





**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

**2**

Computer Skill + SECURITY + Leadership + MEDICAL



**Advanced Combat Training**

**Inhabitable planet:** Participate in tactical training scenarios in harsh environment.

Computer Skill + SECURITY + Leadership + MEDICAL

30

2 21 V

**Agyer** *STAR TREK THE NEXT GENERATION*



**SCIENCE**

Expert in shield and cloak technology serving on the *Apex* in 2368. Invited to Dr. Reyga's metaphasic shield test but refused permission by his government.

Navigation Stellar Cartography x2  
Transporter Skill Space Boomer

INTEGRITY 5 CUNNING 9 STRENGTH 6

38 V

**Alidar Jarok** *STAR TREK THE NEXT GENERATION*



**OFFICER**

Conscientious admiral who defected to the Federation in 2366. Disinformed by Romulan High Command. Neither a butcher nor a hero.

SECURITY Leadership Navigation  
Tactical Scan OR Life-form Scan

INTEGRITY 4 CUNNING 7 STRENGTH 6

46 V

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



**ALWAYS A CHESS GAME**

Plays on table. Once each turn, your personnel (except Tal Shiar, CIVILIAN, or V.I.P.) may report for free to your outpost OR you may report (for free) to your ship its matching commander. Once per game, score 5 points when your personnel helps solve a non-Neutral Zone mission.

13 V

**Ambassador Spock** *STAR TREK THE NEXT GENERATION*



**V.I.P.**

Legendary 1/2 Vulcan, 1/2 human head of the Romulan underground. An advocate of reunification, Spock was betrayed by his friend Senator Pardek.

SCIENCE Diplomacy x2 Honor Law Mindmeld  
Any personnel with INTEGRITY > 6 OR Pardek

INTEGRITY 10 CUNNING 9 STRENGTH 7

39 V

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



**ARMUS — SKIN OF EVIL**

A malevolent being was formed when the inhabitants of Vagra II rid themselves of all the evil they had inside.

Kills one Away Team member (random selection). Discard dilemma.

1 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

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



**ATTENTION ALL HANDS**

Seeds or plays on table. Once each turn, your personnel (except an android, hologram, or V.I.P.) 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

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



**BIRTH OF "JUNIOR"**

Large infant spaceborne life-form. Attached itself to the *U.S.S. Enterprise* in 2368, sucking energy from the ship.

Place on ship. End of each turn, RANGE reduced by 1; if reduced to 0, ship destroyed. Nullify with 3 ENGINEER.

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


ERRATA

**D'Lors** *STAR TREK THE NEXT GENERATION*



**V.I.P.**

Typical political aide. Dissident who defected to the Federation in stasis with Vice-Proconsul M'ret in 2369. Former senator in the youth diplomatic corps.

 **Diplomacy**

INTEGRITY 5 CUNNING 7 STRENGTH 4

40 V

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



**DAL'ROK**

Despite his best effort, Miles O'Brien could not rally the villagers to defeat their feared enemy. Some people just aren't very good storytellers.

Place on mission. Now and start of each turn, kills personnel with lowest total attributes at this location. May be nullified by INTEGRITY+CUNNING+STRENGTH>150 at this location.

4 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.)

3 V

**Deranas** *STAR TREK THE NEXT GENERATION*



**D'DERIDEX CLASS**

Warbird commanded by Tomalak. Often assigned to the Neutral Zone. Encountered the *U.S.S. Enterprise* twice in 2366.

   **Cloaking Device, Tractor Beam**  
Attributes all +2 in Neutral Zone.

RANGE 8 WEAPONS 9 SHIELDS 7

53 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 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

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



**EXPLAIN YOUR PRESENCE**

While neither the Federation nor the Romulans may enter the Neutral Zone, chance encounters do occur. The Romulans manipulate such situations to look like the aggrieved party.

Once per game, plays on your OFFICER if opponent's crew there. "Stop" that personnel and examine opponent's crew; score points.

5

19 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

**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.

1 V

**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.

14 V

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



**HUNTER PROBE**

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

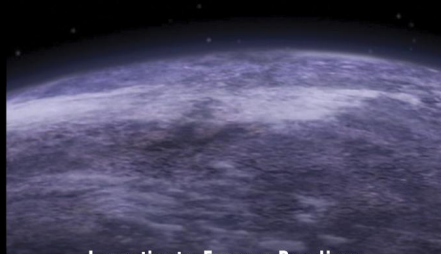
Unless 2 SECURITY and 2 Anthropology present, opponent chooses two personnel. Both die at end of turn. Mission continues.

4 V

35

SECURITY + Anthropology x2 + (CUNNING > 38 OR 3)

When you solve, may download Barash here.



**Investigate Energy Readings**

**Alpha Onias III:** Pinpoint source of subspace probe that emanated from this inhospitable world.

SECURITY + Anthropology x2 + (CUNNING > 38 OR 3)  
When you solve, may download Barash here.

INTEGRITY 4 CUNNING 35 STRENGTH 4

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

STAR TREK THE NEXT GENERATION

Jacen



CIVILIAN

Typical member of the Romulan underground. Colleague of Dr. Koramar. Impersonated a security officer to apprehend Jean-Luc Picard and Data.

SECURITY Navigation Computer Skill  
Astrophysics

INTEGRITY 6 CUNNING 8 STRENGTH 7

23 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

STAR TREK THE NEXT GENERATION

Jaglom Shrek



CIVILIAN

Yridian informant. Told Worf of the secret prison camp in the Carraya system. Likes to finker with his warp drive. Commanded a Yridian Shuttle.

Navigation Physics Transporter Skill  
Greed Jaglom Shrek - Information Broker

INTEGRITY 4 CUNNING 7 STRENGTH 3

26 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

STAR TREK THE NEXT GENERATION

Jean-Luc Picard



CIVILIAN

Human captain disguised as a Romulan. Worked with the Romulan underground movement. Shared his memories of Sarek through a mindmeld with Spock.

Diplomacy Anthropology Archaeology  
Music Honor Vulcan Mindmeld

INTEGRITY 8 CUNNING 8 STRENGTH 6

41 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

STAR TREK THE NEXT GENERATION

Kell



V.I.P.

High Council emissary. Klingon who conspired with Romulans to assassinate Governor Vagh and thereby disrupt the Klingon-Federation alliance.

Treachery x2 Computer Skill ENGINEER  
Exobiology E-Band Emissions

INTEGRITY 2 CUNNING 5 STRENGTH 6

42 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

STAR TREK THE NEXT GENERATION

Kharic



CIVILIAN

Typical member of the Romulan underground. Female colleague of Tamarith. Pleased by Spock's decision to stay on Romulus after Pardek's betrayal.

MEDICAL Exobiology Anthropology  
Honor

INTEGRITY 7 CUNNING 5 STRENGTH 2

43 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

STAR TREK THE NEXT GENERATION

Khev



CIVILIAN

Representative of non-military personnel guarding the Carraya system prison camp for Khitomer survivors. Sometimes serves as Tokath's bodyguard.

SECURITY Biology Youth

INTEGRITY 5 CUNNING 5 STRENGTH 6

44 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

STAR TREK THE NEXT GENERATION

Koral



CIVILIAN

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

Archaeology Smuggling Navigation  
Treachery Stellar Cartography

INTEGRITY 3 CUNNING 4 STRENGTH 10

93 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

STAR TREK ENTERPRISE

DILEMMA



**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 and personnel to proceed.

12 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**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

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



**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.

19 V

**DILEMMA** *STAR TREK FIRST CONTACT*



**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.

19 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.

13 V

**Mareth** *STAR TREK THE NEXT GENERATION*



**ENGINEER**

Typical Romulan engineer who became trapped in a temporal fragment in 2369. Did not realize the cause was life-form incubation in the engine core.

Computer Skill Transporter Skill Youth

INTEGRITY 4 CUNNING 7 STRENGTH 5

45 V

**Mengran** *STAR TREK THE NEXT GENERATION*



**ENGINEER**

Typical Romulan underground sympathizer. Chief engineer aboard the *Khazara*. He aided N'Vek in misaligning the clock. Collects antique globes.

Stellar Cartography Biology Astrophysics Honor

INTEGRITY 8 CUNNING 7 STRENGTH 5

24 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.

1 V

**Nefets** *STAR TREK THE NEXT GENERATION*



**OFFICER**

Representative of versatile bridge officers serving aboard the *Haakana* under T'Pol. He later returned to Romulus and joined the Romulan underground.

Honor SCIENCE Leadership  
Geology

INTEGRITY 7 CUNNING 6 STRENGTH 6

25 V

**Palteth** *STAR TREK THE NEXT GENERATION*



**ENGINEER**

Romulan trained in the field of engineering. A specialist in artificial quantum singularity. Served aboard the *Khazara* in 2369.

Computer Skill

INTEGRITY 3 CUNNING 8 STRENGTH 7

26 V

**Parem** *STAR TREK THE NEXT GENERATION*



**SECURITY**

Special security officer aboard the *Apnex*. Assigned to guard the prototype phase-inverting cloaking device. Worked as a bartender before joining the military.

Astrophysics Physics Treachery  
Attributes all +1 when facing a dilemma.

INTEGRITY 4 CUNNING 6 STRENGTH 8

45 V

**DILEMMA** *STAR TREK NEMESIS*



**PICKING UP THE PIECES**

Parts of B-4's assembly were found strewn across the Kolaran system. Many planetary scans were required to locate all of the positronic signatures.

To get past requires Geology or Computer Skill. All such personnel are "stopped," but if two or more present, one must continue (random selection).

13 V

**4**

Computer Skill + SECURITY + Leadership x2 + (CUNNING > 40 OR Sirna Koltrami)



**Prepare War Game Scenario**

**Braslota System:** Ready crew for combat simulation designed to hone tactical skills.

Computer Skill + SECURITY + Leadership x2 + (CUNNING > 40 OR Sirna Koltrami)

40

4 5 V

**Proconsul Neral** *STAR TREK THE NEXT GENERATION*



**V.I.P.**

Neral deceived Ambassador Spock by pretending he supported a reunification of Romulus with Vulcan.

Anthropology Treachery x2 Youth Law  
Leadership Live Long and Prosper  
The Art of Diplomacy (extends effects to).

INTEGRITY 3 CUNNING 8 STRENGTH 7

47 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.

ERRATA

**3**

Navigation + Youth + SECURITY  
When you solve, may download Rescue Captives.



**Recover Prisoner**

**Edge of Cardassian space:** Retrieve escape pod of fleeing Bajoran operative.

OFFICER + SECURITY + (Treachery OR Physics OR Greed)  
When you solve, may capture an opponent's personnel here.

30

3 29 V



**EVENT** STAR TREK VOYAGER



**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.

8 V

**Relam** STAR TREK THE NEXT GENERATION



**OFFICER**

Complex strategist affected by temporal irregularities in 2369. Once captained a D'deridex. Has a family tradition of military service.

● Stellar Cartography ● Treachery ● SCIENCE

INTEGRITY 5 CUNNING 7 STRENGTH 7

49 V

**DILEMMA** STAR TREK DEEP SPACE NINE



**REMAT DETONATOR**

Black market device of Romulan origin which scrambles transporter beams on rematerialization. Silaran Prin used one to kill Shakaar resistance cell informant Trentin Fala in 2373.

Unless 2 Transporter Skill present, place on table. Whenever your personnel have just beamed, opponent may discard dilemma to kill one (opponent's choice).

10 V

**Romulan Outpost** STAR TREK THE NEXT GENERATION



Romulus is one of the two homeworlds for the Romulans. The Romulan Star Empire establishes outposts throughout its territory.

Seed one **OR** build where you have a Romulan **ENGINEER**.

**OUTPOST** SHIELDS 32

14 V

**Science Vessel** STAR TREK THE NEXT GENERATION



**SCIENCE CLASS**

Specialized science ship used for an Interphase Generator experiment in 2368.

RANGE 8 WEAPONS 5 SHIELDS 6

45 V

**Science Vessel** STAR TREK THE NEXT GENERATION



**SCIENCE CLASS**

Specialized science ship used for an Interphase Generator experiment in 2368.

RANGE 8 WEAPONS 5 SHIELDS 6

45 V

**Steal Technology**

OFFICER + Greed + Transporter Skill + Treachery  
When you solve, may download (or steal) an equipment here.

**Gamma Tauri IV:** Steal energy converter from remote Federation outpost.

OFFICER + Greed + Transporter Skill + Treachery  
When you solve, may download (or steal) an equipment here.

35

46 V

**DILEMMA** STAR TREK THE NEXT GENERATION



**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



**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

**T'Jev** *STAR TREK THE NEXT GENERATION*



**MEDICAL**

Typical field nurse assigned to a damage control team on the *Haakona* in 2365. Was tending injured crew members when Jean-Luc Picard appeared.

● Biology ● Greed ● Anthropology

INTEGRITY 5 CUNNING 8 STRENGTH 7

48 V

**T'Jev** *STAR TREK THE NEXT GENERATION*



**MEDICAL**

Typical field nurse assigned to a damage control team on the *Haakona* in 2365. Was tending injured crew members when Jean-Luc Picard appeared.

● Biology ● Greed ● Anthropology

INTEGRITY 5 CUNNING 8 STRENGTH 7

48 V

**Tacil** *STAR TREK THE NEXT GENERATION*



**OFFICER**

One of many female officers serving aboard Romulan warbirds. Former engineering technician who got caught in a temporal fragment in 2369.

● ENGINEER ● Treachery ● Geology

INTEGRITY 4 CUNNING 7 STRENGTH 6

49 V

**Tallera** *STAR TREK THE NEXT GENERATION*



**SECURITY**

Female Romulan mercenary. In reality a physically altered Vulcan isolationist seeking the Stone of Gol.

Does not work with other affiliation personnel.

● Computer Skill ● SCIENCE ● Mindmeld ● Leadership ● Treachery

INTEGRITY 3 CUNNING 7 STRENGTH 7

34 V

**Tarvang** *STAR TREK THE NEXT GENERATION*



**ENGINEER**

Typical Romulan pilot. Beamed aboard the *U.S.S. Enterprise* during an encounter with quantum singularity lifeforms in 2369. Enjoys chess.

● Navigation ● Physics

INTEGRITY 5 CUNNING 7 STRENGTH 6

50 V

**Tomalak** *STAR TREK THE NEXT GENERATION*



**OFFICER**

Beguiling adversary of the *U.S.S. Enterprise*. Plotted to display its broken hull on Romulus as a symbol of victory. Commanded the *Deranas*.

● Diplomacy ● Leadership ● Navigation ● Law ● Treachery ▼ Any Captain's Order card

INTEGRITY 4 CUNNING 7 STRENGTH 9

31 V

**Toraan** *STAR TREK THE NEXT GENERATION*



**SECURITY**

Tal Shiar officer assigned to the Office of the Proconsul in 2368. Often works alongside his twin brother Telak. Likes vinerine with Romulan ale.

● Tal Shiar ● Exobiology ● Treachery ● Transporter Skill ▼ Romulan Disruptor

INTEGRITY 5 CUNNING 7 STRENGTH 7

50 V

**Trolarak** *STAR TREK THE NEXT GENERATION*



**D'DERIDEX CLASS**

Warbird involved in the 2369 race to unravel the DNA puzzle discovered by Richard Galen. Commanded by Galathon.

● Cloaking Device, Holodeck, Tractor Beam

RANGE 8 WEAPONS 8 SHIELDS 8

35 V

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



**UNDERCOVER AGENT**

Romulan security operatives such as Selok, who posed as Vulcan ambassador T'Pol for years, spy on governments throughout the quadrant. They could be anywhere.

If a ship in play, opponent may download to here Selok or a Romulan with an infiltration icon. To get past requires SECURITY, Biology, and (CUNNING>40 OR Law).

11 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

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



**3 VIRUS**

Ancient Iconian computer programs transmitted to the *U.S.S. Yamato*, *U.S.S. Enterprise*, and *Haakana* attempted to overwrite the ships' computer systems.

Unless you have 4 Computer Skill present, place on ship. This ship, and all your other ships of the same class, are attributes all -2. Cure with 6 Computer Skill.

7 V

**3**

**35** Diplomacy + Anthropology + (Jean-Luc Picard OR Tebok OR CUNNING > 35)



**Visit Tranquil Colony**

**Jouret IV:** Make routine stop at hospitable world near enemy space.

Diplomacy + Anthropology + (Jean-Luc Picard OR Tebok OR CUNNING > 35)

INTEGRITY 5 CUNNING 7 STRENGTH 7

42 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