

STAR TREK™

CUSTOMIZABLE CARD GAME™

ENHANCED PREMIERE PREMIUM CARDS

Each individual box of Enhanced Premiere contains four 15-card unlimited Premiere expansion packs plus five black-border premium cards, and provides everything you need to play in the new streamlined [Warp Speed](#) sealed deck tournament format.

The premium cards all follow a “two cards in one” design, and each group of five includes the following: one Dual-Personnel card (visible through the package cut-out window), one space-oriented Mission II with a built-in outpost, and a randomized selection of three additional premium cards, usually consisting of two Combo Dilemmas plus one planet-oriented Mission II with a built-in wormhole.



DUAL-PERSONNEL CARDS — Two powerful main characters on one Personnel card provide strong and unique skill combinations. These cards function according to the rules for dual-personnel cards in the current [Glossary](#).

COMBO DILEMMAS — A two-dilemma combination in one Dilemma card! Encountering the combo is like encountering two separate dilemmas: if you get past the first half, you continue on to face the second half; if not, you place the card back under the mission and will have to face the first half again. However, some Combo Dilemmas say “not repeatable” in the first half; this phrase takes the place of “discard dilemma” and means that the first half is **conceptually** discarded after you face it; when you re-encounter that same exact card on another attempt, you skip the first half of the combo.

Things that specifically affect the first half of a Combo Dilemma do **not** automatically affect the second half. For example, if Male’s Love Interest is replaced by Beware of Q, overridden by Jealous Amanda, or nullified by Kareen Brianon or Adapt: Negate Obstruction, you still encounter the Tarellian Plague Ship half of the card. Similarly, if you fail to overcome Alien Parasites and your opponent uses your personnel to re-attempt the mission, they will begin by facing REM Fatigue Hallucinations.



You may not legally seed a Combo Dilemma at the same location as either of the original dilemma cards on which it is based; the second one encountered would be a mis-seed.



MISSION IIs — Each of these double-sided Mission cards has a built-in wormhole or outpost! They seed normally, and you may choose which side to have face-up initially. However, when you are using one or more double-sided missions, you must notify your opponent, and after you shuffle your mission stack he or she is allowed to see whether a double-sided card is on top and choose whether or not to cut the stack.

Each Mission II represents the same location as the corresponding original mission. For example, Secret Salvage and Secret Salvage II both occur at Wolf 359. Thus, you may not include both versions in your mission selection and, in normal play, if one player seeds Secret Salvage and the other seeds Secret Salvage II, they must overlap each other because they are duplicates of Wolf 359. (Mission II outposts do not prevent you from seeding other outposts of the same affiliation. For example, in regular play you could seed one Secret Salvage II, one Explore Black Cluster II, and one Klingon Outpost card.)



Cards that work with regular outposts work normally with built-in Mission II outposts. Cards that specifically work with the original mission also work with the corresponding Mission II; for example, Timicin scores 10 points if he helps solve either Test Mission or Test Mission II.

DUAL PERSONNEL (all fixed)

| | |
|--------------------------------|-----|
| Beverly and Will | 1 P |
| Data and Geordi | 2 P |
| Data and Picard | 3 P |
| Jean-Luc and Beverly | 4 P |
| Sons of Mogh | 5 P |
| The Trois | 6 P |

COMBO DILEMMAS (all randomized)

| | |
|---|------|
| Alien Parasites & REM Fatigue | 7 P |
| Anaphasic Organism & Nagilum | 8 P |
| Ancient Computer & Microvirus | 9 P |
| Computer Weapon & Hyper-Aging | 10 P |
| Female’s Love Interest & Garbage Scow | 11 P |
| Male’s Love Interest & Plague Ship | 12 P |

MISSION IIs

| | |
|--|------|
| Covert Installation II (randomized) | 13 P |
| Excavation II (randomized) | 14 P |
| Explore Black Cluster II (fixed with Beverly and Will) | 15 P |
| Explore Typhon Expanse II (fixed with Data and Picard) | 16 P |
| Investigate Anomaly II (fixed with Jean-Luc and Beverly) | 17 P |
| Investigate Sighting II (fixed with The Trois) | 18 P |
| Relief Mission II (randomized) | 19 P |
| Secret Salvage II (fixed with Sons of Mogh) | 20 P |
| Test Mission II (fixed with Data and Geordi) | 21 P |