

DILEMMA *STAR TREK THE NEXT GENERATION*



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CONUNDRUM

In 2368, U.S.S. *Enterprise* personnel were given amnesia by Satarrans, who then attempted to trick the crew into attacking Lysian ships and a Lysian command station.

Unless INTEGRITY > 40, this ship must do nothing but chase (at normal speed) and attack one of your opponent's ships on this spaceline (your choice). Discard dilemma.

ERRATA

INCIDENT *STAR TREK VOYAGER*



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CYBERNETICS EXPERTISE

Seeds or plays on table. Once each turn, your android may report for free if Cybernetics present and may report to your personnel who has Cybernetics x2. Also, once each turn, you may exchange a card from hand for an android in your discard pile.

ERRATA

INCIDENT *STAR TREK II THE WRATH OF KHAN*



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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).

ERRATA

EQUIPMENT *STAR TREK ENTERPRISE*



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VULCAN TRICORDER

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

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

ERRATA