.
• Diplomacy • Computer Skill • Law
• May work with Sybok, General Korrd, and Caithlin Dar.
INTEGRITY 6 CUNNING 6 STRENGTH 5
TMP: 63 U

T'Lar
[AU] V.I.P. [CF]
Revered elder. High priestess of the ancient temple at Mount Seleya. The only Vulcan known to have actually performed a successful *fa-tor-pan* ceremony.
• MEDICAL • Mindmeld x2 • Anthropology
• Leadership ▼ Fa-tor-pan
INTEGRITY 10 CUNNING 10 STRENGTH 3
TMP: 64 U

❖ **Tahglio**
[S11][AU] SECURITY [CF]
Typical guard for Federation Security. Given a low-priority post on Earth after a poor performance review at his last assignment. His next review showed no improvement.
• Computer Skill
INTEGRITY 5 CUNNING 5 STRENGTH 7
TMP: 65 C

Valeris
[S11][AU] <Fed> SCIENCE [CF]
Vulcan protege of Spock whom he intended as his replacement. Made a choice to sabotage peace negotiations with the untrustworthy Klingon Empire.
• Navigation • Mindmeld • Treachery
• Diplomacy -3 (while infiltrating).
INTEGRITY 5 CUNNING 8 STRENGTH 6
TMP: 66 R

❖ **Voight**
[S11][AU] SCIENCE [CF]
Science officer aboard *U.S.S. Enterprise-B*. Joined Starfleet to pursue her interest in alien environments. Has Irish lineage dating back nearly four centuries.
• Physics • Geology
INTEGRITY 6 CUNNING 7 STRENGTH 7
TMP: 67 C

Willard Decker
[Cmd][AU] OFFICER [CF]
Son of Matt Decker. Succeeded Kirk as captain of the *Starship Enterprise*, at the admiral's recommendation. Personally oversaw nearly every aspect of its refit.
• SCIENCE • Computer Skill • Diplomacy
• Leadership • Anthropology
INTEGRITY 8 CUNNING 8 STRENGTH 7
TMP: 68 R+

PERSONNEL: KLINGON

Azelbur
[Cmd][AU] V.I.P. [CF]
Daughter of Chancellor Gorkon; became chancellor herself in 2293. Pursued his dream of peace with the Federation, signing the historic Khitomer Accords.
• Leadership • Diplomacy • Exobiology
▼ Treaty: Federation/Klingon
INTEGRITY 8 CUNNING 7 STRENGTH 5
TMP: 69 U

Brigadier Kerla
[Cmd][AU] SECURITY [CF]
Military advisor to the High Council leader. Loyal served both Gorkon and Azelbur, though bitterly opposed to peace with the Federation.
• Stellar Cartography • Navigation
• Transporter Skill ▼ Any [CF] Klingon Chancellor
INTEGRITY 7 CUNNING 7 STRENGTH 8
TMP: 70 R

Captain Kang
[Cmd][AU] OFFICER [CF]
Respected warrior. Named his firstborn son in honor of his friend, Curzon Dax. Has watched the careers of the *Enterprise* crew since first encountering them in 2268.
• Leadership • Diplomacy • Honor • Physics •
• If on a ship at a [Klg] mission, it is WEAPONS +2.
INTEGRITY 7 CUNNING 7 STRENGTH 8
TMP: 71 R+

❖ **Ch'dak**
[S11][AU] OFFICER [CF]
Characteristic member of the *I.K.C. Kig'Dijus* crew. A pilot rated on many designs, he enjoyed the new tactics made possible by the ability to attack while under cloak.
• Navigation • Physics
• If on a [Klg][CF] ship, it is RANGE +1.
INTEGRITY 6 CUNNING 6 STRENGTH 8
TMP: 72 C

Chancellor Gorkon
[Cmd][AU] V.I.P. [CF]
Klingon leader who first embraced the notion of peace with the Federation. His vision mapped the way to the undiscovered country — the future.
• Leadership • Diplomacy x2 • Honor • Anthropology
• Protects your Klingon treaties from nullification.
INTEGRITY 9 CUNNING 7 STRENGTH 6
TMP: 73 R+

Colonel Warf
[Cmd][AU] OFFICER [CF]
Warrior of low political standing. Father of Mogh. Forced to represent Kirk and McCoy at their trial. His reputation was improved when their innocence was later proven.
• Diplomacy • Law • Honor
• Archaeology • Astrophysics
INTEGRITY 8 CUNNING 7 STRENGTH 8
TMP: 74 R+

General Chang
[Cmd][AU] OFFICER [CF]
Chief of staff serving the High Council leader. Conspired to assassinate Gorkon and ensure no peace in his time. Fond of Shakespeare, particularly in the original Klingon.
• Leadership • Treachery • Anthropology
• Law • SECURITY ▼ To Be Or Not To Be
INTEGRITY 2 CUNNING 8 STRENGTH 7
TMP: 75 R+

General Korrd
[Cmd][AU] V.I.P. [CF]
Once-renowned military strategist exiled to Nimbus III by the High Council. Released the pain of his dishonor when Sybok enlisted his help in the search for *Qui'tu*.
• Leadership x2 • Diplomacy • Physics • Navigation • May work with Sybok, St. John Talbot, and Caithlin Dar.
INTEGRITY 6 CUNNING 7 STRENGTH 7
TMP: 76 U

Kamarag
[AU] V.I.P. [CF]
Ambassador to the Federation. Believed Project Genesis was a weapon against his people. Predicted there would be no peace while Kirk lived. Proven wrong by history.
• Diplomacy • Law • Archaeology
INTEGRITY 6 CUNNING 7 STRENGTH 6
TMP: 77 U

❖ **Karnog**
[S11][AU] SCIENCE [CF]
Science officer aboard the *I.K.C. Anar*. Tried to analyze the sensor data from the intruder *V'Ger*. Unfortunately, his expertise was in the planetary sciences.
• Geology
INTEGRITY 7 CUNNING 6 STRENGTH 7
TMP: 78 C

Klaa
[Cmd][AU] OFFICER [CF]
Aggressive captain who hunted the *Enterprise* without authorization in 2287. Was demoted and assigned menial translation and clerical duties on Qo'noS.
• **Leadership** • **Anthropology** • **Biology**
• **Greed** • **Treachery**
INTEGRITY 4 CUNNING 7 STRENGTH 8
TMP: 79 U

❖ **Komal**
[S11][AU] MEDICAL [CF]
Typical chief surgeon of a *K'ringa*-class ship. Friend of Krase. Strongly opinionated, he often provided his captain with advice, whether asked to or not.
• **Biology** • **Archaeology** • **Honor**
INTEGRITY 6 CUNNING 7 STRENGTH 7
TMP: 80 C

❖ **Kor'choh**
[S11][AU] SECURITY [CF]
Typical bodyguard of the High Council leader. Lost an arm defending Gorkon. Refused prosthetic replacement to give his appearance at the assassins' trial greater impact.
• **Leadership** • **Honor** • **Transporter Skill**
INTEGRITY 8 CUNNING 7 STRENGTH 5
TMP: 81 C

Koth
[Cmd][AU] SECURITY [CF]
Warden of the penal asteroid Rura Penthe. His greatest pleasures are watching fights among his inmates and delivering his welcoming speech to new prisoners.
• **Exobiology** • **Geology** • **Treachery**
▼ **Forced-Labor Camp (your [Klg] may attempt.)**
INTEGRITY 5 CUNNING 6 STRENGTH 5
TMP: 82 U

Krase
[Cmd][AU] OFFICER [CF]
Captain of *J.K.C. Amar*. His tendency to rash behavior has earned him a ruthless reputation — even by Klingon standards.
• **Stellar Cartography** • **Astrophysics** • **MEDICAL**
• **Your [Klg][CF] ships here are each SHIELDS +2.**
INTEGRITY 6 CUNNING 6 STRENGTH 8
TMP: 83 R+

Kruge
[Cmd][AU] OFFICER [CF]
Klingon commander with a festering hatred of the Federation. Attempted to seize the secret of the Genesis weapon — the secret of ultimate power.
• **Leadership** • **Treachery** • **Biology** • **Physics**
• **Worth 15 points while The Genesis Device on his ship.**
INTEGRITY 3 CUNNING 7 STRENGTH 8
TMP: 84 R+

Maltz
[S11][AU] ENGINEER [CF]
Klingon serving under Kruge. Prefers to work the night shift. Captured when his ship was commandeered. Prepared to die for this dishonor. Kirk saw otherwise.
• **Transporter Skill** • **Astrophysics** • **Geology**
INTEGRITY 7 CUNNING 6 STRENGTH 7
TMP: 85 U

❖ **Regnor**
[S11][AU] MEDICAL [CF]
Trained medic serving under Kruge. Like most serving aboard smaller Klingon vessels, is more often called upon as a soldier.
• **Exobiology** • **Anthropology**
INTEGRITY 6 CUNNING 7 STRENGTH 7
TMP: 86 C

Torg
[S11][AU] OFFICER [CF]
Krage's first officer. Led the boarding party sent to secure *Enterprise*. His promotions came slowly; past captains have said he doesn't know when he's being spoken to.
• **Leadership** • **SCIENCE** • **Navigation**
• **Computer Skill**
INTEGRITY 6 CUNNING 4 STRENGTH 7
TMP: 87 R

Valkris
[AU] SCIENCE [CF]
Klingon operative romantically involved with Kruge. Obtained top secret documents on Project Genesis. It was the pinnacle of her career in espionage.
• **Klingon Intelligence** • **Smuggling** • **Physics**
• **Computer Skill**
INTEGRITY 5 CUNNING 6 STRENGTH 6
TMP: 88 U

Vixis
[Cmd][AU] OFFICER [CF]
First officer under Klaa. Helped track the *Enterprise* by intercepting their distress signal and impersonating Starfleet Command. She has wonderful muscles.
• **ENGINEER** • **Computer Skill** • **Astrophysics**
▼ **Incoming Message — Federation**
INTEGRITY 5 CUNNING 8 STRENGTH 7
TMP: 89 U

❖ **Watehn**
[S11][AU] ENGINEER [CF]
Technician at the Morska listening post. Representative of those performing less glorious duties in service of the Klingon Empire.
"Dujvelh'e' nuq? ... rh."
• **Computer Skill** • **Stellar Cartography**
• **While on your outpost, opponent's span here is +2.**
INTEGRITY 5 CUNNING 5 STRENGTH 6
TMP: 90 C

PERSONNEL: NEUTRAL

George and Gracie
[AU] ANIMAL ANIMAL
Two humpback whales, male and female, raised in captivity on 20th century Earth. Gracie is pregnant.
May enter play only at Cetacean Institute.
George: • Nullifies The Whale Probe at this location.
Gracie: • Worth points while on Earth. [15 PTS]
INTEGRITY 6+6 CUNNING 3+3 STRENGTH 3+3
TMP: 91 U

PERSONNEL: NON-ALIGNED

[NA][Fed] **Dr. Gillian Taylor**
[AU] CIVILIAN
20th-century marine biologist. Helped Admiral Kirk safely bring George and Gracie to the 23rd century, where she then signed on aboard a Starfleet science vessel.
• **May exclude George and Gracie from any personnel battle or random selection here.** • **Biology** • **SCIENCE**
INTEGRITY 8 CUNNING 7 STRENGTH 5
TMP: 92 R+, 92* R+

Dr. Talian Soran
[Cmd] SCIENCE
El-Aurian refugee "rescued" from the nexus in 2293 by the *Enterprise-B*. Spent the next 78 years obsessed with finding a way to return, no matter the cost.
• **Astrophysics** • **Stellar Cartography** • **Treachery**
• **Worth points while placed under The Nexus. [20 PTS]**
INTEGRITY 2 CUNNING 9 STRENGTH 7
TMP: 93 R+

Gallatin
[Cmd] OFFICER
Ru'af's first officer. Once the most vengeance-minded of the Son'a, recent time with the Ba'ku — and a persuasive Federation captain — has softened his hatred.
• **Anthropology** • **SCIENCE** • **Computer Skill**
• **Honor** • **Transporter Skill**
INTEGRITY 6 CUNNING 7 STRENGTH 6
TMP: 94 R

J'Onn
[S11][AU] CIVILIAN [CF]
Humanoid settler of Nimbus III. Released the pain of his impoverishment when Sybok enlisted his help in the search for the knowledge sought by all since time began.
• **If with Sybok, may play Release This Pain once during each of opponent's turns (as an interrupt).** • **SECURITY**
INTEGRITY 6 CUNNING 6 STRENGTH 5
TMP: 95 U

Joachim
[Cmd][AU] CIVILIAN [CF]
Khan's lieutenant and most trusted friend. Became his first officer aboard the *U.S.S. Reliant* when, after nearly two decades, they escaped Ceti Alpha V.
• **SECURITY** • **Astrophysics** • **Navigation** • **Physics**
• **Treachery** • **If on U.S.S. Reliant, it is WEAPONS +3.**
INTEGRITY 5 CUNNING 9 STRENGTH 11
TMP: 96 R

Khan
[Cmd][AU][Nom, L, Bk] V.I.P. [CF]
Genetically engineered criminal exiled to Ceti Alpha V by Kirk. Bent solely on avenging the death of his wife.
Works with [Fed] only if they are controlled by Ceti Eel.
• **[Fed] opponents need any Kirk present to solve mission here.** • **Leadership** • **Treachery x2** • **Computer Skill**
INTEGRITY 3 CUNNING 10 STRENGTH 12
TMP: 97 R+

Martia
[AU] CIVILIAN [CF]
Chameloid prisoner on Rura Penthe. Helped set up Kirk and McCoy in exchange for a full pardon. Her powers of shape-shifting, though great, take "a lot of effort."
• **SECURITY** • **Treachery** • **Exobiology**
• **Anthropology** • **Greed**
INTEGRITY 4 CUNNING 7 STRENGTH 7
TMP: 98 U

❖ **Mas'ud**
[S11][AU] CIVILIAN [CF]
Specimen of late 20th-century genetic engineering, sworn to live and die at Khan's command. Studied the effects of the Ceti Eel while trapped on Ceti Alpha V.
• **May download Ceti Eel to place directly on adversary he just stunned.** • **Biology** • **SCIENCE** • **Geology**
INTEGRITY 4 CUNNING 9 STRENGTH 10
TMP: 99 C

❖ **Pa'rena**
[S11] SCIENCE
Son'a female. Chief science officer of the *Li'seria*. Part of the team that perfected mass production of ketraceal-white for trade with the Dominion.
• **Physics** • **Exobiology**
• **Your Ketraceal-White may report here, for free.**
INTEGRITY 5 CUNNING 7 STRENGTH 4
TMP: 100 C

❖ **Rae'alín**
[S11] ENGINEER
One of the Son'a assigned to the Ba'ku duck blind operation. Has been secretly looking for opportunities to steal technology from the Federation installation.
• **Geology** • **Anthropology** • **Archaeology**
INTEGRITY 5 CUNNING 7 STRENGTH 5
TMP: 101 C

Ru'af
[Cmd] OFFICER
Leader of the Son'a, a people banished from their home planet by the Ba'ku. Will let nothing stand in the way of his revenge upon them, least of all his Federation allies.
• **ENGINEER** • **Biology** • **Leadership** • **Treachery x2**
• **Astrophysics** ▼ **Injector Assembly One**
INTEGRITY 3 CUNNING 8 STRENGTH 6
TMP: 102 R+

❖ **Sam'po**
[Cmd] SECURITY
Tactical officer aboard the *Li'seria*. Among the most far gone of the Son'a — will likely die within a few months unless he receives metaphasic treatment.
• **Navigation** • **Treachery** • **Stellar Cartography**
INTEGRITY 4 CUNNING 7 STRENGTH 5
TMP: 103 C

❖ **Sarad**
[S11][AU] CIVILIAN [CF]
Loyal follower of Khan. Served as the group's physician. With the extreme health of the "supermen" rarely taxing his skills, he knew of nothing to save Marla McGivers.
• **Draw a card when you place a Ceti Eel on a personnel here.**
• **Exobiology** • **Anthropology** • **MEDICAL**
INTEGRITY 6 CUNNING 8 STRENGTH 10
TMP: 104 C

❖ **Sharic**
MEDICAL
Typical Tarlac, born into indentured servitude of the Son'a. Ru'af's personal body sculpture attendant. Very good at what she does.
• **Biology** • **Computer Skill**
• **If on your Son'a ship, cancels its restriction box.**
INTEGRITY 6 CUNNING 5 STRENGTH 6
TMP: 105 C

Sybok
[Cmd][AU] CIVILIAN [CF]
Vulcan son of Sarek; half-brother to Spock. Banished for his emotional, spiritual beliefs. Quests for Sha Ka Ree.
Works only with [NA] affiliation.
• **Leadership** • **Treachery** • **Mindmeld** • **Empathy**
• **Anthropology** ▼ **Release This Pain**
INTEGRITY 5 CUNNING 8 STRENGTH 8
TMP: 106 U

❖ **Wajahut**
[S11][AU] CIVILIAN [CF]
Eugenics Wars fugitive who escaped with Khan on the *Botany Bay*. With her superior intellect and knowledge of that ship, she quickly adapted to *Reliant's* systems.
• **Once per game, if aboard U.S.S. Reliant, may relocate it to any Kirk's location.** • **Navigation** • **ENGINEER**
INTEGRITY 5 CUNNING 8 STRENGTH 9
TMP: 107 C

PERSONNEL: ROMULAN

Caitlin Dar
 [AU] V.I.P. [CF]
 Ambassador to Nimbus III. Hides disdain for the position with overeagerness. Released the pain of her deception when Sybok enlisted her help in the search for *Vorta Vor*.
 • **May work with Sybok, St. John Talbot, and General Korrd.**
 • **Youth • Honor • Diplomacy • Exobiology**
 INTEGRITY 7 CUNNING 7 STRENGTH 4
 TMP: 108 U

Nandus
 [AU] V.I.P. [CF]
 Romulan Ambassador to the Federation in 2293. Conspired with Admiral Cartwright and General Chang in the assassination of Chancellor Gorkon.
 • **Diplomacy • Treachery • Tal Shiar • Geology**
 • **May work with [Fed] and [Klg] cards if no Honor present.**
 INTEGRITY 4 CUNNING 9 STRENGTH 6
 TMP: 109 R

SHIP: FEDERATION

[Fed][Klg] **H.M.S. Bounty**
 [AU] B'REL CLASS [CF]
 Bird-of-prey captained by Kruge on a covert mission to the Genesis Planet. Stolen and commanded by Admiral Kirk; re-christened with historical irony by Dr. McCoy.
 [CF] **Cloaking Device, Tractor Beam (cannot carry ships aboard).**
 RANGE 7 WEAPONS 6 SHIELDS 6
 TMP: 110 R+, 110* R+

❖ **Starship Constitution**
 [AU] CONSTITUTION CLASS [CF]
 With new modifications, ships of this class were built long after the original's launch. Starfleet continued this practice of refitting older designs into the 24th century.
 [CF] **Tractor Beam ▼ Any ♦ Federation [CF] personnel**
 RANGE 6 WEAPONS 5 SHIELDS 6
 TMP: 111 C

Starship Enterprise
 [AU] CONSTITUTION CLASS [CF]
 Venerable Starfleet ship refit in 2270. Completed many successful missions before being transferred to Captain Spock's command and retired for use as a training vessel.
 [CF] **Tractor Beam ▼ Crew Reassignment**
 RANGE 6 WEAPONS 6 SHIELDS 6
 TMP: 112 R+

Starship Excelsior
 [AU] EXCELSIOR CLASS [CF]
 Unsuccessful transwarp test ship later refitted as the prototype for one of Starfleet's most durable and ubiquitous classes of ship. Commanded by Captain Sulu.
 [CF][Stf] **Tractor Beam, Stellar Cartography**
 RANGE 6 WEAPONS 6 SHIELDS 7
 TMP: 113 R+

U.S.S. Enterprise-A
 [AU] CONSTITUTION CLASS [CF]
 Specially commissioned in 2286 to replace the famous ship lost one year earlier. Proudly continued the mission of its predecessor under the command of James T. Kirk.
 [CF] OR **James T. Kirk**
 ▼ **Any Federation [CF] personnel OR James T. Kirk Tractor Beam**
 RANGE 6 WEAPONS 6 SHIELDS 7
 TMP: 114 R+

U.S.S. Enterprise-B
 [AU] EXCELSIOR CLASS [CF]
 Third Federation ship so christened, launched on stardate 9715. Became fully operational the following Tuesday.
 When reported, attributes all -2 until end of turn.
 [CF][Stf] **Tractor Beam (unless any attribute is reduced). El-Aurians may report aboard.**
 RANGE 7 WEAPONS 6 SHIELDS 7
 TMP: 115 U

SHIP: KLINGON

I.K.C. Amar
 [AU] K'T'INGA CLASS [CF]
 One of the first *K'Ying*-class ships. Leader of the battle group dispatched to escort an unidentified intruder out of Klingon space in 2271.
 [CF] **Cloaking Device, Tractor Beam**
 RANGE 7 WEAPONS 6 SHIELDS 6
 TMP: 116 R

I.K.C. Chontay
 [AU] B'REL CLASS [CF]
 Bird-of-prey captained by K'laa. Until its pursuit of the *Enterprise* through the Great Barrier, the highlight of its long mission was shooting at Terran space garbage.
 [CF] **Cloaking Device, Tractor Beam (cannot carry ships aboard).**
 RANGE 6 WEAPONS 7 SHIELDS 6
 TMP: 117 U

I.K.C. K'elric
 [AU] K'T'INGA CLASS [CF]
 One of three ships that brought an end to The Albino's raids on Klingon colonies. Intercepted the *Excelsior* in the Azure Nebula in 2293. Commanded by Captain Kang.
 [CF] **Cloaking Device, Tractor Beam**
 RANGE 6 WEAPONS 6 SHIELDS 7
 TMP: 118 U

❖ **I.K.C. K'Y'inga**
 [AU] K'T'INGA CLASS [CF]
 Though the basic form of the Klingon cruiser had been the same since the 22nd century, this design introduced in the 2270s boasted upgrades to all major systems.
 [CF] **Cloaking Device, Tractor Beam ▼ Any ♦ Klingon [CF] personnel**
 RANGE 5 WEAPONS 6 SHIELDS 6
 TMP: 119 C

I.K.C. Kla'Diyus
 [AU] MODIFIED B'REL CLASS [CF]
 Unique vessel able to fire while cloaked. Commissioned and commanded by General Chang, who ordered the designers killed to preserve the secret of its existence.
 [Cmd][CF] **Cloaking Device (while cloaked, may initiate battle but may not be fired upon).**
 RANGE 6 WEAPONS 6 SHIELDS 5
 TMP: 120 R+

Kronos One
 [AU] K'T'INGA CLASS [CF]
 Battle cruiser of the Klingon Chancellor in the late-23rd century. Under command of Chancellor Gorkon, made a fateful rendezvous with the *Enterprise-A* in 2293.
 [CF] **Cloaking Device, Tractor Beam ▼ Any Klingon [CF] personnel**
 RANGE 7 WEAPONS 7 SHIELDS 7
 TMP: 121 R+

SHIP: NON-ALIGNED

Injector Assembly One
 SON'A PARTICLE COLLECTOR
 Specialized ship designed to collect metaphasic radiation particles from the ring system of the Ba'ku planet — a procedure tested extensively by Ru'ata in simulations.
 May report to location of your Son'a ship.
 ▼ **Collect Metaphasic Particles**
 RANGE 4 WEAPONS 3 SHIELDS 4
 TMP: 122 U

Li'seria
 SON'A WARSHIP
 Flagship of the small Son'a fleet and base of operations for their entire race. Commanded by Ru'ata.
 Attributes all -3 unless Son'a in crew.
 [Cmd][Stf] **Son'a shuttlecraft may report, be carried, and launch aboard. Tractor Beam**
 RANGE 9 WEAPONS 8 SHIELDS 8
 TMP: 123 U

❖ **Son'a Battleship**
 SON'A BATTLESHIP
 Fast and deadly, the largest of Son'a ships carry isolytic subspace weapons banned by the Khitomer Accord.
 Attributes all -3 unless Son'a in crew.
 [Cmd][Stf][Stf] **Son'a shuttlecraft may report, be carried, and launch aboard. Tractor Beam**
 RANGE 10 WEAPONS 10 SHIELDS 9
 TMP: 124 R

❖ **Son'a Shuttle**
 SON'A SHUTTLECRAFT
 Small craft capable of atmospheric flight. Used to strafe the Ba'ku village and launch Son'a transporter drones.
 Attributes all -3 unless Son'a in crew.
 Transporter Drones may report aboard (for free, once each turn).
 RANGE 5 WEAPONS 7 SHIELDS 6
 TMP: 125 C

[NA][Fed] **U.S.S. Reliant**
 [AU] MIRANDA CLASS [CF]
 NCC-1864. Placed at the disposal of Project Genesis to locate a suitable Stage Three testing site. Captured at Ceti Alpha V and subsequently commanded by Khan.
 [CF] **Tractor Beam**
 RANGE 6 WEAPONS 6 SHIELDS 6
 TMP: 126 R+, 126* R+

TACTIC

ISOLYTIC BURST
 ATTACK 3 DEFENSE 0
 Requires a Son'a Battleship or *Li'seria* firing. If you hit, randomly kills one additional personnel (on a Nor, one personnel at site of opponent's choice). Hit = ☹☹☹. Direct hit = ☹☹☹☹☹.
 Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).
 RANGE -3 HULL -30%
 TMP: 127 U

RIKER MANEUVER
 ATTACK 4 DEFENSE -1
 Requires ship at a nebula firing; ATTACK bonus +3 if William T. Riker aboard. Hit = ☹☹☹. Direct hit = ☹☹☹☹☹, and another opposing ship present (your choice) is also hit = ☹☹☹☹☹.
 Plasma containment rupture: opponent may immediately download Plasma Fire to this ship.
 RANGE -2 WEAPONS -2 HULL -30%
 TMP: 128 U

TARGET WARP FIELD COILS
 ATTACK 2 DEFENSE 2
 May not be used to fire upon a facility.
 Hit = ☹☹☹. Direct hit = ☹☹☹☹☹.
 Warp drive off line: opponent may immediately download Engine Imbalance to this ship as an interrupt (immune to Amanda Rogers).
 RANGE -3 HULL -30%
 TMP: 129 C

TIME LOCATION

[P] Camp Khitomer
2293 Khitomer: Site of the ground-breaking peace talks between the Federation and the Klingon Empire.
 Seeds or plays on table. Native to this timeline: all cards with both [CF] and [AU] icon. Once per turn, one such card reporting at this location may report for free.
 TMP: 130 R

[P] Cetacean Institute
1986 Earth: Marine biology research laboratory and public aquarium located in Sausalito, California.
 Seeds or plays on table; download George and Gracie here. George and Gracie are not worth points while here. Native to this timeline: Dr. Gillian Taylor and George and Gracie.
 TMP: 131 C