

DECK LIST

NAME Klauser **DATE** 2018-09-30

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

DECK TITLE A Vulcan Hello, by Rogue Shindler - DeckID: 16844

EVENT TITLE _____

MISSIONS	
QTY	
1	Observe Ritual
1	Fissure Research
1	Extract Rare Mineral
1	Assemble Fleet
1	Intercept Dignitary
1	Rebuild Monastery
SEED DECK	
QTY	
1	Obelisk of Masaka
1	Male's Love Interest & Plague Ship
1	Mission Debriefing
1	Space-Time Portal
1	The Cloud
1	"Rock People"
1	Defend Homeworld
1	Q's Tent
1	The Arsenal: Separated
1	Make It So
1	Duck Blind
1	Quark's Isolinear Rods
1	Assign Mission Specialists
1	Spacedoor
2	Quantum Incursions
1	Medical Crisis
1	Exact Change
1	Reunite Legends
1	A Miner Confrontation
1	Authorized Access Only
1	Faux Pas
1	Quantum Leap
1	Rock People
1	The Ghost of Cyrus Ramsey
1	Temporal Conduit
1	Vulcan Outpost
1	Kolinahr
1	22nd-Century ShiKahr
1	P'Jem Sanctuary

SEED DECK	
QTY	
Q-TENT SIDE DECK	
QTY	
1	Vulcan Lander
1	Captain's Log
1	Lower Decks
1	Vulcan Mindmeld
1	Straight and Steady
1	Defiant Dedication Plaque
1	Kobayashi Maru Scenario
1	File Mission Report
1	Polarized Hull Plating
1	Combat-Ready: Tactical Reserve
1	D'kyr
1	Espionage: Vulcan on Andorian
1	The Katra of Surak
"OUTSIDE THE GAME"	
QTY	
1	Taurik
1	Sanye
1	IDIC: Power of the High Command
1	The Secret of P'Jem
1	Sinam

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DECK TITLE A Vulcan Hello, by Rogue Shindler (Page 2) - DeckID: 16844

EVENT TITLE _____

QTY	DRAW DECK
1	Captain Spock
1	Fal-tor-pan
2	Going to the Top
3	I'm a Doctor, Not a Bricklayer
2	Live Long and Prosper
1	Masaka Transformations
1	Mr. Tuvok
7	Mutation
1	Saavik
1	Solkar
4	Temporal Shifting
1	T'Lar
1	U.S.S. Enterprise-A
1	Vulcan Mindmeld
1	Spock
1	Vulcan Tricorder
1	First Officer Spock
1	Mutation
2	Ready Room Door
1	Tuvok
1	Mr. Spock
1	Selot
1	Commander T'Pol
1	Crewman Soval
2	Reed Alert!
1	Vulcan PADD
2	Vulcan Database
1	Delvok
3	Sopek
1	T'Lam
1	T'Pol (Pre-Warp Pack)
2	Valrik
1	Neuropressure Massage
1	Strange New Worlds
1	Thorough Debriefing
1	You're Not Ready

QTY	DRAW DECK
1	Menos
1	Charles Tucker III (Live Long and Prosper)
1	Jonathan Archer (Live Long and Prosper)
1	Koss
1	Minister T'Pau
4	Sedis
1	Smolek
1	Surak
1	T'Les
1	T'Mik
2	Tavek
1	V'Las
1	Vanik
1	Ni'Var
1	Sh'Raan
1	Ti'Mur

DILEMMA — STAR TREK ENTERPRISE



ROCK PEOPLE

An *Enterprise* away team was exposed to a psychotropic compound in 2151. Experiencing intense anxiety and hallucinations, they claimed to see beings inside solid rock.

To get past requires three personnel with **Geology** OR three personnel with **SCIENCE** classification.

9 V

22nd-Century ShiKahr

2154 Vulcan: Desert metropolis located near The Forge. Birthplace of many famous Vulcans.

Seeds or plays on table; any player may download IDIC. Native to this timeline: all cards, personnel, and equipment (except **M** cards). Once each turn, one such personnel reporting at this location may do so for free. Non- cards are excluded from battle here.

61 V

DILEMMA — STAR TREK ENTERPRISE



A MINER CONFRONTATION

Harassed by marauding Klingons, deuterium miners found they needed both guts and guile to protect their assets.


To get past requires three personnel with **Leadership** OR three personnel with **ENGINEER** classification.

1 V

3

35


OFFICER + Leadership + (Treachery x2 OR Honor x2) + (any Intelligence OR Shran)



Assemble Fleet

Regulus: Coordinate forces at staging ground beyond the range of Andorian listening posts.

OFFICER + Leadership + (Treachery x2 OR Honor x2) + (any Intelligence OR Shran)



35

3

19 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

DILEMMA — STAR TREK ENTERPRISE



AUTHORIZED ACCESS ONLY

Many ships have secure areas to store valuable or dangerous materials. Only trusted officers can access such places. In 2151, unknown privateers searched for a vault on *Enterprise*.

To get past requires three personnel with **Acquisition** OR three personnel with **OFFICER** classification.

2 V

Captain Spock — STAR TREK II: THE WRATH OF KHAN



OFFICER

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

38 R

EVENT — STAR TREK THE NEXT GENERATION



CAPTAIN'S LOG

A commanding officer's journal of events. While on the surface of El-Adrel IV, Tamarian Captain Dathon made entries into his log by hand.

Plays on table. Each of your ships with its matching commander aboard is SHIELDS and WEAPONS +3. (Captain's Order.)

ERRATA

Charles Tucker III — STAR TREK ENTERPRISE



CIVILIAN

Human engineer. Guest at the wedding of T'Pol and Koss, despite being romantically involved with T'Pol. Experienced in Vulcan neuropressure massage.

ENGINEER Physics Computer Skill x2
Honor x2 Neuropressure Massage

INTEGRITY 9 CUNNING 6 STRENGTH 6

32 V

INTERRUPT — STAR TREK ENTERPRISE



COMBAT-READY: TACTICAL RESERVE

Military officers can quickly redeploy forces to where they can be of the most use.

Plays on your **Star** personnel. Relocate one of your unstoppped matching SECURITY-classification personnel from a mission in same quadrant to this personnel.

29 V

Commander T'Pol — STAR TREK ENTERPRISE



SCIENCE

Dutiful commander. Vulcan dissident loyal to Captain Forrest. T'Pol was romantically involved with Chief Engineer Tucker during her last *Pan Farr*.

ENGINEER OFFICER SECURITY Treachery
Exobiology Mindmeld Hinder Progress

INTEGRITY 3 CUNNING 8 STRENGTH 7

42 V

Crewman Soval — STAR TREK ENTERPRISE



SCIENCE


Idealist and mentor to Commander T'Pol. Soval thought he was too old to become a revolutionary. Vulcan dissident. Commanded the *I.S.S. Avenger*.

Computer Skill Biology Exobiology
Geology Anthropology

INTEGRITY 6 CUNNING 8 STRENGTH 7

48 V

D'kyr — STAR TREK ENTERPRISE



D'KYR CLASS

22nd-century mainstay of the Vulcan fleet. Combat cruiser tasked to ferry Phlox and T'Pol home after *Enterprise* was temporarily recalled in 2152.

Tractor Beam, SCIENCE

RANGE 7 WEAPONS 7 SHIELDS 7

88 P

OBJECTIVE — STAR TREK DEEP SPACE NINE



DEFEND HOMEWORLD

Seeds or plays on table. When opponent initiates battle against your card at a homeworld matching that card's affiliation, just after it is targeted you may download there any number of HQ cards and compatible ships, leaders, SECURITY personnel, and hand weapons. Once per game, you may discard objective to download a SECURITY personnel OR any HQ card (except Return Orb to Bajor).

28 V

EVENT — STAR TREK ENTERPRISE



DEFIANT DEDICATION PLAQUE

Commemorative inscription mounted on the bridge of the *U.S.S. Defiant*. Serves as an inspiration to the *Defiant* crew. Meant little to the soldiers of the Terran Empire.

Plays on table. Each of your ships with its matching commander aboard is RANGE +2, or +3 if ship is *Defiant* class. (Not cumulative. *Captain's Order*.)

55 VP

Delvok — STAR TREK ENTERPRISE



SECURITY

Representative of Syranite dissidents. Part-time bodyguard. Struggled to maintain emotional control while performing his own musical compositions.

Geology Astrophysics Biology
Music

INTEGRITY 5 CUNNING 6 STRENGTH 6

80 P

EVENT — STAR TREK THE NEXT GENERATION



DUCK BLIND

To avoid compromising the Prime Directive, the Federation uses camouflaged stations to observe primitive societies.

Seeds or plays on your Alpha Quadrant planet mission (except a homeworld). End of each turn, if your 2 Anthropology present, draw an extra card. (Immune to Kevin Uxbridge.)

14 V

EVENT — STAR TREK ENTERPRISE



ESPIONAGE: VULCAN ON ANDORIAN

The Vulcan High Command routinely monitored the activity of more emotional and aggressive neighboring species, such as the Andorians, from hidden listening posts.

Plays on any Non-Aligned mission (or any mission with "Andorian" in lore). Your Vulcan personnel may now attempt this mission. Discard after mission completed.

5 V

DILEMMA STAR TREK THE SEARCH FOR SPOCK



EXACT CHANGE 50

Admiral Kirk and Captain Spock found their progress on 20th-century Earth slowed by obscure and archaic financial practices.

To get past requires exactly 50 CUNNING from all Away Team members. May nullify by stopping two personnel (opponent's choice) until end of next turn.

3 V

OBJECTIVE STAR TREK DEEP SPACE NINE

SCIENCE + Geology + (Tractor Beam OR INTEGRITY > 32) *+5 if any shuttlepod or ship here.



Archer's Comet: Drill into giant comet and collect sample of scarce eislum.

SCIENCE + Geology + (Tractor Beam OR INTEGRITY > 32) *+5 if any shuttlepod or ship here.

4 34 V

EVENT STAR TREK III THE SEARCH FOR SPOCK



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.

15 C

DILEMMA STAR TREK ENTERPRISE



FAUX PAS

The Kreetassans were deeply insulted when Parthos urinated on an alvera tree. Considering the plants cultural treasures, they demanded a ritualistic apology from Jonathan Archer.

To get past requires three personnel with Diplomacy OR three personnel with V.I.P. classification.

5 V

OBJECTIVE STAR TREK DEEP SPACE NINE



FILE MISSION REPORT

Seeds or plays on table. When one of your personnel has used a classification or skill to meet a mission requirement, and you have not yet attempted another mission, that personnel may "file a mission report" if unopposed at a site which allows this. Score points (discard objective). Limit one per mission.

5 28 V

First Officer Spock STAR TREK



SCIENCE

1/2 Vulcan, 1/2 Human. History will record that Mr. Spock rose to command the I.S.S. Enterprise, then reformed the Empire and ultimately caused its downfall.

OFFICER Mindmeld Diplomacy x2 Honor Transporter Skill Any Equipment card

INTEGRITY 8 CUNNING 10 STRENGTH 9

50 VP

EVENT STAR TREK DEEP SPACE NINE

Astrophysics + Physics + 3 icon Personnel



Fissure Research

Forkus Sed or: Investigate quantum fissure between parallel universes reported here.

Astrophysics + Physics + 3 icon Personnel

3 35

INTERRUPT STAR TREK DEEP SPACE NINE



GOING TO THE TOP

Kira Nerys went directly to Admiral Rollman when she disagreed with one of Benjamin Sisko's command decisions. Sisko and Rollman were not exactly pleased with her action.

Plays if you have two personnel together on a facility. Download a compatible personnel with Leadership x2 to them (once per game per affiliation).

ERRATA

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ERRATA

INTERRUPT *STAR TREK*



I'M A DOCTOR, NOT A BRICKLAYER

Despite his protestations to Captain Kirk, Dr. McCoy treated a grievously wounded Horta. Thermal concrete from the supplies of the starship *Enterprise* made an excellent wound covering.

Nullifies Horta. **OR** Adds Geology to one MEDICAL personnel until end of turn. **OR** Once per game, downloads a Geology personnel to your MEDICAL and OFFICER.

39 U

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39 U

INCIDENT *STAR TREK ENTERPRISE*




IDIC: POWER OF THE HIGH COMMAND

Plays on table. Your personnel may attempt Alpha Quadrant missions requiring OFFICER. When you play (but not download) a card, you may draw up to two cards **OR** (once per game) download a ship and its matching commander. Make It So is not discarded when used with ships.

11 V

3

Acquisition + SECURITY + Teaching x2
+5 points if you have a captive.



Intercept Dignitary

Retelian shipping lane: Seize influential figure from enemy vessel.

OFFICER + SECURITY + Navigation x2
When you solve, you may nullify a card.

35

3

23 V

Jonathan Archer *STAR TREK ENTERPRISE*



OFFICER

Human captain who accompanied T'Pol into The Forge. Became embroiled in Vulcan politics and mysticism when he carried the katra of Surak.

Leadership **Archaeology** **Exobiology**
Honor **The Katra of Surak (if ☉).**

INTEGRITY 8 CUNNING 8 STRENGTH 7

33 V

INCIDENT *STAR TREK II THE WRATH OF KHAN*



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) 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). (Unique.)

ERRATA

77 P

INCIDENT *STAR TREK THE MOTION PICTURE*



KOLINAH

Seeds or plays on Vulcan. Your Vulcan cards may mix and cooperate (regardless of affiliation) and may use Vulcan ships and facilities. Once each turn, if you do not have Protect the Timeline in play, one personnel may report for free. Twice each turn, your personnel and ships may move between here and 2154 Vulcan. Discard incident if you play (or have played) any non-Vulcan personnel.

77 P

Koss *STAR TREK ENTERPRISE*



ENGINEER

Vulcan architect briefly married to T'Pol. Helped to reinstate T'Les to her academy position. He aided Jonathan Archer's quest to return the Kir'Shara.

Geology **Archaeology** **Honor**
Physics **Going to the Top**

INTEGRITY 8 CUNNING 6 STRENGTH 8

34 V

INTERRUPT STAR TREK FIRST CONTACT



LIVE LONG AND PROSPER

Traditional Vulcan greeting and farewell gesture. Originated by Surak, the father of Vulcan philosophy, who led Vulcan into its era of peace some 2,000 years ago.

Saves any Vulcan who was just randomly selected to die. **OR** Once per turn, returns an opponent's personnel who just died to opponent's hand; draw one card for each of its **♣** icons.

34 C

INTERRUPT STAR TREK FIRST CONTACT



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34 C

EVENT STAR TREK THE NEXT GENERATION



LOWER DECKS

Junior officers aboard all starships cooperate in their duties while competing for promotion and advancement, such as Ensigns Taurik, Sito, Lavelle and Ogawa.

Plays on table. Each of your non-holographic, universal personnel is attributes all +2. (*Captain's Order*.)

ERRATA

INCIDENT STAR TREK FIRST CONTACT



MAKE IT SO

Seeds or plays on table. Once each turn, if your staffed ship has its matching commander aboard, you may "unstop" it (once per game per Ship card title) **OR** download Ready Room Door (to download a *Captain's Order*) **OR**, if that ship is in battle (even during opponent's turn), download a Tactic card (once per game per Tactic card title). Discard incident after use, unless that matching commander has **♣** icon.

4 V

COMBO DILEMMA STAR TREK THE NEXT GENERATION



MALE'S LOVE INTEREST & PLAGUE SHIP

MALE'S LOVE INTEREST: Male crew or Away Team member (random selection) runs off with lover to furthest planet.

TARELIAN PLAGUE SHIP: Entire crew or Away Team immediately dies unless **MEDICAL** beams over (discarded). Discard dilemma.

5

12 F

EVENT STAR TREK THE NEXT GENERATION



MASAKA TRANSFORMATIONS

Masaka attempted to transform the *U.S.S. Enterprise* into an ancient temple and grounds by rearranging its matter.

Plays on any player. That player must shuffle entire hand, place on bottom of draw deck, then draw the same number of cards from the top. Discard event after use.

DILEMMA STAR TREK THE ORIGINAL SERIES



MEDICAL CRISIS

In the more primitive areas of the galaxy, such as the Delta Quadrant and 1986 Earth, medical supplies and those trained in their use are equally rare.

Randomly select a **MEDICAL** personnel. Killed if **♣** or **♠**, "stopped" otherwise. To get past requires 2 **Biology** and (2 **MEDICAL** **OR** a **Nurse**).

174 VP

Menos STAR TREK ENTERPRISE



ENGINEER


Surgically altered Vulcan. Former V'Shar operative turned smuggler after prolonged exposure to criminal activities. Has an air of mystique about him.

• **Smuggling** • **Exobiology** • **V'Shar (if ♣)**
 • **Treachery** • **Excluded from "opponent's choice" selections.**

INTEGRITY 4 CUNNING 7 STRENGTH 7

30 V

Minister T'Pol STAR TREK ENTERPRISE



CIVILIAN

Former dissident and Syranite leader. Found the Kir'Shara with Jonathan Archer. In her hands, it was used to initiate reform of the Vulcan government.

• **Leadership** • **Youth** • **Mindmeld**
 • **SECURITY** • **Archaeology** • **Geology**

INTEGRITY 8 CUNNING 7 STRENGTH 6

36 V

EVENT STAR TREK FIRST CONTACT



MISSION DEBRIEFING

Bureaucracies require field commanders to submit a complete "after action report" on any mission. Though necessary, the process can be time consuming.

Seeds or plays on table. Whenever any crew or Away Team finishes a mission attempt (whether successful or not), it is "stopped." (Captain's Order.)

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Mr. Spock STAR TREK



SCIENCE

Highly logical starship *Enterprise* first officer. First Vulcan in Starfleet. Suppresses his human half. Fascinating.

SCIENCE ● Computer Skill ● Exobiology ● Music
OFFICER ● Mindmeld x2 ▼ Vulcan Nerve Pinch
If with Captain Kirk, both are attributes all +2.

INTEGRITY 8 CUNNING 10 STRENGTH 9

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Mr. Tuvok STAR TREK DEEP SPACE NINE



CIVILIAN

Vulcan in the mirror universe. *Tuvok* is a member of the rebellion that grew from the former Terran Empire. Still doesn't smile.

MEDICAL ● Mindmeld ● Exobiology
▼ Vulcan Mindmeld

INTEGRITY 6 CUNNING 9 STRENGTH 8

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INTERRUPT STAR TREK VOYAGER



MUTATION

Tom Paris underwent a horrifying evolution after a transwarp test flight. His mutating DNA caused internal organs to shift, atrophy, and reform. His outward transformation was no less disturbing.

Plays to shuffle top two cards of any discard pile into owner's draw deck. OR Plays once each turn; discard one card to draw two.

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72 U

INTERRUPT STAR TREK VOYAGER



MUTATION

Chakotay, along with many of Voyager's crew, suffered from bizarre symptoms as a result of genetic tampering. The Srivani responsible for the experimentation were not easy to uncover.

Plays to shuffle top two cards of any discard pile into owner's draw deck. **OR** Plays once each turn; discard one card to draw two.

62 VP

EVENT STAR TREK ENTERPRISE



NEUROPRESSURE MASSAGE

Vulcan discipline for relaxing the mind and muscles by stimulating neural nodes and pressure points. Charles Tucker III was one of the few outsiders to experience it.

Plays on table. At the end of each of your turns, if all your personnel are Vulcan, you may draw two cards and place one of them beneath draw deck.

6 V

Ni'Var STAR TREK ENTERPRISE



SUURK CLASS

Vulcan combat cruiser commanded by Sapek. Assigned to return T'Pol to Vulcan in 2151. Landed troops on Coridan as part of a rescue attempt.

Tractor Beam, SECURITY
Launch Portal

RANGE 7 WEAPONS 7 SHIELDS 7

56 V

INCIDENT STAR TREK THE NEXT GENERATION



OBELISK OF MASAKA

Seeds or plays on table. Each time a card provides multiple card draws, only one may be converted to a download. Also, to move or initiate battle, each ship with one or more staffing icons (and each Interceptor) requires at least two crew members aboard. Once each turn (unless opponent has The Mask of Korgano in play), you may download Masaka Transformations targeting yourself, then discard incident.

ERRATA

Observe Ritual

Vulcan + Diplomacy + Anthropology
Vulcans and Amanda Grayson may report on planet.

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.

35

4

30 C

P'Jem Sanctuary

2151 P'Jem: Ancient Vulcan monastery. Concealed a secret V'Shar monitoring post.

Seeds or plays on table; any player may download The Secret of P'Jem and/or a V'Shar personnel here. Native to this timeline: all cards and equipment (except cards). V'Shar personnel may file mission reports here. When a player solves a mission, any V'Shar personnel there may relocate here.

62 V

EVENT STAR TREK ENTERPRISE



POLARIZED HULL PLATING

In the 22nd century, Starfleet vessels used electromagnetic stiffening mechanisms to mitigate damage from enemy weapons.

Plays on table. Discard event to nullify one damage marker about to be placed on your ship. (Captain's Order.)

22 V

DOORWAY STAR TREK THE NEXT GENERATION



Q'S TENT

Place one atop Q's Tent side deck (up to 13 different cards) during the seed phase. Q's Tent is now open and in play. **OR** Stack in deck and use as follows: Once per turn, play to take a card from tent into your hand, either your choice (discard doorway) or random selection (place doorway on top of your draw deck). Must show card to opponent. Draw no cards this turn.

1 V

DOORWAY *STAR TREK THE NEXT GENERATION*

QUANTUM INCURSIONS

Seeds like a dilemma.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

1V

DOORWAY *STAR TREK THE NEXT GENERATION*

QUANTUM INCURSIONS

Seeds like a dilemma.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

1V

DILEMMA *STAR TREK ENTERPRISE*

QUANTUM LEAP

After sabotaging the Xindi weapon, Jonathan Archer was caught in the explosion and vanished. He awoke, trapped in the past, striving to put right what had gone wrong.

One OFFICER (opponent's choice) is relocated to a time location (your choice); "disappears" (discarded) if none in play. To get past requires SECURITY and 2 Archaeology.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

8V

INCIDENT *STAR TREK DEEP SPACE NINE*

QUARK'S ISOLINEAR RODS

Seeds or plays on table. You may nullify any or all cards preventing you from playing Q's Tent (discard incident after card taken from tent). Once per game, you may download to hand Intermix Ratio, The Big Picture or a non-OFFICER who has Computer Skill x2 (discard incident). Does not count down while you have any Quark in play.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

61 VP

DOORWAY *STAR TREK ENTERPRISE*

READY ROOM DOOR

Once per turn, plays to download to one of your ships its matching commander (draw no cards this turn) OR to download one *Captain's Order*. After any use, discard doorway; place it atop your draw deck; or place it atop one of your *Captain's Order* events to protect that event from nullification.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

2V

DOORWAY *STAR TREK ENTERPRISE*

READY ROOM DOOR

Once per turn, plays to download to one of your ships its matching commander (draw no cards this turn) OR to download one *Captain's Order*. After any use, discard doorway; place it atop your draw deck; or place it atop one of your *Captain's Order* events to protect that event from nullification.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

2V

Rebuild Monastery

P'Jem: Restore ancient Vulcan sanctuary destroyed during Andorian espionage incident.

Archaeology x2 + Geology + ENGINEER + (Priest OR Vedek OR Koroth OR INTEGRITY>30)

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

35

2

26 V

INCIDENT *STAR TREK ENTERPRISE*

REED ALERT!

Plays to download to your ship its matching commander OR to download any two of the following: Straight and Steady OR Explore New World OR Polarized Hull Plating OR Expert Pilot. (*Captain's Order*.)

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

26 V

INCIDENT *STAR TREK ENTERPRISE*

REED ALERT!

Plays to download to your ship its matching commander OR to download any two of the following: Straight and Steady OR Explore New World OR Polarized Hull Plating OR Expert Pilot. (*Captain's Order*.)

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

26 V

OBJECTIVE — STAR TREK THE VOYAGER PICTURE



REUNITE LEGENDS 50

Seeds or plays on your outpost. Once per game, you may download a ship here. When your crew completes a mission aboard a ship, if crew included at least seven unique personnel at start of attempt, discard objective to score points.

10

16 V

DILEMMA — STAR TREK ENTERPRISE



ROCK PEOPLE

An *Enterprise* away team was exposed to a psychotropic compound in 2151. Experiencing intense anxiety and hallucinations, they claimed to see beings inside solid rock.

To get past requires three personnel with Geology **OR** three personnel with SCIENCE classification.

9 V

Saavik — STAR TREK II THE WRATH OF KHAN



OFFICER

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 Ill card **OR** Kobayashi Maru Scenario

INTEGRITY 7 CUNNING 9 STRENGTH 6

62 V

Sanye — STAR TREK ENTERPRISE



SCIENCE

One of many Vulcans trained in the field of science. Served on the *D'kyr* in 2152. Worked as a cook in his family's plomeek soup kitchen.

SCIENCE

INTEGRITY 7 CUNNING 7 STRENGTH 7

81 P

Sedis — STAR TREK ENTERPRISE



OFFICER

Characteristic of Vulcan officers serving the High Command. He commanded the *Sh'Raan* during an encounter with Mazarite forces in 2152.

Navigation Physics Honor
Transporter Skill MEDICAL

INTEGRITY 6 CUNNING 6 STRENGTH 7

38 V

Sedis — STAR TREK ENTERPRISE



OFFICER

Characteristic of Vulcan officers serving the High Command. He commanded the *Sh'Raan* during an encounter with Mazarite forces in 2152.

Navigation Physics Honor
Transporter Skill MEDICAL

INTEGRITY 6 CUNNING 6 STRENGTH 7

38 V

Sedis — STAR TREK ENTERPRISE



OFFICER

Characteristic of Vulcan officers serving the High Command. He commanded the *Sh'Raan* during an encounter with Mazarite forces in 2152.

Navigation Physics Honor
Transporter Skill MEDICAL

INTEGRITY 6 CUNNING 6 STRENGTH 7

38 V

Sedis — STAR TREK ENTERPRISE



OFFICER

Characteristic of Vulcan officers serving the High Command. He commanded the *Sh'Raan* during an encounter with Mazarite forces in 2152.

Navigation Physics Honor
Transporter Skill MEDICAL

INTEGRITY 6 CUNNING 6 STRENGTH 7

38 V

Selot — STAR TREK DEEP SPACE NINE



MEDICAL

Typical Vulcan servant of the Intendant aboard Terok Nor. Trained nurse and masseuse, he secretly provides intelligence to the rebels.

Biology Exobiology Music
Mindmeld Memory Omega

INTEGRITY 7 CUNNING 7 STRENGTH 7

72 V

Sh'Raan — STAR TREK ENTERPRISE



SUUROK CLASS

Vulcan combat cruiser dispatched to rendezvous with *Enterprise*. Efficiently disabled Mazarite attackers attempting to capture Ambassador V'Lar.

Tractor Beam, Navigation
 Combat-Ready: Tactical Reserve

RANGE 7 WEAPONS 7 SHIELDS 7

ERRATA

Sinam — STAR TREK ENTERPRISE



CIVILIAN

High priest at the P'Jem Sanctuary. He was recruited by the Vulcan High Command to keep the secret monitoring station there concealed from visitors.

Anthropology x2 V'Shar SCIENCE SECURITY
 Biology Any Vulcan Espionage card

INTEGRITY 8 CUNNING 7 STRENGTH 7

39 V

Smolek — STAR TREK ENTERPRISE



SECURITY

Typical Vulcan commando. He was ordered by the Vulcan High Command to hunt down and exterminate "criminals" hiding in The Forge.

Navigation Computer Skill Lirpa

INTEGRITY 6 CUNNING 7 STRENGTH 6

40 V

Solkar — STAR TREK ENTERPRISE FIRST CONTACT



OFFICER

Initiated Vulcan/Earth contact in 2063. The first Vulcan to wish Zefram Cochrane peace and long life.

Does not work with personnel who have Treachery.

Honor Archaeology Exobiology
 Mindmeld Live Long and Prosper

INTEGRITY 9 CUNNING 8 STRENGTH 8

Sopek — STAR TREK ENTERPRISE



OFFICER

Typical Vulcan captain. V'Shar agent working for the High Command. Spied on by Shran. Led a rescue mission on Conidan. Often patrols the Kloastron sector.

V'Shar Leadership Diplomacy
 Computer Skill

INTEGRITY 7 CUNNING 7 STRENGTH 8

82 P

Sopek — STAR TREK ENTERPRISE



OFFICER

Typical Vulcan captain. V'Shar agent working for the High Command. Spied on by Shran. Led a rescue mission on Conidan. Often patrols the Kloastron sector.

V'Shar Leadership Diplomacy
 Computer Skill

INTEGRITY 7 CUNNING 7 STRENGTH 8

82 P

Sopek — STAR TREK ENTERPRISE



OFFICER

Typical Vulcan captain. V'Shar agent working for the High Command. Spied on by Shran. Led a rescue mission on Conidan. Often patrols the Kloastron sector.

V'Shar Leadership Diplomacy
 Computer Skill

INTEGRITY 7 CUNNING 7 STRENGTH 8

82 P

DOORWAY — STAR TREK THE NEXT GENERATION



SPACE-TIME PORTAL

Seeds or plays on table. Your cards may seed and play (one per turn). At any time, you may discard this doorway from table to download Alternate Universe Door OR nullify Temporal Rift OR play as a second Wormhole interrupt OR return one of your ships in play, and all cards on it, to owners' hands OR (once per game) allow one ship to report with crew (each must be) at any location.

DOORWAY — STAR TREK THE NEXT GENERATION




SPACEDOOR

Seeds on your outpost during outpost phase. Spacedoor is now open, reducing outpost's SHIELDS by 8 (cumulative). In place of your normal card play, you may either "overhaul" one of your empty ships here (return ship to hand; nullifies any Static Warp Bubbles affecting you) OR download to here one Spacedock or ship that is compatible with outpost. Then close (flip over) Spacedoor.

90 VP

DOORWAY — STAR TREK THE NEXT GENERATION



SPACEDOOR

Spacedoor is now closed (no longer reduces SHIELDS) and immune to cards which close doorways. While opponent has Red Alert in play, this outpost is also on "alert status" and you may use that event's game text at this outpost. At end of any of your turns, you may re-open (flip over) this Spacedoor by discarding any card from hand.

90 VP

Spock — STAR TREK THE NEXT GENERATION



V.I.P.

½ Vulcan, ½ Human son of Sarek and Amanda Grayson. Over 140-year-old ambassador. On private mission to Romulus. Mindmelded with Picard.

• Diplomacy x2 • Computer Skill • Leadership
• SCIENCE • Mindmeld

INTEGRITY 9 CUNNING 10 STRENGTH 7

1 VP

OBJECTIVE — STAR TREK ENTERPRISE



STRAIGHT AND STEADY

Seeds or plays on table. When your ♠ card is attacked, you may discard objective to make each ♠ card involved attributes all +5 until the end of that battle. At the end of your opponent's turn, you may discard objective to move your ♠ ship one spaceline location toward your homeworld or facility. (Unique. Captain's Order.)

23 V

EVENT — STAR TREK ENTERPRISE



STRANGE NEW WORLDS

The Vulcans approached exploration of other cultures through passive observation and impassionate logic. The High Command encouraged other cultures to adopt similar policies.

Plays on a mission. (Unique.) Opponent's mission attempts here must use the following requirements:
Anthropology + Diplomacy + Law + INTEGRITY > 32

7 V

Surak — STAR TREK ENTERPRISE



V.I.P.

Legendary 4th century Vulcan philosopher, scientist, and logician. Father of modern Vulcan civilization. Founded the T'Karath sanctuary. His katra survives.

• Leadership x2 • Honor x2 • Diplomacy x2
• Mindmeld x2 • SCIENCE x2 • Only Logical

INTEGRITY 12 CUNNING 9 STRENGTH 5

45 V

T'Lam — STAR TREK ENTERPRISE



SECURITY

Typical Vulcan High Command security advisor. She contacted T'Pol in 2152 regarding the fugitive Menos. Expert in the Vulcan martial art *sus mahna*.

• Computer Skill • Transporter Skill

INTEGRITY 5 CUNNING 7 STRENGTH 8

85 P

T'Lar — STAR TREK THE NEXT GENERATION



V.I.P.

Revered elder. High priestess of the ancient temple at Mount Seleya. The only Vulcan known to have actually performed a successful *fal-tor-pan* ceremony.

• MEDICAL • Mindmeld x2 • Anthropology
• Leadership • Fal-tor-pan

INTEGRITY 10 CUNNING 10 STRENGTH 3

64 U

T'Les — STAR TREK ENTERPRISE



SCIENCE

Mother of T'Pol. Former instructor at the Vulcan Science Academy, forcibly retired following T'Pol's actions at P'Jem. Dissident who became a Syrranite.

• Honor • Biology • Anthropology
• SCIENCE • Exobiology • IDIC Medallion

INTEGRITY 6 CUNNING 7 STRENGTH 6

47 V

T'Mik — STAR TREK ENTERPRISE



ENGINEER

Captain of the *D'kyr*. Dutiful servant of the Vulcan High Command. She ordered her ship to rendezvous with *Enterprise* in 2152.

• Leadership • Law • Diplomacy
• Archaeology • Life-form Scan

INTEGRITY 5 CUNNING 7 STRENGTH 7

49 V

T'Pol — STAR TREK ENTERPRISE



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SCIENCE

Vulcan aide to Soval. She thinks humans are not yet ready for space exploration. Tasked by the High Command to act as Jonathan Archer's first officer.

● Stellar Cartography ● Computer Skill x2
● Anthropology ▼ Vulcan Tricorder ▼ Vulcan Database

INTEGRITY 6 CUNNING 8 STRENGTH 8

86 P

Taurik — STAR TREK THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ENGINEER

Lieutenant Taurik is a Vulcan male representative of engineering junior officers serving in Starfleet.

♥ Mindmeld

INTEGRITY 7 CUNNING 7 STRENGTH 8

Tavek — STAR TREK ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Captain of the *Nyan*. Sent by the High Command to take custody of the prisoner Menos. He delivered a water polo result to the "captain" of *Enterprise*.

● ENGINEER ● Astrophysics ● V'Shar
● Navigation

INTEGRITY 5 CUNNING 7 STRENGTH 8

51 V

Tavek — STAR TREK ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Captain of the *Nyan*. Sent by the High Command to take custody of the prisoner Menos. He delivered a water polo result to the "captain" of *Enterprise*.

● ENGINEER ● Astrophysics ● V'Shar
● Navigation

INTEGRITY 5 CUNNING 7 STRENGTH 8

51 V

DOORWAY — STAR TREK ENTERPRISE



TEMPORAL CONDUIT

Seeds on table. Your **■** cards may seed and play (one per turn). Twice each turn, you may place a card from hand beneath draw deck to relocate your Away Team or staffed ship from a time location to the corresponding spaceline location, or vice versa. Once per game, you may download Stone Knives and Bearskins OR Out of Time OR Temporal Investigations.

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15 V

EVENT — STAR TREK ENTERPRISE



TEMPORAL SHIFTING

Time travel can afford the user certain abilities that might not be available to those native to the current time.

Plays on a player. That player must choose to either discard three cards from hand or discard one **■** card. If that player discards a **■** card, he/she may draw up to four cards. Discard event.

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43 P

EVENT — STAR TREK ENTERPRISE



TEMPORAL SHIFTING

Time travel can afford the user certain abilities that might not be available to those native to the current time.

Plays on a player. That player must choose to either discard three cards from hand or discard one **■** card. If that player discards a **■** card, he/she may draw up to four cards. Discard event.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

43 P

EVENT — STAR TREK ENTERPRISE



TEMPORAL SHIFTING

Time travel can afford the user certain abilities that might not be available to those native to the current time.

Plays on a player. That player must choose to either discard three cards from hand or discard one **■** card. If that player discards a **■** card, he/she may draw up to four cards. Discard event.

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43 P

EVENT — STAR TREK ENTERPRISE



TEMPORAL SHIFTING

Time travel can afford the user certain abilities that might not be available to those native to the current time.

Plays on a player. That player must choose to either discard three cards from hand or discard one **■** card. If that player discards a **■** card, he/she may draw up to four cards. Discard event.

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43 P

DILEMMA *STAR TREK THE NEXT GENERATION*



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.

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DILEMMA *STAR TREK VOYAGER*



THE CLOUD

In 2371, *U.S.S. Voyager* entered what the crew thought was a nebula rich in omicron particles. It was in fact a massive life-form whose physiology reacted violently to the intrusion.

Unless 2 MEDICAL, 2 ENGINEER, and 2 Astrophysics present, ship is damaged and "stopped" until end of your next turn. Discard dilemma.

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DILEMMA *STAR TREK ENTERPRISE*



THE GHOST OF CYRUS RAMSEY

Trapped in the transporter pattern buffer, Hoshi Sato had an elaborate hallucination about a fictional transporter test subject, alien saboteurs, and her own disappearance.

To get past requires three personnel with Transporter Skill OR three personnel with MEDICAL classification.

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INCIDENT *STAR TREK ENTERPRISE*



THE KATRA OF SURAK

Plays on your  personnel. (Unique.) This personnel gains Archaeology. Your Vulcan personnel present gain Honor, are attributes all +1, and may ignore their Treachery. At the start of your turn (or when this personnel is killed), if Mindmeld present, may transfer to your other personnel present.

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INCIDENT *STAR TREK ENTERPRISE*



THE SECRET OF P'JEM

Seeds or plays on table. Your Espionage: Vulcan on Andorian may target  missions (except Vulcan). Your Espionage cards targeting a mission you seeded may not be nullified by opponent's cards. Once each turn, when you complete a mission targeted by an Espionage card, you may download File Mission Report.

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INCIDENT *STAR TREK ENTERPRISE*



THOROUGH DEBRIEFING

Plays between two adjacent missions if you have three  personnel in play. Just after an opponent's personnel at an adjacent mission uses a regular skill to solve a mission, overcome a dilemma, or cure a dilemma, they are stopped. (Unique.)



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Ti'Mur *STAR TREK ENTERPRISE*



SUOROK CLASS

Cruiser that conveyed a message to T'Pol about her marriage. Observed *Enterprise* studying a comet. Rescued a shuttlepod with its tractor beam.

  Tractor Beam, Geology
 Activate Tractor Beam

RANGE 7 WEAPONS 7 SHIELDS 7

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Tuvok *STAR TREK VOYAGER*



OFFICER

Vulcan security chief of *U.S.S. Voyager*. Janeway's tactical officer and confidant for many years. Former instructor at Starfleet Academy. Breeds prize orchids.

● SECURITY ● Leadership ● Computer Skill
 ● Mindmeld ● Biology ● Music ● Law

INTEGRITY 8 CUNNING 9 STRENGTH 9

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U.S.S. Enterprise-A *STAR TREK IV*



CONSTITUTION CLASS

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.

 OR Any Federation  personnel
 James T. Kirk OR James T. Kirk Tractor Beam

RANGE 6 WEAPONS 6 SHIELDS 7

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V'Las — STAR TREK ENTERPRISE



V.I.P.
Vulcan minister and High Command administrator. He conspired with Talok to eliminate the Syrranites.

● Leadership x2 ● Treachery x2 ● Law
● Once per game, may discard a Dissident present.
▼ Orbital Bombardment ▼ Any ● Treachery personnel

INTEGRITY 2 CUNNING 8 STRENGTH 5

52 V

Valrik — STAR TREK ENTERPRISE



ENGINEER
Representative of subspace geometry consultants. Vulcan who observed the early NX Program tests on Earth. He later joined the Syrranites as a dissident.

● Astrophysics ● Stellar Cartography ● Diplomacy
▼ Warp Core Breach (tripling requirements).

INTEGRITY 6 CUNNING 8 STRENGTH 5

87 P

Valrik — STAR TREK ENTERPRISE



ENGINEER
Representative of subspace geometry consultants. Vulcan who observed the early NX Program tests on Earth. He later joined the Syrranites as a dissident.

● Astrophysics ● Stellar Cartography ● Diplomacy
▼ Warp Core Breach (tripling requirements).

INTEGRITY 6 CUNNING 8 STRENGTH 5

87 P

Vanik — STAR TREK ENTERPRISE



OFFICER
Long-serving officer reporting to the Vulcan High Command. Captain of the *Ti'Mur*. Logistics expert. He helped rescue two *Enterprise* crewmen in 2151.

● Leadership ● Law ● Astrophysics

INTEGRITY 4 CUNNING 6 STRENGTH 7

54 V

INCIDENT — STAR TREK ENTERPRISE



VULCAN DATABASE
Plays on your ship or Vulcan Lander; ship gains one of the following skills as special equipment: ENGINEER, MEDICAL, Anthropology, Astrophysics, Biology, Computer Skill, Exobiology, Geology, Physics, or Stellar Cartography. If a Vulcan aboard, may re-select skill once each turn. OR Plays to draw 2 cards (limit 4) for each of your ships in play with a skill as special equipment.

78 P

INCIDENT — STAR TREK ENTERPRISE



VULCAN DATABASE
Plays on your ship or Vulcan Lander; ship gains one of the following skills as special equipment: ENGINEER, MEDICAL, Anthropology, Astrophysics, Biology, Computer Skill, Exobiology, Geology, Physics, or Stellar Cartography. If a Vulcan aboard, may re-select skill once each turn. OR Plays to draw 2 cards (limit 4) for each of your ships in play with a skill as special equipment.

78 P

Vulcan Lander — STAR TREK FIRST CONTACT



SURVEY VESSEL
Tri-lateral symmetry. Entered the Sol system at 11 a.m. on April 5, 2063. Commanded by Solkar.

Has no transporters.

Vulcan May take off or land (uses 1 RANGE). Your Vulcans may report for duty here.

RANGE 7 WEAPONS 1 SHIELDS 7

ERRATA

INTERRUPT — STAR TREK THE NEXT GENERATION



VULCAN MINDMELD
Ancient Vulcan ritual which telepathically links minds to intimately share each other's thoughts and knowledge.

Plays on your Mindmeld personnel. Personnel gains the skills of one of your other personnel present until end of turn. Discard interrupt.

ERRATA

INTERRUPT — STAR TREK THE NEXT GENERATION



VULCAN MINDMELD
Ancient Vulcan ritual which telepathically links minds to intimately share each other's thoughts and knowledge.

Plays on your Mindmeld personnel. Personnel gains the skills of one of your other personnel present until end of turn. Discard interrupt.

ERRATA

Vulcan Outpost — STAR TREK ENTERPRISE



Vulcan is the homeworld of the highly logical Vulcan people. The Vulcan High Command established outposts throughout its territory.

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

OUTPOST SHIELDS 30 76 P

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EQUIPMENT — STAR TREK ENTERPRISE



VULCAN PADD

Standard Vulcan Personal Access Display Device for computerized information.

Your **ENGINEER** personnel present are **CUNNING +2**. Allows one of your personnel present to add a skill from your ship's special equipment here. (May re-select once each turn.)

71 P

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EQUIPMENT — STAR TREK ENTERPRISE



VULCAN TRICORDER

Representative of scanning devices used by 22nd-century space-faring civilizations. Used aboard *Enterprise* as a complement to standard-issue devices.

Your **ENGINEER** personnel present who have **ENGINEER** or **SCIENCE** classification all add **SCIENCE OR Biology OR Geology**. (May re-select once each turn.)

ERRATA

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INCIDENT — STAR TREK ENTERPRISE



YOU'RE NOT READY

Plays between two adjacent missions if you have three **ENGINEER** personnel in play. Opponent may not begin mission attempts at adjacent missions with fewer than nine personnel. (Unique.)

17 V

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