

1 TRIBBLE — STAR TREK — ENTERPRISE

ASSIMILATE

Choose a player. Take the top card from that player's draw deck and place it on your play pile. (Return that tribble at the end of the round or if it leaves your tribble pile.)

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154 V

1 TRIBBLE STAR TREK VOYAGER

DISCORD

While this tribble is on top of your play pile, players may not activate Generosity, Honesty, Kindness, Laughter, or Magic tribbles. If revealed in a battle you did not begin, you may reverse the results.

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155 V

1 TRIBBLE STAR TREK THE NEXT GENERATION

ORGANIZE

Place this tribble next to your play pile. If you activate Battle, Rescue, or a tribble power to score points, place this card out of play. At the end of the round, place this tribble in your play pile and score 10,000 points.

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156 V

1 TRIBBLE STAR TREK THE SEVEN YEARS' SWOOP

RESET

GOOD MORNING CAPTAIN

Shuffle the trouble pile.

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157 V

10 TRIBBLES STAR TREK

CHARM

While this tribble is on top of your play pile, players may not activate tribble powers that place cards into or take cards out of discard piles (except Recycle).

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158 V

10 TRIBBLES STAR TREK DEEP SPACE NINE

DISCORD

While this tribble is on top of your play pile, players may not activate Generosity, Honesty, Kindness, Laughter, or Magic tribbles. If revealed in a battle you did not begin, you may reverse the results.

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159 V

10 TRIBBLES STAR TREK THE ORIGINAL SERIES

HATE

Choose another player that scored points by activating a tribble power on their previous turn. They are Skipped on their next turn (and may respond as if affected by a Skip tribble).

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160 V

10 TRIBBLES STAR TREK GENERATIONS

LOCK

Choose a player. Until the end of your next turn, that player may not score points from activating tribble powers (except by going out).

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161 V

10 TRIBBLES — STAR TREK — ENTERPRISE

VALIDATE

At the end of the round, score 10,000 points for each different tribble in your play pile that you do not own (not cumulative with other 10 Validate tribbles in your play pile).

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162 V

100 TRIBBLES *STAR TREK THE NEXT GENERATION*

ASSIMILATE

Choose a player. Take the top card from that player's draw deck and place it on your play pile. (Return that tribble at the end of the round or if it leaves your tribble pile.)

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163 V

100 TRIBBLES *STAR TREK THE ANIMATED SERIES*

LOCK

Choose a player. Until the end of your next turn, that player may not score points from activating tribble powers (except by going out).

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164 V

100 TRIBBLES *STAR TREK ENTERPRISE*

ORGANIZE

Place this tribble next to your play pile. If you activate Battle, Rescue, or a tribble power to score points, place this card out of play. At the end of the round, place this tribble in your play pile and score 10,000 points.

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165 V

100 TRIBBLES *STAR TREK THE NEXT GENERATION*

SHIFT

Shift the current trouble.

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166 V

1,000 TRIBBLES *STAR TREK*

CONTROL

If this tribble is in your play pile at the end of the round, score 10,000 points for each Reset or Shift tribble in your play pile plus the "miss" value of the current trouble (not cumulative with other 1,000 Control tribbles in your play pile).

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167 V

1,000 TRIBBLES *STAR TREK THE ANIMATED SERIES*

PARTY

To activate this tribble power, you must have at least two other cards in hand. All players randomly place a card from hand beneath their play pile.

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168 V

1,000 TRIBBLES *STAR TREK VOYAGER*

SWARM

Draw a card. Score 10,000 points for every other Swarm tribble in your play pile.

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169 V

1,000 TRIBBLES *STAR TREK FIRST CONTACT*

VALIDATE

At the end of the round, score 10,000 points for each different tribble in your play pile that you do not own (not cumulative with other 1,000 Validate tribbles in your play pile).

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170 V

10,000 TRIBBLES *STAR TREK NEMESIS*

BATTLE

Choose another player to reveal the top three cards of his or her draw deck. You reveal the top three cards of your draw deck. Each player with the highest total places those cards under his or her play pile; the other player discards his or her cards.

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171 V

10,000 TRIBBLES *STAR TREK VOYAGER*

HATE

Choose another player that scored points by activating a tribble power on their previous turn. They are Skipped on their next turn (and may respond as if affected by a Skip tribble).

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100,000 TRIBBLES *STAR TREK THE NEXT GENERATION*

CHARM

While this tribble is on top of your play pile, players may not activate tribble powers that place cards into or take cards out of discard piles (except Recycle).

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100,000 TRIBBLES *STAR TREK II THE WRATH OF KHAN*

CONTROL

If this tribble is in your play pile at the end of the round, score 10,000 points for each Reset or Shift tribble in your play pile plus the "miss" value of the current trouble (not cumulative with other 100,000 Control tribbles in your play pile).

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100,000 TRIBBLES *STAR TREK*

ORGANIZE

Place this tribble next to your play pile. If you activate Battle, Rescue, or a tribble power to score points, place this card out of play. At the end of the round, place this tribble in your play pile and score 10,000 points.

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