



# DECK LIST

NAME Klauser DATE 2018-08-25

TREKCC.ORG HANDLE Klauser EMAIL mattclouser@suddenlink.net

DECK TITLE Coming of Age - TNG Ferengi Starter Deck (ENHANCED BLOCK VARIANT), by Paddy Tye

EVENT TITLE \_\_\_\_\_

QTY	MISSIONS
1	Revenge Plot
1	The Last Outpost
1	Search for Weapons
1	Attend Mysterious Rendezvous
1	Investigate Dead Planet
1	Examine Battle Site
QTY	“OUTSIDE THE GAME”
1	Ferengi Military Operations

QTY	SEED DECK
1	Chula: The Chandra
1	Dead End
1	Flim-Flam Artist
1	Friendly Fire
1	Maglock
1	Subspace Shock Wave
1	Dangerous Climb
1	Dignitaries and Witnesses
1	Forsaken
1	Gomtuu Shock Wave
1	Linguistic Legerdemain
1	Ferengi Ambush
1	Attention All Hands
1	Continuing Mission
1	Radioactive Garbage Scow
1	The Arsenal: Divided
1	The Arsenal: Separated
1	Ferengi Trading Post
1	Assign Mission Specialists
1	HQ: Defensive Measures
1	Do You Smell Something Burning?
1	Captain's Holiday
1	Devastating Communique
1	Hunter Probe
1	Irrational Commander
1	A Bad End
1	Ancient Computer
1	Lack of Preparation
1	Malfunctioning Door
1	Nagilum: Test Subjects

# DECK LIST

**NAME** Klauser **DATE** 2018-08-25

**TREKCC.ORG HANDLE** Klauser **EMAIL** mattclouser@suddenlink.net

**DECK TITLE** Coming of Age - TNG Ferengi Starter Deck (ENHANCED BLOCK VARIANT), by Paddy Tye

**EVENT TITLE** \_\_\_\_\_

DRAW DECK		QTY
4	Let's See What's Out There	
1	Get It Done	
1	Business Gambit	
1	Baht	
1	Captain Picard	
1	DaiMon Bok	
1	Dr. Arridor (The Next Generation)	
1	Gozar	
1	Kayron	
1	Kol (The Next Generation)	
1	Levin	
1	Mordoc (The Next Generation)	
1	Obol	
1	Quark (The Next Generation)	
2	Rata	
1	Koral (The Next Generation)	
1	Vash (The Next Generation)	
1	Will Riker	
2	Ferengi Scout Vessel	
1	Kurdon	
1	Dr. Reyga (Life From Lifelessness)	
1	Sunad	
1	Vekor	
1	Regenerate	
1	Tog	
1	Dr. Farek (The Sky's the Limit)	
1	Lwaxana Troi (The Sky's the Limit)	
1	Data (The Sky's the Limit)	
1	The One	
1	Aletia	
1	Follis	
1	Krunk	
1	Taar	
1	Alexana Devos	
1	Kreechta	

**DILEMMA** *STAR TREK THE NEXT GENERATION*



**A BAD END**

Shot in the chest by the Lenarians, Jean-Luc Picard's life was left hanging in the balance due to the damage his artificial heart received.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 Biology.

2 V

*Aletia* *STAR TREK THE NEXT GENERATION*



**SCIENCE**

Typical humanoid employee of Omag. Retained for her expertise in biochemical weaponry and her talents for the tympanic tickle. Mentor to Calandra.

Acquisition Biology Physics

INTEGRITY 4 CUNNING 6 STRENGTH 6

10 V

Alexana Devos *STAR TREK THE NEXT GENERATION*



**SECURITY**

Rutian chief of police. Takes a hard line on terrorism. Pledged to end the Ansata violence. Has survived three assassination attempts on her life.

Law Leadership MEDICAL  
Biology Archaeology

INTEGRITY 7 CUNNING 8 STRENGTH 7

20 V

**DILEMMA** *STAR TREK THE NEXT GENERATION*



**ANCIENT COMPUTER**

Control systems degrade over time. The Oracle of the People, a computer that guided the asteroid-like *Yonada* for millennia, required repairs after experiencing a malfunction.

Cannot get past unless 2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER present.

4 V

**OBJECTIVE** *STAR TREK THE NEXT GENERATION*



**ASSIGN MISSION SPECIALISTS**

Seeds or plays on table. You may download to one of your outposts up to two different mission specialists (personnel whose only skill is a regular skill) that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (Unique.)

18 V

**3**

Navigation x2 + Leadership x2 + (DaiMon Bok OR Jean-Luc Picard OR INTEGRITY>30)



**Attend Mysterious Rendezvous**

**Near Xendi Sabu system:** Meet with old adversary to discuss a "gift."

Navigation x2 + Leadership x2 + (DaiMon Bok OR Jean-Luc Picard OR INTEGRITY>30)

35

3

24 V

**INCIDENT** *STAR TREK THE NEXT GENERATION*



**ATTENTION ALL HANDS**

Seeds or plays on table. Once each turn, your personnel (except an android, hologram, or ) that you do not already have in play may report (for free) aboard your matching outpost. Once per game, in place of your normal card play, you may download a ship to your matching outpost.

ERRATA

66 V

*Baht* *STAR TREK THE NEXT GENERATION*



**ENGINEER**

Typical Ferengi technician. Previously served on a *D'Kora*-class marauder but chose to become a privateer under Lurin in search of bigger profits.

Anthropology Transporter Skill

INTEGRITY 6 CUNNING 6 STRENGTH 5

66 V

**INTERRUPT** *STAR TREK THE NEXT GENERATION*



**BUSINESS GAMBIT**

Many in the Alpha Quadrant, lacking the lobes for business, are wary of the Ferengi Alliance's capitalistic practices.

Once per game, plays to "stop" your Greed personnel and an opposing personnel present. Steal an equipment present OR download an equipment there.

5

34 V

**Captain Picard** *STAR TREK THE NEXT GENERATION*



**OFFICER**

The former captain of the *U.S.S. Stargazer*, Jean-Luc Picard was manipulated into attacking his own ship.

If exposed, becomes **under opponent's control**.

Leadership x2 Navigation x2 Physics  
Picard Maneuver

INTEGRITY 8 CUNNING 8 STRENGTH 6

67 V

**DILEMMA** *STAR TREK THE NEXT GENERATION*



**CAPTAIN'S HOLIDAY**

Thieves, time travel, mysterious artifacts, and digging in caves made for a refreshing change from the demands of commanding a starship.

To get past requires 2 Archaeology OR 2 Geology.

3 V

**DILEMMA** *STAR TREK DEEP SPACE NINE*



**CHULA: THE CHANDRA**

"Allamaraine, count to four. Allamaraine, then three more. Allamaraine, if you can see. Allamaraine, you'll come with me."

One person (random selection) continues, along with all crew or Away Team members who have at least one attribute number matching that personnel. Others are "stopped."

2 V

**INCIDENT** *STAR TREK THE NEXT GENERATION*



**CONTINUING MISSION**

Seed one on table. You may download one **Incident** card. Your personnel and ships that have a *Star Trek: The Next Generation* or *Star Trek Generations* property logo gain **Incident** (even if not in play). Once each turn, when you play a **Incident** personnel with four or fewer **Incident** icons (and no **Incident**), you may draw a card. Discard this incident if you play (or have played) a non-**Incident** personnel or ship.

ERRATA

68 V

**DaiMon Bok** *STAR TREK THE NEXT GENERATION*



**OFFICER**

Bok could not forgive Captain Picard for the death of his son. Vengeful commander of the *Kurdan*.

Exobiology Treachery x2 ENGINEER  
Transporter Skill Thought Maker  
Once per game, may capture any Jean-Luc Picard here.

INTEGRITY 4 CUNNING 9 STRENGTH 4

68 V

**DILEMMA** *STAR TREK ENTERPRISE*



**DANGEROUS CLIMB**

Deep underground passages such as those on Xantoras pose a problem for transporters. Without climbing skills, they may also pose a problem to away team personnel.

Unless STRENGTH>40 OR 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

2 V

**Data** *STAR TREK THE NEXT GENERATION*



**ENGINEER**

Loyal brother of Lore. The Soong-type android was swayed by emotions to join The One's cause.

Does not work with **affiliation**.

Computer Skill x2 Exobiology Biology Treachery  
Mortally wounds each adversary he stuns in battle.

INTEGRITY 4 CUNNING 9 STRENGTH 12

41 V

**DILEMMA** *STAR TREK DEEP SPACE NINE*



**DEAD END**

Risky business ventures often require those involved to alter information or logs that might leave clues. The head honcho personally assigns an underling to undertake this risky scam.

Unless you have at least 50 points, cannot get past; place dilemma atop mission; it may not be attempted by a player with less than 50 points. (Unique.)

5 V

**DILEMMA** *STAR TREK GENERATIONS*



**DEVASTATING COMMUNIQUE**

Following the tragic news of the deaths of his brother and nephew, Jean-Luc Picard retreated to the seclusion of his quarters to mourn.

One personnel (opponent's choice) is "stopped" until end of your next turn. May be nullified by Subspace Interference.

4 V

**DILEMMA** STAR TREK DEEP SPACE FIVE



**DIGNITARIES AND WITNESSES**

The bitterness of defeat and the exultation of triumph have taught many leaders a great lesson: they must preserve in peace what they have won in war.

To get past requires **INTEGRITY**>20 and an Admiral **OR** **STRENGTH**>30 and a General **OR** **CUNNING**>20 and 3 Leadership **OR** **STRENGTH**>20 and a Maje.

4 V

**DILEMMA** STAR TREK GENERATIONS



**DO YOU SMELL SOMETHING BURNING?**

Caught in the Nexus, where time had no meaning, James T. Kirk forgot he had been cooking Ktarian eggs for breakfast.

"Stops" half of your Away Team (random selection, round down). Nullify with a cook, ANIMAL, or Lure of the Nexus. Mission continues.

5 V

**Dr. Arridor** STAR TREK THE NEXT GENERATION



**MEDICAL**

Conspired with Goss during the Barzan negotiations. Explored the wormhole with Kol. Prefers analysis to speculation.

Acquisition Greed Exobiology  
Biology Leadership Treachery

**INTEGRITY** 4 **CUNNING** 8 **STRENGTH** 5

69 V

**Dr. Farek** STAR TREK THE NEXT GENERATION



**MEDICAL**

Typical Ferengi physician. Served aboard the *Krayton* in 2366. Distrusted Lwaxana Troi. Tried to study her empathic powers with a mind probe.

Exobiology Treachery Computer Skill

**INTEGRITY** 3 **CUNNING** 7 **STRENGTH** 4

34 V

**Dr. Reyga** STAR TREK THE NEXT GENERATION



**SCIENCE**

Invited aboard the *U.S.S. Enterprise* to demonstrate his innovative technology. The ensuing murder mystery proved it successful, but at a high cost.

ENGINEER Astrophysics Physics  
Stellar Cartography Metaphasic Shields

**INTEGRITY** 7 **CUNNING** 8 **STRENGTH** 5

26 V

**Examine Battle Site**

Near **Oreliaus IX**: Chart cataclysmic final battle from the Menhar-Promellian war.

SCIENCE + (Archaeology OR Anthropology) + Physics + CUNNING>40

SCIENCE + (Archaeology OR Anthropology) + Physics + CUNNING>40

40

4

3 V

**DILEMMA** STAR TREK THE NEXT GENERATION



**FERENGI AMBUSH**

Despite prior agreements about cooperating in a joint exploration of Delphi Ardu IV, the Ferengi seized the chance to get the better of their Federation adversaries.

Opponent may download to this planet up to three different ♣ Ferengi and/or one Ferengi Whip. They may initiate battle (if possible).

5 V

**INCIDENT** STAR TREK THE NEXT GENERATION



**FERENGI MILITARY OPERATIONS**

Plays on table. Once each turn, your ♣ personnel (except V.I.P. or CIVILIAN) may report (for free) to your ♣ outpost. Once per game, if your ♣ DaiMon is at a location where you win a battle, capture an opponent's personnel, or commandeer an opponent's ship, choose two of the following: score 5 points, draw two cards, or download an equipment there.

ERRATA

**Ferengi Scout Vessel** STAR TREK THE NEXT GENERATION



**SCOUT CLASS**

Typical of small Ferengi craft converted for long-range missions. Often used to search for new business opportunities.

**RANGE** 7 **WEAPONS** 4 **SHIELDS** 5

96 V

**Ferengi Scout Vessel** *STAR TREK THE NEXT GENERATION*



**SCOUT CLASS**

Typical of small Ferengi craft converted for long-range missions. Often used to search for new business opportunities.

**RANGE 7 WEAPONS 4 SHIELDS 5**

96 V

**Ferengi Trading Post** *STAR TREK THE NEXT GENERATION*



Ferengi commercial centers are frequented by many races for trade, information, repair and resupply.

Seed one (you may also seed one ♣ *D'Kora* face up here) **OR** build where you have a Ferengi **ENGINEER**. Each player's non-Borg cards may report and mix aboard regardless of affiliation.

**OUTPOST SHIELDS 24**

12 V

**DILEMMA** *STAR TREK THE NEXT GENERATION*



**FLIM-FLAM ARTIST**

The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

Your opponent may immediately draw a card. To get past requires **DIPLOMACY** and 2 **COMPUTER SKILL** **OR** **LOW** and **CUNNING**>32 (**CUNNING**>50 if this is a ♣ mission).

1 V

**Follis** *STAR TREK THE NEXT GENERATION*



**SECURITY**

Representative of Ferengi trained in the field of commercial security. He helped Luin take over the *U.S.S. Enterprise* in 2369.

Navigation

**INTEGRITY 5 CUNNING 6 STRENGTH 6**

11 V

**DILEMMA** *STAR TREK DEEP SPACE NINE*



**FORSAKEN**

The Prophets would not respond to Kai Winn's prayers despite her zeal. Dukat, in his lust for power, twisted her rejection to the service of the Pah-Wraiths.

To get past requires 2 **HONOR** **OR** 2 **TREACHERY**. Each Honor or Treachery personnel that helps overcome this dilemma is placed on the bottom of owner's draw deck.

5 V

**DILEMMA** *STAR TREK*



**FRIENDLY FIRE**

Only a seasoned leader can prevent disaster during tense situations.

Unless 2 **LEADERSHIP** and 2 **SECURITY** present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.

7 V

**INCIDENT** *STAR TREK THE NEXT GENERATION*



**GET IT DONE**

Plays on table. Once each turn, you may place two ♣ cards from hand on the bottom of your deck to choose: make a unique ♣ personnel attributes +2 until end of turn **OR** make a ♣ ship **RANGE** +2 until end of turn **OR** shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. After any use, discard incident **OR** discard a ♣ card from hand. (*Captain's Order*)

26 V

**DILEMMA** *STAR TREK THE NEXT GENERATION*



**GOMTUU SHOCK WAVE**

Although some creatures have intricate greeting rituals, others will defend themselves violently at the first sign of danger.

Unless 2 **DIPLOMACY** and **INTEGRITY**>32 **OR** **EMPATHY** and **INTEGRITY**>35 present, all undocked ships at this location are damaged and relocated one location toward far end of spaceline.

8 V

**Gozar** *STAR TREK THE NEXT GENERATION*



**OFFICER**

Talented Ferengi officer. Recruited by Bok to help in the capture and ransom of Jason Vigo. Devotee of the Rules of Acquisition.

Acquisition Exobiology Leadership  
Navigation Treachery Diplomacy

**INTEGRITY 3 CUNNING 7 STRENGTH 6**

ERRATA

**OBJECTIVE** — STAR TREK ENTERPRISE



**HQ: DEFENSIVE MEASURES**

Seeds or plays on table. Your personnel with any Intelligence gain 1 Leadership and may initiate battle against their own affiliation. Also, opponent may not attempt any of your missions with more than one affiliation icon on each end unless opponent attempted to seed a copy of that mission OR opponent is using an appropriate Espionage card.

14V

**DILEMMA** — STAR TREK DEEP SPACE NINE



**HUNTER PROBE**

Silaran Prin used hunter probes to exact vengeance against several Shakaar resistance cell members, including Lathia Mabrin, Furel, and Lupaza.

Unless 2 SECURITY and 2 Anthropology present, opponent chooses two personnel. Both die at end of turn. Mission continues.

4V

**Investigate Dead Planet**

**Omicron Theta:** Search devastated world for hidden lab of famed android designer Dr. Soong.

**ENGINEER + CUNNING > 32 + (Acquisition OR Lore)**  
When you solve, may download an android here.

30

3

**DILEMMA** — STAR TREK FIRST CONTACT



**IRRATIONAL COMMANDER**

After Worf's suggestion to activate the U.S.S. Enterprise-E's self-destruct sequence, Jean-Luc Picard's outburst surprised his crew. They carried out his orders nonetheless.

Unless you have two leaders with Honor OR two leaders with Treachery, place on mission. Crew must have any attribute > double mission points to solve. (Unique.)

5V

**Kayron** — STAR TREK THE NEXT GENERATION



**SECURITY**

One of many junior crew members often found on D'Kora marauders. Part of Letek's landing party. Berik's nephew. Former assay assistant on Lappa IV.

**SCIENCE**

INTEGRITY 5 CUNNING 7 STRENGTH 6

71V

**Kol** — STAR TREK THE NEXT GENERATION



**SCIENCE**

Ferengi scientist serving under Goss. Studied the Barzan wormhole with Dr. Arridor. Didn't realize the significance of the meson and lepton fluctuations.

Diplomacy Navigation Greed Stellar Cartography  
Attributes all +2 if with Goss or Dr. Arridor.

INTEGRITY 6 CUNNING 6 STRENGTH 5

72V

**Koral** — STAR TREK THE NEXT GENERATION



**CIVILIAN**

Dour smuggler of few words. Acquired part of the Stone of Gol for Baran. Commanded a Klingon shuttle. Disliked games and replicated bloodwine.

Archaeology Smuggling Navigation  
Treachery Stellar Cartography

INTEGRITY 3 CUNNING 4 STRENGTH 10

93V

**Kreechta** — STAR TREK THE NEXT GENERATION



**D'KORA-CLASS MARAUDER**

Ferengi marauder. Under the command of Bractor in 2365, interrupted a mysterious battle between the Federation starships Enterprise and Hathaway.

Holodeck, Tractor Beam

RANGE 8 WEAPONS 9 SHIELDS 8

27V

**Krunk** — STAR TREK THE NEXT GENERATION



**ENGINEER**

Transporter technician under the command of Lurin. Guarded a U.S.S. Enterprise transporter room during his DaiMon's unsuccessful takeover attempt.

Physics Computer Skill  
Transporter Skill

INTEGRITY 6 CUNNING 6 STRENGTH 5

12V

**Kurdon** *STAR TREK THE NEXT GENERATION*



**D'KORA-CLASS MARAUDER**

Commanded by DaiMon Bok during his quest for vengeance against Captain Picard. First officer Kazago commanded following Bok's arrest.

Tractor Beam, Holodeck  
 ▼ Any personnel

**RANGE 8 WEAPONS 8 SHIELDS 8**

97 V

**DILEMMA** *STAR TREK ENTERPRISE*




**LACK OF PREPARATION**

An Away Team that is unprepared to complete its mission will undoubtedly experience delays. Mission progress may be impossible until additional personnel arrive.

*Non-Borg:* Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt.  
*Borg:* Must have personnel to proceed.

12 V

**EVENT** *STAR TREK THE NEXT GENERATION*



**LET'S SEE WHAT'S OUT THERE**

Starship crews often venture beyond the reaches of known space to explore strange new worlds, broaden their knowledge, and expand their power in the universe.

Plays to draw two cards. If you have 4 personnel at one or more missions opponent seeded where there is no facility, draw two additional cards. Discard event.

19 V

**EVENT** *STAR TREK THE NEXT GENERATION*




**LET'S SEE WHAT'S OUT THERE**

Starship crews often venture beyond the reaches of known space to explore strange new worlds, broaden their knowledge, and expand their power in the universe.

Plays to draw two cards. If you have 4 personnel at one or more missions opponent seeded where there is no facility, draw two additional cards. Discard event.

19 V

**EVENT** *STAR TREK THE NEXT GENERATION*




**LET'S SEE WHAT'S OUT THERE**

Starship crews often venture beyond the reaches of known space to explore strange new worlds, broaden their knowledge, and expand their power in the universe.

Plays to draw two cards. If you have 4 personnel at one or more missions opponent seeded where there is no facility, draw two additional cards. Discard event.

19 V

**EVENT** *STAR TREK THE NEXT GENERATION*



**LET'S SEE WHAT'S OUT THERE**

Starship crews often venture beyond the reaches of known space to explore strange new worlds, broaden their knowledge, and expand their power in the universe.

Plays to draw two cards. If you have 4 personnel at one or more missions opponent seeded where there is no facility, draw two additional cards. Discard event.

19 V

**Levin** *STAR TREK THE NEXT GENERATION*



**MEDICAL**

Typical nurse found throughout the Ferengi Alliance. Now working with the privateer Lurin. Cousin of Broik. Collects antique musical recordings.

Exobiology Biology Music

**INTEGRITY 7 CUNNING 6 STRENGTH 5**

73 V

**DILEMMA** *STAR TREK DEEP SPACE NINE*



**X LINGUISTIC LEGERDEMAIN**

Sarda's contract with Quark allowed him to proposition his employees. The provision was hidden on page 21, subsection 12, paragraph D.

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.

11 V

**Lwaxana Troi** *STAR TREK THE NEXT GENERATION*



**V.I.P.**

Betazoid ambassador held captive by Tog. Mised him about her willingness to cooperate. Later described Tog as slightly repulsive, but with a certain charm.

Empathy x2 Anthropology Computer Skill

**INTEGRITY 5 CUNNING 8 STRENGTH 2**

35 V



**DILEMMA** *STAR TREK* FIRST CONTACT

MAGLOCK PORTAL SEVED CUI

**ACCESS DENIED**  
LCARS COMMAND NET NOT AVAILABLE

**MAGLOCK**

Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

To get past, crew must have at least 3 OFFICER with STRENGTH > 5 each.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

13 V

**DILEMMA** *STAR TREK* THE NEXT GENERATION

**MALFUNCTIONING DOOR**

After a Gatherer raid in 2366, the superior strength of the Soong-type android Data was needed to force open a sealed compartment and rescue the wounded survivors.

To get past requires a Soong-Type android OR STRENGTH > 27 from up to four personnel.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

13 V

**Mordoc** *STAR TREK* THE NEXT GENERATION

**SECURITY**

Representative Ferengi security officer. Often part of away teams to strange, new worlds. Helped steal an energy converter. Disgusted by clothed females.

Stellar Cartography Treachery  
Transporter Skill

INTEGRITY 4 CUNNING 6 STRENGTH 7

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

74 V

**DILEMMA** *STAR TREK* THE NEXT GENERATION

**3 NAGILUM: TEST SUBJECTS**

To learn about death, Nagilum attempted to obtain information on it through experimenting on the crew of the *U.S.S. Enterprise*.

Place on ship. Now and start of each turn, kills one crew member (random selection). Cure with 2 SCIENCE, Diplomacy, and Physics OR Auto-Destruct Sequence.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

1 V

**Obol** *STAR TREK* THE NEXT GENERATION

**SECURITY**

Typical Ferengi soldier. Aspiring inventor and employee of Lurin. Tired of Klingon rations.

ENGINEER Greed

INTEGRITY 4 CUNNING 7 STRENGTH 5

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

75 V

**Quark** *STAR TREK* THE NEXT GENERATION

**CIVILIAN**

Opportunistic bartender on Deep Space 9. Traded information about the Sisters of Duras in exchange for erasing William T. Riker's gambling winnings.

Computer Skill x2 Acquisition Greed  
Diplomacy Anthropology Any PADD

INTEGRITY 5 CUNNING 8 STRENGTH 3

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

76 V

**DILEMMA** *STAR TREK* THE NEXT GENERATION

**RADIOACTIVE GARBAGE SCOW**

Barges containing dangerous waste can be adrift for centuries. One such barge threatened Gamelon V in 2367.

Place on mission; mission attempt ends. Mission can't be attempted here. Ship with Tractor Beam and 2 ENGINEER can tow Scow.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ERRATA

77 V

**Rata** *STAR TREK* THE NEXT GENERATION

**OFFICER**

Profiteer representative of Ferengi second officers. Opposed Bok's decision to give away the salvaged *U.S.S. Stargazer* at no cost.

Treachery Acquisition Greed  
Geology Astrophysics

INTEGRITY 5 CUNNING 7 STRENGTH 6

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

77 V

**Rata** *STAR TREK* THE NEXT GENERATION

**OFFICER**

Profiteer representative of Ferengi second officers. Opposed Bok's decision to give away the salvaged *U.S.S. Stargazer* at no cost.

Treachery Acquisition Greed  
Geology Astrophysics

INTEGRITY 5 CUNNING 7 STRENGTH 6

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

77 V

**EVENT** STAR TREK VOYAGER



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**REGENERATE**

The Borg use neural energy to collectively repair damaged biological and technological components. The Borg use alcoves to facilitate this process.

Plays to fully repair and "stop" any Borg Ship dilemma or Borg ship (nullifying any cards reducing its attributes) **OR** to shuffle your discard pile into draw deck. Discard event.

3 V

3

**MEDICAL + Exobiology + Treachery x2**  
**OR any Bok + CUNNING>35**



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**Revenge Plot**

**Comor V:** Lay genetic groundwork for vengeance against old foe.

**MEDICAL + Exobiology + Treachery x2**  
**OR any Bok + CUNNING>35**

35

3

43 V

3

**OFFICER + Navigation + Treachery**  
*May seed hand weapons under here.*



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**Search for Weapons**

**Demilitarized Zone Region • Border planet:**  
Search planet for illegal Maquis arms cache.

**OFFICER + Navigation + Treachery**  
*May seed hand weapons under here.*

30

3

17 V

**DILEMMA** STAR TREK THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**SUBSPACE SHOCK WAVE**

On Stardate 9521.6, the U.S.S. *Excelsior* monitored a "minor incident" on the Klingon moon Praxis.

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

17 V

**Sunad** STAR TREK THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**OFFICER**

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**

ERRATA

**Taar** STAR TREK THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**OFFICER**

Representative Ferengi DaiMon. First member of the Ferengi Alliance to make visual contact with humans. Claimed he sought "only what is equitable."

**Diplomacy Astrophysics**  
**May double Ferengi Attack faced in same quadrant.**

**INTEGRITY 7 CUNNING 7 STRENGTH 7**

13 V

**DILEMMA** STAR TREK THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**THE ARSENAL: DIVIDED**

While confronting the Echo Papa 607 weapons system, Geordi La Forge ordered a saucer separation to protect the ship's crew. He took command of the stardrive section.

Divide your unique crew members into two face-down piles. One pile is "stopped" (opponent's choice). To get past, ship must be staffed and have **INTEGRITY>27** remaining.

4 V

**DILEMMA** STAR TREK THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**THE ARSENAL: SEPARATED**

While investigating the Arsenal of Freedom on Minos, a sudden attack separated the crew of the *Enterprise*.

Divide your unique personnel into two face-down piles. One pile is "stopped" (opponent's choice). To get past requires **CUNNING>27** remaining.

5 V

3

**Acquisition x2 + SECURITY + Leadership + OFFICER**  
**OR Diplomacy x2 + Treachery x2**



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**The Last Outpost**

**Delphi Ardu IV:** Investigate source of energy emanating from ancient T'Polon outpost.

**Acquisition + SECURITY + Treachery x2**  
**OR Diplomacy x2 + Leadership + OFFICER**

35

3

47 V

**The One** *STAR TREK THE NEXT GENERATION*



**V.I.P.**

The Soong-type android Lore found his calling giving purpose to the disconnected Borg drones.

Does not work with **affiliation**.

- Treachery x2
- Leadership
- Computer Skill
- Diplomacy
- Transporter Skill
- Lore's Fingernail

INTEGRITY 1 CUNNING 13 STRENGTH 12

47 V

**Tog** *STAR TREK THE NEXT GENERATION*



**OFFICER**

DaiMon. Presented flowers to Lwaxana Troi. Abducted her from Betazed, hoping to exploit her empathic skills during negotiations.

- Greed
- Anthropology
- Exobiology
- Once per game, may capture one Empath present.

INTEGRITY 5 CUNNING 8 STRENGTH 6

22 V

**Vash** *STAR TREK THE NEXT GENERATION*



**SCIENCE**

Treasure hunter, archaeologist, liar, and thief romantically involved with Jean-Luc Picard. Partnered with Q to explore distant Gamma Quadrant ruins.

- Archaeology x2
- Treachery
- Anthropology
- Smuggling
- Acquisition
- Dig

INTEGRITY 4 CUNNING 7 STRENGTH 5

94 V

**Vekor** *STAR TREK THE NEXT GENERATION*



**SCIENCE**

Representative of female mercenaries operating throughout the galaxy. Worked with Baran to find the Stone of Gol.

- MEDICAL
- Navigation
- Geology

INTEGRITY 2 CUNNING 7 STRENGTH 6

37 V

**Will Riker** *STAR TREK THE NEXT GENERATION*



**OFFICER**

William T. Riker "went renegade" to penetrate Baran's crew during the hunt for the Stone of Gol.

Does not work with other **affiliation** personnel.

- SECURITY
- Diplomacy
- Anthropology
- Treachery
- Transporter Skill
- Dropping In

INTEGRITY 5 CUNNING 7 STRENGTH 7

95 V