

# Star Trek™ CCG All Good Things... Card List

## LEGEND

### ICON ABBREVIATIONS

[AU]	Alternate Universe
[BO]	Borg Use Only
[CF]	Classic Films
[Cmd]	Command
[DO]	Delta Quadrant
[Holo]	Holographic Re-creation
[OS]	Original Series
[P]	Planet
[Ref]	Referee
▼	Skill Dot
[Stf]	Special Download
[Stf]	Staff

### AFFILIATION ICONS

[Borg]	Borg
[Fed]	Federation
[Kli]	Klingon

### EXPANSION ABBREVIATIONS

AGT	All Good Things...
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### RARITY ABBREVIATIONS

P	Premium
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## EQUIPMENT

### ENVIRONMENTAL SUIT

Self-contained garment for protecting personnel in a hostile environment. A variable magnetic field can be activated in the boots when working in zero-gravity.  
You may discard this equipment to prevent a personnel present from being killed by a dilemma or a Tactic card (that personnel is stopped instead).  
AGT: 1 P

### EVENT

#### ESPIONAGE: BAJORAN ON DOMINION

No strangers to oppression, many Bajorans fought the 2374 Dominion occupation from within. With Odo's help, Kira's small "resistance cell" paved the way for the Dominion withdrawal.  
Plays on any Dominion mission (for free if you have Odo there). Your Bajoran personnel may now attempt this mission. Discard after mission completed.  
AGT: 2 P

#### [Ref] SHAPE-SHIFT INHIBITOR

Prototype device developed by the Obsidian Order. Emits a quantum stasis field that prevents a changeling from altering its biomolecular structure.  
Plays on table. Each player must first discard a personnel card in order to download a non-[Borg] personnel. (Immune to Kevin Uxbridge.)  
AGT: 3 P

#### [AU] TIMEPOD RING

Small device used to monitor the auto-timer on the time travel pod appropriated by Berlinghoff Rasmussen. As he was uncertain how to reprogram the timer, the ring was very precious to him.  
Plays on table. Once each turn, you may peek at the top card of your deck. Also, you may discard this event and the top card of your draw deck to nullify an [AU] dilemma.  
AGT: 4 P

#### TREACHEROUS ADVICE

For many months, a changeling posing as General Martok manipulated the Klingon Empire through choice lies whispered in the ear of Chancellor Gowron.  
Peek at an opponent's hand. You may discard one of those cards for each Leadership personnel present with one of your infiltrators who is infiltrating. Discard event after use.  
AGT: 5 P

## INCIDENT

#### BLUEGILL INFESTATION

Seeds on table; place up to seven unique personnel face up beneath here from outside the game. Your copies of those personnel in play are STRENGTH +5, considered Bluegills, and may not be stunned. Also, when one of your Bluegills is killed, you must randomly select a personnel from here; if it matches one who was killed, that personnel was considered to be the Bluegill Queen. (Unique.)  
AGT: 6 P

#### KOBAYASHI MARU SCENARIO

Seeds or plays on a mission; adds Computer Skill to mission requirements. At the start of each mission attempt here, one attempting personnel (random selection) it is placed beneath this incident ("in play" for uniqueness only). When a player solves this mission, all of their compatible personnel beneath this incident join the solving crew or Away Team (any other personnel are discarded).  
AGT: 7 P

#### [Ref] STRATEGEMA

Seeds or plays on table. Launch Portal, Ooby Dooby, Revolving Door, and Rogue Borg Mercenaries are nullified. Q's Planet may not be played. Your opponent may not initiate battle against your card at a homeworld matching that card's affiliation. For each personnel or ship card a player reports using Barzan Wormhole or Caretaker's Array, that player loses 10 points (even if playing Borg).  
AGT: 8 P

## INTERRUPT

#### CHANGELING SWEEP

Changelings will be forced into a gelatinous state by a mid-level phaser stun. In 2372, special units were placed in many Starfleet facilities to ensure that empty rooms were in fact truly so.  
Plays to "sweep" an opponent's discard pile: examine it and place any interrupt cards (except [BO] or [Ref] cards) out-of-play.  
AGT: 9 P

### DIMENSIONAL SHIFTING

Powerful form of folded space transport, capable of penetrating all known shields and forcefields. Repeated use of the technology causes a fatal degradation of the subject's cellular chemistry.  
During your turn, discard a random card from hand to place any number of your personnel and equipment at one mission aboard any ship at the same mission.  
AGT: 10 P

### EMPATHIC TOUCH

"It's accelerating. You have no more time for games."  
When your personnel is about to be killed, if your Empathy personnel is present, stop both personnel to prevent that.  
AGT: 11 P

## MISSION

[P] Aid Clone Colony  
**Mariposa:** Help small population of clones who are suffering from replicative fading of their DNA.  
**Biology + Diplomacy + MEDICAL x2 + CUNNING>36**  
When you solve, may download a copy of a personnel in play.  
[Fed]  
SPAN 2 [35 PTS]  
AGT: 12 P

## OBJECTIVE

### IN FOR A TRIM

Seeds or plays on table. Barber Pole and Mot's Advice play for free. Once each turn, if you have Barber Pole in play, you may "take a little off the top": peek at the top X cards of opponent's draw deck, where X is the number of your non-[Borg] Barbering personnel in play. You may discard any events, incidents, or interrupts (except [BO] and [Ref] cards), then replace the rest in any order.  
AGT: 13 P

## PERSONNEL: BAJORAN

**Colonel Kira**  
[Cmd] OFFICER  
During Captain Sisko's absence after the death of Jadzia Dax, Kira Nerys was promoted to command DS9. She soon learned the responsibilities of the captain's chair.  
•SECURITY •Honor •Diplomacy •Leadership  
•Computer Skill •X=2 if a [Rom] personnel in play.  
INTEGRITY 7 CUNNING 7+X STRENGTH 8  
AGT: 14 P

#### ◆ Shandor

**CIVILIAN**  
Prylar representative of members of the Bajoran clergy. Maintains the shrine aboard Deep Space 9.  
•Archaeology •Diplomacy •Honor  
INTEGRITY 7 CUNNING 6 STRENGTH 3  
AGT: 15 P

## PERSONNEL: FEDERATION

**Admiral Janeway**  
[Cmd][AU] V.I.P.  
In an alternate future where Voyager had remained lost for 23 years, Kathryn Janeway decided to travel back in time and guide her younger self to a faster route home.  
•SCIENCE •ENGINEER •Leadership  
•Computer Skill •Physics ▼Ablative Armor  
INTEGRITY 7 CUNNING 9 STRENGTH 3  
AGT: 16 P

#### Admiral Riker

[Cmd][AU] V.I.P.  
Commander of Starbase 247 in an alternate future. At odds with Governor Wolf. Battled Klingons near Devron.  
•Leadership x2 •Diplomacy •Navigation •Music  
•Your leaders here may initiate battle against [Klg].  
▼ Any Enterprise (if aboard your matching facility).  
INTEGRITY 7 CUNNING 8 STRENGTH 6  
AGT: 17 P

#### Christopher Pike

[Cmd][AU] OFFICER. [OS]  
Noted captain. Succeeded Robert April and commanded the Starship Enterprise for 13 years. Accepted promotion in 2263 and relinquished command to James T. Kirk.  
•SECURITY •Honor •Diplomacy •Leadership  
•Your other [OS] personnel here are attributes all +1.  
INTEGRITY 7 CUNNING 8 STRENGTH 8  
AGT: 18 P

*Gideon Seyetik*  
[Stf] SCIENCE  
Gifted terraformer who in 2370 planned to crown his career by reigniting the burned-out star Epsilon 119. Failure – and modesty – do not agree well with him.  
•Each time he helps solve a mission requiring SCIENCE, you may draw a card. •Astrophysics •Physics x2  
INTEGRITY 5 CUNNING 8 STRENGTH 4  
AGT: 19 P

❖ *Lt. Palmer*  
[Stf][AU] ENGINEER [OS]  
Representative of relief officers serving on Federation starships. Such officers routinely fill in for crewmembers on shore leave or restricted duty.  
•Anthropology •Computer Skill  
INTEGRITY 7 CUNNING 6 STRENGTH 4  
AGT: 20 P

[Fed][Kli] *Miral Paris*  
[Stf][AU] OFFICER  
1/4 Klingon, 3/4 human daughter of B'Elanna Torres and Tom Paris. Has her father's charm and mother's temper. In a possible future, helped Janeway negotiate with Korath.  
•Youth •Honor •Anthropology •ENGINEER  
Diplomacy (x2 if Treaty: Federation/Klingon is in play).  
INTEGRITY 8 CUNNING 7 STRENGTH 7  
AGT: 21 P, 21\* P

*Raymond Boone*  
[Stf][AU] ENGINEER  
Starfleet officer who served on the U.S.S. *Rutledge* in the Federation/Cardassian war. Captured at Setlik III in 2347 and subsequently killed while in captivity.  
•Attributes all +2 if with Miles O'Brien or Benjamin Maxwell.  
•Computer Skill •Physics  
INTEGRITY 7 CUNNING 7 STRENGTH 6  
AGT: 22 P

*Robert DeSoto*  
[Cmd] OFFICER  
Captain of the U.S.S. *Hood* and former commanding officer of William T. Riker. Years ago, he and Jean-Luc Picard served together as lieutenants on the same ship.  
•If on U.S.S. *Hood*, your compatible V.I.P.s may report aboard.  
•Leadership •Honor •Exobiology  
INTEGRITY 8 CUNNING 7 STRENGTH 5  
AGT: 23 P

*Yeoman Rand*  
[Stf][AU] OFFICER [OS]  
Janice Rand is yeoman to Captain Kirk aboard the *Enterprise*. Captain of the Academy Diving Team in 2264-65. Student of horticulture and xenobotany.  
•Youth •Biology •ENGINEER ▼File Mission Report  
•[OS] personnel may file mission reports aboard her ship.  
INTEGRITY 7 CUNNING 6 STRENGTH 5  
AGT: 24 P

## PERSONNEL: FERENGI

❖ *Uri'lash*  
[Stf] SECURITY  
Typical Hupyrian. Hired by Brunt as a bodyguard during his brief stint as Grand Nagus in 2374.  
•Honor •Biology  
INTEGRITY 7 CUNNING 6 STRENGTH 9  
AGT: 25 P

## PERSONNEL: KLINGON

*K'Temac*  
[Cmd] OFFICER  
Captain of the sleeper ship *I.K.C. T'Onq*, on a crucial mission ordered by the High Command in the late 23rd century. Awoke 75 years later in a much-changed galaxy.  
•Astrophysics •Transporter Skill •Geology  
▼Engage Cloak  
INTEGRITY 6 CUNNING 7 STRENGTH 8  
AGT: 26 P

## PERSONNEL: NON-ALIGNED

*Anij*  
CIVILIAN  
Ba'ku female who became romantically involved with Jean-Luc Picard. In her 300 years, learned to sustain a perfect moment in time – but never learned to swim.  
•Twice per game, may nullify a non-[Ref] interrupt and place it atop owner's draw deck. •Anthropology  
INTEGRITY 8 CUNNING 8 STRENGTH 4  
AGT: 27 P

*Artim*  
CIVILIAN  
Twelve-year-old Ba'ku child. Son of Sojef. Taught Data the importance of play and having a little fun every day.  
•Youth •Your non-Treachery personnel present are each attributes all +1 (or +2 if they also have Youth).  
INTEGRITY 6 CUNNING 4 STRENGTH 3  
AGT: 28 P

*Raimus*  
[Stf] ENGINEER  
Farian crime lord and thief. Oversees a significant Orion Syndicate operation based on Farius Prime. When he tells you to do something, you just do it.  
•Acquisition •Leadership •Treachery x2  
•Orion Syndicate  
INTEGRITY 2 CUNNING 8 STRENGTH 6  
AGT: 29 P

*Sojef*  
CIVILIAN  
Leader of the small community of Ba'ku that settled a new world in the Briar Patch. Ardent supporter of a simple way of life, free of advanced technology.  
•Leadership •Diplomacy •Biology  
•Archeology  
INTEGRITY 8 CUNNING 8 STRENGTH 7  
AGT: 30 P

❖ *Sunad*  
[Cmd] OFFICER  
Typical Zalkonian captain. Sought to capture criminals undergoing a dangerous mutation before they could further disrupt society.  
•SECURITY •Leadership •Physics  
•Law  
INTEGRITY 5 CUNNING 8 STRENGTH 6  
AGT: 31 P

*Tournel*  
CIVILIAN  
Chief engineer of the ship that first brought the Ba'ku to their new home in 2066. Now one of the more respected "elders" in their idyllic community.  
•Leadership •ENGINEER •Computer Skill  
•Physics  
INTEGRITY 7 CUNNING 8 STRENGTH 6  
AGT: 32 P

*Weyoun 6*  
[Cmd] CIVILIAN  
Activated after his predecessor's suspicious death, this clone of the Vorta Weyoun had subtle errors. He hoped to end the Dominion War by defecting to Odo's side.  
•Diplomacy x2 •Leadership •Honor •Law •Biology  
•May replace any changeling present selected to die.  
INTEGRITY 5 CUNNING 9 STRENGTH 5  
AGT: 33 P

## SHIP: CARDASSIAN

*Reklar*  
GALOR CLASS  
In response to tensions along the Cardassian/Federation border, this ship was sent to attend diplomatic talks with the U.S.S. *Enterprise*.  
[Cmd][Stf] WEAPONS +2 and SHIELDS +1 while you have a captive. Tractor Beam  
RANGE 8 WEAPONS 8 SHIELDS 8  
AGT: 34 P

## SHIP: FEDERATION

*U.S.S. Drake*  
WAMBUNDU CLASS  
Starfleet vessel, registry NCC-20381. In 2364, was assigned a routine mission of exploration in and around the Lorenze Cluster under the command of Paul Rice.  
[Cmd][Stf] Holodeck, Tractor Beam  
RANGE 7 WEAPONS 8 SHIELDS 7  
AGT: 35 P

*U.S.S. Grissom*  
[AU] OBERTH CLASS [CF]  
Science vessel assigned to survey and investigate the Genesis Planet in 2285. Named for one of Earth's earliest space explorers.  
[CF] Tractor Beam, SCIENCE  
RANGE 7 WEAPONS 4 SHIELDS 6  
AGT: 36 P

*U.S.S. Pegasus*  
[AU] OBERTH CLASS  
Modified prototype on which an experimental cloak was secretly tested in 2358. Some of the crew mutinied against Captain Erik Pressman for this violation of treaty.  
[Stf] Tractor Beam  
▼ Phased Cloaking Device  
RANGE 6 WEAPONS 4 SHIELDS 8  
AGT: 37 P

## SHIP: NON-ALIGNED

*Calondon*  
KRESSARI FREIGHTER  
Independent freighter commanded by Zef'No. In 2370, ran weapons supplied by the Cardassians to the Bajoran isolationists of the Circle.  
[Cmd][Stf] Smuggling personnel in crew may use hand weapons to complete "cargo runs."  
RANGE 7 WEAPONS 6 SHIELDS 8  
AGT: 38 P

❖ *Lokirrim Vessel*  
PATROL SHIP [DQ]  
The Lokirrim, at war with photonic insurgents, forbid the use of holograms in their space. Their ships can emit a disruption field that decompiles holographic matrices.  
[Cmd][Stf] Tractor Beam  
All [Holo] cards here are deactivated.  
RANGE 7 WEAPONS 7 SHIELDS 6  
AGT: 39 P

*Tsunkatse Ship*  
UNKNOWN CLASS [DQ]  
Formidable vessel commanded by Penk, from which he broadcasts his popular fighting circuit. Heavily shielded to prevent anyone from abducting his competitors.  
[Cmd][Stf][Stf] Your personnel with "Tsunkatse" in lore may report aboard. Tractor Beam  
RANGE 8 WEAPONS 9 SHIELDS 10  
AGT: 40 P