



ARTIFACT

STAR TREK
DEEP SPACE NINE

SALTAH'NA CLOCK

Benjamin Sisko constructed a clock while being affected by the energy matrix of Saltah'na telepathic spheres. The spheres were storing the energy of an ancient power struggle.

Place on ship or facility here (opponent's choice). Personnel aboard must initiate battle whenever possible (no leader is required and affiliation attack restrictions do not apply).

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135 VP



DILEMMA

STAR TREK
DEEP SPACE NINE

ARTILLERY ATTACK

Jake Sisko and Julian Bashir were pinned down by Klingon artillery while attempting to retrieve a portable generator from their runabout on Ajilon Prime.

Kills X personnel (random selection); immediately probe:
 ● : X = number of ● icons on probe card.
 ■ : X = 0 (discard probe card). Otherwise: X = 1.

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136 VP



EQUIPMENT

STAR TREK
DEEP SPACE NINE

KUKALAKA

Beloved childhood companion (and first surgical patient) of Julian Bashir. Loaned to, and especially treasured by, Leeta. A timeless symbol of innocence and security.

Your non-Borg personnel present are each INTEGRITY +2, or +3 if Leeta present. Also, each player is limited to one Brain Drain OR one Going to the Top every turn. (Unique.)

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137 VP



EVENT

STAR TREK
THE NEXT GENERATION

KIVAS FAJO — COLLECTOR

Zibalian trader Kivas Fajo has a spaceborne warehouse of rare cargo like hytritium as well as a private collection of unique and priceless treasures.

Choose any player to immediately draw three new cards from the top of their draw deck. Discard event after use.

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138 VP



INCIDENT

— STAR TREK —
ENTERPRISE

THE ART OF DIPLOMACY

Seeds or plays on table. Your M, ●, Resistance, and Orion Syndicate personnel who are using a hand weapon may use 2 Treachery as if it were 1 Diplomacy (ignoring reductions from rifles) and, once each turn, may place incident out-of-play to kill one other personnel present. Once per game, you may discard incident to download one hand weapon to one of your personnel who has 2 Treachery.

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139 VP



INTERRUPT

— STAR TREK —
ENTERPRISE

OUTGUNNED

Surrounded by a fleet of Suliban ships, Jonathan Archer decided to save the lives of his crew by conceding to Silik's demands.

Commanders opponent's only ship at a location if it is undocked and your total WEAPONS present > three times its SHIELDS. Opposing personnel aboard are captured.

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140 VP



Lovok Founder

STAR TREK
DEEP SPACE NINE

OFFICER

Changeling. Impersonated Colonel Lovok during the 2371 attack on the Dominion homeworld. Led the Romulan/Cardassian fleet into a Jem'Hadar ambush.

● Tal Shiar ● Computer Skill ● Navigation
 ● SCIENCE ● Transporter Skill ● Treachery

INTEGRITY 4 CUNNING 9 STRENGTH 6

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141 VP



Martok

STAR TREK
DEEP SPACE NINE

OFFICER

Highly decorated general and High Council member. Accepted Worf, Alexander and Jadzia into the House of Martok. Lost his left eye battling the Jem'Hadar.

● Leadership ● Honor ● Navigation x2 ● D'k Tahg
 ● Your ● ships at same location are each WEAPONS +2.

INTEGRITY 8 CUNNING 8 STRENGTH 9

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142 VP



Senator Cretak

STAR TREK
DEEP SPACE NINE

V.I.P.

Female Romulan. Kimara Cretak was liaison to Deep Space 9 in 2375. Coordinated a fleet of warbirds attempting to deliver weapons to a Bajoran moon.

● Honor ● Law ● SECURITY ● Physics
 ● Your ● ships at same location are each WEAPONS +2.

INTEGRITY 7 CUNNING 7 STRENGTH 5

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143 VP