

DILEMMA STAR TREK II THE WRATH OF KHAN

BURIED ALIVE

With the *Starship Enterprise* powerless to help, Khan left Admiral Kirk as Kirk had left him: marooned for eternity.

If you did not seed this dilemma, place on mission and attempt ends. Adds (does not count for Balancing Act). (Unique.)

ERRATA

INCIDENT STAR TREK II THE WRATH OF KHAN

THE GENESIS EFFECT

Plays on your unexamined mission. When you play this incident, name a dilemma. If your personnel encounter that dilemma while attempting this mission, and they began attempt with more than 2 and fewer than 8 personnel, nullify it. (Unique.)

ERRATA

OBJECTIVE STAR TREK ENTERPRISE

SEEK HIDDEN RELIQUARY

Plays on your Archaeology personnel (for free if Tallera OR The Katra of Surak present). Once per game, you may download and seed at a planet here an artifact with "Vulcan" in title or lore. When your Away Team including a personnel earns Kir'Shara here, you may download a Honor personnel (X=their printed INTEGRITY; discard objective).

ERRATA

Ajur STAR TREK THE NEXT GENERATION

SECURITY

A female Vorgan criminal from the 27th century who ruthlessly sought artifacts with partner Boratus. Hunted the Tox Uthat by returning to Z366.

Once per game, if alone with Archaeology on a planet, may peek at all but 3 seed cards here (opponent's choice).

INTEGRITY 1 CUNNING 8 STRENGTH 3

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TACTIC STAR TREK THE NEXT GENERATION

MAXIMUM FIREPOWER

ATTACK 6 Hit = (or if you have *Future Enterprise*, *I.K.C. Chang*, *I.K.C. Fek'Ihr*, *Decius*, or any ship with the word "future" in its lore firing). Direct hit = .

DEFENSE -3

Transporters off line.

SHIELDS -2 HULL -20%

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