



Star Trek First Edition Current Block Sets

November 24th, 2017



Core Block Cardlist

Mirror Universe Block

Crossover

Crossover: Supplemental

Through the Looking Glass

The Terran Empire

Enterprise Block

Broken Bow

Pre-Warp Pack

Live Long and Prosper



Star Trek First Edition Core Block Cardlist



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Artifact

Orb of Prophecy and Change (Homefront VI)

Dilemma

A Bad End (Homefront VI)
A Good Day to Lie (Homefront VI)
Ancient Computer (Homefront VI)
Armus - Sticky Situation (Homefront VI)
Assimilated Vessel (The Sky's the Limit)
Balancing Act (Homefront III)
Blended (Homefront)
Cardassian Processing (Homefront II)
Chula: The Chandra (Homefront)
Chula: The Lights (Homefront)
Climbing the Ranks (Crossover)
Common Thief (Deep Space 9)
Crew Advancement (Homefront VI)
Dangerous Climb (Homefront II)
Dead End (Homefront)
Dedication to Duty (Homefront II)
Dignitaries and Witnesses (Homefront II)
Don't Let It End This Way (Homefront VI)
Ensure Their Silence (Crossover)
Flim-Flam Artist (Homefront)
Forsaken (Homefront II)
Founder Secret (Homefront II)
Fractured Time (Homefront II)
Frame of Mind (Homefront VI)
Friendly Fire (Homefront)
Gomtuu Shock Wave (Homefront II)
History Repeats Itself (Homefront VI)
It's Green (Homefront VI)
Justice or Vengeance (Homefront VI)
Lack of Preparation (Homefront VI)
Linguistic Legerdemain (Homefront II)
Maglock (Homefront)
Malfunctioning Door (Homefront VI)
Mimetic Symbiot (Straight and Steady)
Murder Investigation (Homefront)
New Essentialists (Homefront)
Now Would Be a Good Time (Homefront)
Occupational Hazards (Homefront VI)
Picking Up the Pieces (Homefront)
Primitive Culture (Homefront VI)
Punishment Box (Homefront)
Q (Homefront VI)
Q's Vicious Animal Things (Homefront)
Restricted Area (Homefront)
Seismic Quake (Homefront VI)
Shields Up! (Homefront VI)
Subspace Shock Wave (Homefront)
Unorthodox Preservation (Homefront VI)

Doorway

Alternate Universe Door (Homefront VI)
Dyson Sphere Door (Homefront VI)
Holding Cell Door (Homefront VI)
Ready Room Door (Homefront III)
Temporal Micro-Wormhole (Homefront II)
The Nexus (Homefront III)

Equipment

Ablative Armor (Homefront II)
Bat'leth (Blaze of Glory)
Bat'leth (The Trouble with Tribbles Starter Decks)
Borg Nanoprobes (Homefront II)

El-Aurian Phaser (Homefront III)
Gold-Pressed Latinum (Homefront II)
Grappler (Straight and Steady)
Mr. Tricorder (Homefront III)
Trilithium Weapon Control PADD (Homefront III)

Event

A Second Chance at Life (Homefront VI)
Assassination Plot (Homefront II)
Cellular Peptide Cake (Homefront VI)
Defiant Dedication Plaque (Homefront VI)
Fajo's Gallery (Homefront III)
Finally Ready to Swim (Straight and Steady)
Holo-Projectors (Homefront VI)
HQ: War Room (Homefront II)
Isomagnetic Disintegrator (Homefront II)
Line of Defense (Homefront VI)
Masaka Transformations (Homefront II)
Raktajino (Homefront VI)
Regenerate (Homefront III)
Space Boomer (Homefront II)
Starting Over (Homefront IV)
Unstable Matrix (Homefront IV)
Where No One Has Gone Before (Homefront VI)

Facility

Bajoran

❖ Bajoran Outpost (Homefront VI)
Chamber of Ministers (Homefront)

Borg

❖ Borg Outpost (Homefront VI)
❖ Transwarp Hub (Homefront II)
★ Unicomplex (Homefront)

Cardassian

❖ Cardassian Outpost (Homefront VI)
Central Command (Homefront)

Dominion

❖ Dominion Outpost (Homefront VI)
The Great Link (Homefront)

Federation

❖ Federation Outpost (Homefront VI)
Office of the President (Homefront)
❖ Terran Outpost (Homefront VI)
Terran Rebellion HQ (Homefront)

Ferengi

❖ Ferengi Outpost (Homefront VI)
Tower of Commerce (Homefront)

Hirogen

❖ Hirogen Outpost (Homefront VI)

Kazon

❖ Kazon Outpost (Homefront VI)

Klingon

❖ Klingon Empire Outpost (Homefront VI)
❖ Klingon Outpost (Homefront VI)
The Great Hall (Homefront)

Romulan

Continuing Committee (Homefront)
Office of the Proconsul (Homefront)
❖ Romulan Outpost (Homefront VI)

Starfleet

Seat of Starfleet (Homefront III)

- ❖ Starfleet Outpost (The Terran Empire)

Vidiiian

- ❖ Vidiiian Outpost (Homefront VI)

Incident

- Bribery (Homefront II)
- Call for Reinforcements (Homefront VI)
- Continuing Mission (Homefront VI)
- Dig (Homefront II)
- Diplomatic Contact (Homefront II)
- New Arrivals (Homefront VI)
- Reshape the Quadrant (Homefront VI)
- Service the Collective (Homefront II)
- UFP: One Small Step (The Terran Empire)

Interrupt

- A Change of Plans (Homefront III)
- Cold Warriors (Homefront II)
- Diverse Experiences (Straight and Steady)
- Escape Pod (Homefront VI)
- Qapla! (Homefront III)
- Shape-Shift (Homefront II)
- Tactical Scan (Homefront II)

Mission

- Access Relay Station (Homefront IV)
- Acquire Illicit Explosives (Homefront IV)
- Alter Records (Homefront)
- Attack at Rare Phenomenon (Homefront IV)
- Automated Repair Station (Straight and Steady)
- Battle Reconnaissance (Homefront IV)
- Clash at Chin'toka (Homefront IV)
- Cloaked Mission (Homefront)
- Collect Omicron Particles (Homefront IV)
- Control Plague (Straight and Steady)
- Deliver Ancient Artifact (The Terran Empire)
- Deliver Message (Homefront)
- Destroy Iconian Gateway (Homefront IV)
- Eliminate Virus (Homefront IV)
- Espionage Mission (Homefront)
- Evade Dominion Squadron (Homefront IV)
- Expose Covert Supply (Homefront)
- Find Hidden Base (Homefront III)
- Fissure Research (Alternate Universe)
- Free Orion Slaves (Straight and Steady)
- Genesis Planet (Homefront IV)
- Intelligence Operation (Homefront)
- Investigate Derelict (Homefront IV)
- Investigate Maquis Activity (Homefront IV)
- Navigate Argolis Cluster (Homefront IV)
- Observe Stellar Rebirth (Straight and Steady)
- Orb Negotiations (Homefront)
- Prevent Rebellion (Straight and Steady)
- Protect The Escapees (Homefront IV)
- Renovate Starbase (Homefront IV)
- Resupply Marauder (Homefront IV)
- Search and Rescue (Homefront IV)
- Search for Rebels (Homefront)
- Signal for Rescue (Homefront IV)
- Steal Technology (The Next Generation)
- ❖ Study Badlands (Homefront IV)
- Study Rare Phenomenon (Homefront IV)
- Surgery Under Fire (Homefront IV)
- ❖ Survey Star System (Homefront IV)
- The Siege of AR-558 (Homefront IV)
- Verify Evidence (Homefront IV)
- Visit Tranquil Colony (The Next Generation)

Objective

- Assign Support Personnel (Emissary: Supplemental)
- Assimilate Homeworld (Homefront IV)
- Council of Warriors (Homefront II)
- Engage Cloak (Homefront III)

- HQ: Defensive Measures (Homefront III)
- Reaching Out (Homefront III)
- Reflection Therapy (Homefront VI)
- Remote Interference (Straight and Steady)
- Straight and Steady (Straight and Steady)

Personnel

Bajoran

- Ranjen Koral (Homefront II)
- Riker Wil (Homefront III)
- Teero Anaydis (Homefront II)
- Winn Adami (Homefront II)

Borg

- ★ Borg Queen (Homefront III)
- Four of Nine (Homefront II)
- Locutus of Borg (Homefront III)

Cardassian

- Evek (Homefront II)
- Gul Madred (Homefront III)
- Ocett (Homefront II)
- Toran (Homefront II)

Dominion

- Founder Agitator (Homefront II)
- Founder Leader (Homefront II)
- Odo (Homefront II)

Federation

- Admiral Janeway (Homefront II)
- Ambassador Sarek (Homefront II)
- Andrea Brand (Homefront II)
- ❖ T'Lara (Homefront III)
- Wesley Crusher (Homefront III)

Ferengi

- Brunt (Homefront II)
- Grand Nagus Gint (Homefront II)
- ❖ Grish (Shades of Gray)
- Krem (Shades of Gray)
- Muk (Shades of Gray)
- Tog (Homefront III)
- Ulis (Shades of Gray)

Kazon

- Culluh (Homefront III)

Klingon

- Antaak (Straight and Steady)
- Chancellor Gowron (Homefront II)
- Chang (Homefront II)
- General K'Vagh (Straight and Steady)
- Ja'rod (Homefront III)
- ❖ Laneth (Straight and Steady)
- Marab (Straight and Steady)
- Martrex (Shades of Gray)
- Nu'Daq (Homefront II)
- ❖ Volok (Straight and Steady)

Neutral

- Porthos (Life From Lifelessness)

Non-Aligned

- D'Nesh (Straight and Steady)
- Dr. Tolian Soran (Homefront III)
- Jaglom Shrek (Homefront III)
- Kathleen Tonell (Homefront III)
- Persis (Homefront III)
- Silik (Straight and Steady)

Non-Aligned/Romulan

- Gareb (Straight and Steady)

Romulan

- Admiral Valdore (Straight and Steady)
- Alidar Jarok (Homefront II)
- Karina (Homefront II)
- Nijil (Straight and Steady)

Security Office (Homefront V)

Time Location

22nd-Century San Francisco (Homefront III)

Drone Control Room (Straight and Steady)

- ❖ Palteth (Premiere)
- ❖ R'Mal (Blaze of Glory)
- Ruwon (Homefront II)
- ❖ Sabrun (Homefront III)
- Selveth (Homefront II)
- Senator Letant (Homefront II)
- Senator Vrax (Shades of Gray)
- ❖ Takket (Premiere)
- Tal'Aura (Homefront II)
- ❖ Taul (Premiere)
- The Viceroy (Homefront III)
- ❖ Thei (Premiere)
- Tomalak (Homefront III)
- ❖ Varel (Premiere)

Romulan/Non-Aligned

Gareb (Straight and Steady)

Starfleet

- Burrows (Homefront II)
- Charles Tucker III (Homefront II)
- Emory Erickson (Enterprise Collection)
- Erika Hernandez (Straight and Steady)
- Ethan Novakovich (Enterprise Collection)
- Gannet Brooks (20th Anniversary Collection)
- ❖ Garrid (Straight and Steady)
- Hoshi Sato (Enterprise Collection)
- Jeremy Lucas (Enterprise Collection)
- Jonathan Archer (Homefront III)
- Malcolm Reed (Enterprise Collection)
- ❖ McDermott (Straight and Steady)
- Phlox (Enterprise Collection)
- T'Pol (Straight and Steady)
- Travis Mayweather (Enterprise Collection)
- Travis Mayweather (Homefront II)

Ship

Cardassian

Bralek (Homefront III)

Ferengi

Quetsivoo (Shades of Gray)

Klingon/Non-Aligned

I.K.S. Nguq'Yab (Straight and Steady)

Non-Aligned

❖ Zalkonian Vessel (Homefront III)

Non-Aligned/Klingon

I.K.S. Nguq'Yab (Straight and Steady)

Romulan

Raptor One (Straight and Steady)
Trolarak (Homefront III)

Starfleet

Enterprise (Enterprise Collection)

Site

- Bajoran Shrine (Homefront V)
- ❖ Cargo Bay (Homefront V)
- Commander's Office (Homefront V)
- Docking Pads (Homefront V)
- Docking Ports (Homefront V)
- Docking Pylons (Homefront V)
- Garak's Tailor Shop (Homefront V)
- ❖ Guest Quarters (Homefront V)
- ❖ Holosuite (Homefront V)
- Infirmery (Homefront V)
- Ops (Homefront V)
- Ops: Mirror Universe (Homefront V)
- Ore Processing Unit (Homefront V)
- Promenade Shops (Homefront V)
- Quark's Bar (Homefront V)
- Science Lab (Homefront V)
- ❖ Security Holding Cell (Homefront V)



Star Trek First Edition Current Block Cards



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Artifact

- Kir'Shara (Live Long and Prosper)
- Orb of Prophecy and Change (Homefront VI)

Dilemma

- A Bad End (Homefront VI)
- A Fast Ship Would Be Nice (Crossover: Supplemental)
- A Good Day to Lie (Homefront VI)
- A Miner Confrontation (Broken Bow)
- A New Game (Through the Looking Glass)
- Alien Abduction: Test Subjects (Through the Looking Glass)
- Alien Conspiracy (The Terran Empire)
- Ancient Computer (Homefront VI)
- Archaic Ritual (The Terran Empire)
- Armus - Sticky Situation (Homefront VI)
- Assassination Attempt (Crossover)
- Assimilated Vessel (The Sky's the Limit)
- Attractive Antiquities (Through the Looking Glass)
- Authorized Access Only (Broken Bow)
- Balancing Act (Homefront III)
- Between Duty and Respect (Through the Looking Glass)
- Blended (Homefront)
- Buried Alive (Crossover)
- Cardassian Processing (Homefront II)
- Caretaker's Wave (Through the Looking Glass)
- Chula: The Chandra (Homefront)
- Chula: The Lights (Homefront)
- Climbing the Ranks (Crossover)
- Common Thief (Deep Space 9)
- Contaminating a Culture (Broken Bow)
- Crew Advancement (Homefront VI)
- Dangerous Climb (Homefront II)
- Dangerous Derelict (Through the Looking Glass)
- Dead End (Homefront)
- Dedication to Duty (Homefront II)
- Defrosted Menace (Broken Bow)
- Dignitaries and Witnesses (Homefront II)
- Disgraceful Assault (Crossover)
- Distraction (Crossover: Supplemental)
- DNA Security Scan (Crossover)
- Don't Let It End This Way (Homefront VI)
- Emergency Conversion (Crossover: Supplemental)
- Ensure Their Silence (Crossover)
- Excluded (Through the Looking Glass)
- Exe-Q-tioner (Through the Looking Glass)
- Explosive Decompression (Crossover)
- Exposed Power Relay (Crossover)
- Eye to Eye (Crossover)
- Face to Face (Crossover)
- Faux Pas (Broken Bow)
- Film-Flam Artist (Homefront)
- Forsaken (Homefront II)
- Founder Secret (Homefront II)
- Fractured Time (Homefront II)
- Frame of Mind (Homefront VI)
- Friendly Fire (Homefront)
- Gomtuu Shock Wave (Homefront II)
- Head to Head (Crossover)
- History Repeats Itself (Homefront VI)
- It's Green (Homefront VI)
- Justice or Vengeance (Homefront VI)
- Lack of Preparation (Homefront VI)
- Linguistic Legerdemain (Homefront II)
- Looking for Par'mach (Through the Looking Glass)
- MACO Encounter (Broken Bow)
- Maglock (Homefront)

- Malfunctioning Door (Homefront VI)
- Mimetic Symbiot (Straight and Steady)
- Misdirection (Through the Looking Glass)
- Multitronic Menace (The Terran Empire)
- Murder Investigation (Homefront)
- Nausicaans: Pirates (Through the Looking Glass)
- New Essentialists (Homefront)
- Now Would Be a Good Time (Homefront)
- Occupational Hazards (Homefront VI)
- One to One (Crossover)
- Picking Up the Pieces (Homefront)
- Preoccupied (Broken Bow)
- Primitive Culture (Homefront VI)
- Punishment Box (Homefront)
- Pursuit Just Behind (Crossover)
- Q (Homefront VI)
- Q's Vicious Animal Things (Homefront)
- Q-uality Time (Through the Looking Glass)
- Quality of Life (The Terran Empire)
- Quantum Leap (Broken Bow)
- Reflections (The Terran Empire)
- Restricted Area (Homefront)
- Rock People (Broken Bow)
- Routine Physical (Through the Looking Glass)
- Rules of Obedience (Crossover)
- Seismic Quake (Homefront VI)
- Shields Up! (Homefront VI)
- Silent Enemy (Broken Bow)
- Stand-off (Broken Bow)
- Strict Dress Code (Crossover: Supplemental)
- Subspace Shock Wave (Homefront)
- Symbalene Blood Burn (Broken Bow)
- T'Pol Has Some Issues (Live Long and Prosper)
- Tedious Soiree (Crossover)
- Temptations of the Flesh (Crossover)
- The Ghost of Cyrus Ramsey (Broken Bow)
- Unexpected (Through the Looking Glass)
- Unorthodox Preservation (Homefront VI)
- Xindi Test Strike (Broken Bow)

Doorway

- Alternate Universe Door (Homefront VI)
- Bajoran Wormhole: Mirror Universe (Crossover: Supplemental)
- Dyson Sphere Door (Homefront VI)
- Holding Cell Door (Homefront VI)
- Ready Room Door (Homefront III)
- Temporal Conduit (Broken Bow)
- Temporal Micro-Wormhole (Homefront II)
- The Nexus (Homefront III)

Equipment

- Ablative Armor (Homefront II)
- Agonizer (Crossover: Supplemental)
- Bat'leth (Blaze of Glory)
- Bat'leth (The Trouble with Tribbles Starter Decks)
- Borg Nanoprobes (Homefront II)
- El-Aurian Phaser (Homefront III)
- Gold-Pressed Latinum (Homefront II)
- Grappler (Straight and Steady)
- MACO Assault Rifle (Broken Bow)
- Mirror Dagger (Crossover: Supplemental)
- Mr. Tricorder (Homefront III)
- Multidimensional Transport Device (Crossover: Supplemental)
- Starfleet Phaser Pistol (Crossover: Supplemental)
- Suliban Cloaking Device (The Terran Empire)
- Trilithium Weapon Control PADD (Homefront III)
- Vulcan PADD (Pre-Warp Pack)

Vulcan Phaser (Pre-Warp Pack)

Event

A Real Game (The Terran Empire)
A Second Chance at Life (Homefront VI)
Amanda Rogers: Protector (The Terran Empire)
Assassination Plot (Homefront II)
Brainwash (Crossover: Supplemental)
Captain's Prerogative (The Terran Empire)
Cellular Peptide Cake (Homefront VI)
Combat-Ready: Solidarity (Broken Bow)
Combat-Ready: Tense Situation (Broken Bow)
Crossover: An Invitation (Crossover: Supplemental)
Decontamination (Broken Bow)
Defiant Dedication Plaque (Homefront VI)
Doppelganger (Crossover: Supplemental)
Espionage: Romulan on Vulcan (Live Long and Prosper)
Espionage: Starfleet on Vulcan (Live Long and Prosper)
Espionage: Vulcan on Andorian (Live Long and Prosper)
Espionage: Vulcan on Klingon (Pre-Warp Pack)
Espionage: Vulcan on Starfleet (Pre-Warp Pack)
Fajo's Gallery (Homefront III)
Finally Ready to Swim (Straight and Steady)
Finally Ready to Swim (Crossover: Supplemental)
Grappler: Shuttlepod Retrieval (Broken Bow)
Habit of Disappearing (Through the Looking Glass)
Holo-Projectors (Homefront VI)
HQ: War Room (Homefront II)
Isomagnetic Disintegrator (Homefront II)
Line of Defense (Homefront VI)
Loyal Subordinate (The Terran Empire)
Masaka Transformations (Homefront II)
Military Assault Command Operations (Broken Bow)
Neuropressure Massage (Live Long and Prosper)
Polarized Hull Plating (Broken Bow)
Pride of the Fleet (Crossover)
Raktajino (Homefront VI)
Rebellious Servants (Crossover)
Regenerate (Homefront III)
Resistance Tactics (Crossover)
Security Drills (The Terran Empire)
Space Boomer (Homefront II)
Starting Over (Homefront IV)
Strange New Worlds (Live Long and Prosper)
Technical Wizardry (The Terran Empire)
Temper Advancements (Live Long and Prosper)
Terran Flagship: Predator (The Terran Empire)
The Best of a Bad Life (Crossover)
Treaty: Starfleet/Vulcan (Pre-Warp Pack)
Treaty: The Alliance (Crossover)
Tyranny (The Terran Empire)
Unstable Matrix (Homefront IV)
Warrior's Birthright (Crossover)
Where No One Has Gone Before (Homefront VI)
Will You Kindly Die? (The Terran Empire)

Facility

Bajoran

- ❖ Bajoran Outpost (Homefront VI)
- Chamber of Ministers (Homefront)

Borg

- ❖ Borg Outpost (Homefront VI)
- ❖ Transwarp Hub (Homefront II)
- ★ Unicomplex (Homefront)

Cardassian

- ❖ Alliance Outpost (Crossover)
- ❖ Cardassian Outpost (Homefront VI)
- Central Command (Homefront)
- Mirror Terok Nor (Crossover: Supplemental)

Dominion

- ❖ Dominion Outpost (Homefront VI)

The Great Link (Homefront)

Federation

- ❖ Federation Outpost (Homefront VI)
- Mirror Terok Nor (Crossover: Supplemental)
- Office of the President (Homefront)
- ❖ Terran Outpost (Homefront VI)
- Terran Rebellion HQ (Homefront)

Ferengi

- ❖ Ferengi Outpost (Homefront VI)
- Tower of Commerce (Homefront)

Hirogen

- ❖ Hirogen Outpost (Homefront VI)

Kazon

- ❖ Kazon Outpost (Homefront VI)

Klingon

- ❖ Klingon Empire Outpost (Homefront VI)
- ❖ Klingon Outpost (Homefront VI)
- The Great Hall (Homefront)

Romulan

- Continuing Committee (Homefront)
- Office of the Proconsul (Homefront)
- ❖ Romulan Outpost (Homefront VI)

Starfleet

- ❖ Imperial Outpost (The Terran Empire)
- Imperial Palace (The Terran Empire)
- Seat of Starfleet (Homefront III)
- ❖ Starfleet Outpost (The Terran Empire)

Vidiiian

- ❖ Vidiiian Outpost (Homefront VI)

Vulcan

- ❖ Vulcan Outpost (Pre-Warp Pack)

Incident

Agony Booth (Crossover: Supplemental)
An Important Victory (Crossover)
Bribery (Homefront II)
Call for Reinforcements (Homefront VI)
Cautionary Tale (Live Long and Prosper)
Center of Authority (Crossover)
Continuing Mission (Homefront VI)
Covert Agent (Through the Looking Glass)
Crossover (Crossover: Supplemental)
Dig (Homefront II)
Diplomatic Contact (Homefront II)
Emblem of the Alliance (Crossover: Supplemental)
Emblem of the Empire (Crossover: Supplemental)
Expert Pilot (Crossover)
Full Complement of Shuttles (Through the Looking Glass)
Getting to Know You (Through the Looking Glass)
Gold! (Broken Bow)
Greater Glory of Cardassia (Through the Looking Glass)
IDIC: Courage of the V'Shar (Live Long and Prosper)
IDIC: Power of the High Command (Live Long and Prosper)
IDIC: Wisdom of Surak (Live Long and Prosper)
Klingon Imperial Court (Broken Bow)
Kolinahr (Pre-Warp Pack)
Launch Bay (Broken Bow)
New Arrivals (Homefront VI)
Only Logical (Live Long and Prosper)
Plenty of Captains (Crossover)
Protect the Timeline (Through the Looking Glass)
Radiation Monitoring (The Terran Empire)
Reed Alert! (Broken Bow)
Reshape the Quadrant (Homefront VI)
Service the Collective (Homefront II)
Sickbay: Menagerie (Broken Bow)
Station Briefing (Through the Looking Glass)
Strategema (Crossover: Supplemental)
Supplant Opposite (Through the Looking Glass)

Taking Charge (Crossover)
The Art of Diplomacy (Crossover: Supplemental)
The Katra of Surak (Live Long and Prosper)
The Regent's Flagship (Crossover)
The Secret of P'Jem (Live Long and Prosper)
Thorough Debriefing (Live Long and Prosper)
Tinkerer (Crossover)
Transporter Mixup (Crossover: Supplemental)
UFP: One Small Step (The Terran Empire)
Valuable Prisoner (Through the Looking Glass)
Vulcan Database (Pre-Warp Pack)
Watch Dog (The Terran Empire)
You Can't Kill the Captain (Crossover)
You're Not Ready (Live Long and Prosper)

Interrupt

A Change of Plans (Homefront III)
Cold Warriors (Homefront II)
Combat-Ready: Jury-Rig (Broken Bow)
Combat-Ready: Tactical Reserve (Broken Bow)
Diverse Experiences (Straight and Steady)
Escape Pod (Homefront VI)
Klingon Border Patrol (Broken Bow)
Klingon Bounty (Broken Bow)
Qapla! (Homefront III)
Renewed Spirit (Through the Looking Glass)
Shape-Shift (Homefront II)
Shrouded Assailant (Crossover)
Smoke and Mirrors (Through the Looking Glass)
Tactical Scan (Homefront II)

Mission

Accept Ambassadorial Invitation (Live Long and Prosper)
Access Relay Station (Homefront IV)
Acquire Illicit Explosives (Homefront IV)
Alter Records (Homefront)
Assemble Fleet (Live Long and Prosper)
Attack at Rare Phenomenon (Homefront IV)
Attend Ambassadorial Banquet (Live Long and Prosper)
Automated Repair Station (Straight and Steady)
Automated Repair Station (Crossover: Supplemental)
Battle of Narendra III (Broken Bow)
Battle Reconnaissance (Homefront IV)
Clash at Chin'toka (Homefront IV)
Cloaked Mission (Homefront)
Collect Omicron Particles (Homefront IV)
Conduct Crossover Operation (Crossover)
Control Plague (Straight and Steady)
Cultural Observation II (Live Long and Prosper)
Cultural Observation II (Live Long and Prosper)
Deliver Ancient Artifact (The Terran Empire)
Deliver Message (Homefront)
Destroy Iconian Gateway (Homefront IV)
Disrupt Alliance (Crossover: Supplemental)
Eliminate Virus (Homefront IV)
❖ Enlistment Drive (Crossover)
Escape Gulag (Broken Bow)
Espionage Mission (Homefront)
Evade Dominion Squadron (Homefront IV)
❖ Evade Patrolling Squadron (Crossover)
Examine Disappearance Site (Crossover)
Excite Dark Matter (Pre-Warp Pack)
❖ Explore Delphic Expanse (Live Long and Prosper)
Expose Covert Supply (Homefront)
Extract Rare Mineral (Broken Bow)
Find Hidden Base (Homefront III)
Fissure Research (Alternate Universe)
Free Orion Slaves (Straight and Steady)
Genesis Planet (Homefront IV)
Historical Research (Crossover: Supplemental)
Incapacitate Inhabitants (The Terran Empire)
Intelligence Operation (Homefront)
Intercept Dignitary (Live Long and Prosper)

Investigate Derelict (Homefront IV)
Investigate Intrusion (Crossover)
Investigate Maquis Activity (Homefront IV)
Launch Military Strike (The Terran Empire)
Locate Telepaths (Live Long and Prosper)
Medical Conference (Live Long and Prosper)
Mine Dilithium (Crossover: Supplemental)
Monitor Population (The Terran Empire)
Navigate Argolis Cluster (Homefront IV)
Observe Alliance Operations (Crossover)
Observe Spatial Coordinates (The Terran Empire)
Observe Stellar Rebirth (Straight and Steady)
Oppress Population (Crossover)
Orb Negotiations (Homefront)
Police Trade Route (Broken Bow)
Prevent Rebellion (Straight and Steady)
Protect The Escapees (Homefront IV)
Rebuild Monastery (Live Long and Prosper)
Recover Prisoner (Crossover: Supplemental)
Renovate Starbase (Homefront IV)
Repatriate Citizen (Live Long and Prosper)
Replenish Workforce (Crossover)
Research Devastating Attack (Broken Bow)
Research Historic Accident (Through the Looking Glass)
Resupply Marauder (Homefront IV)
Retrieve Materiel (Broken Bow)
Sabotage Biosphere (The Terran Empire)
Search and Rescue (Homefront IV)
Search for Rebels (Homefront)
❖ Search for Weapons (Crossover: Supplemental)
Secure Supply Lines (Crossover)
Seek Illicit Relic (Through the Looking Glass)
Seek Knowledge Cache (Crossover)
Signal for Rescue (Homefront IV)
Steal Technology (The Next Generation)
❖ Study Badlands (Homefront IV)
Study Neutronic Storm (Broken Bow)
Study Rare Phenomenon (Homefront IV)
Study Xenophobic Tendencies (Live Long and Prosper)
Surgery Under Fire (Homefront IV)
❖ Survey New World (Broken Bow)
❖ Survey Star System (Homefront IV)
Survival Training (Broken Bow)
Test Mission (Crossover: Supplemental)
❖ Test Propulsion Systems (Crossover: Supplemental)
Test Warship (Crossover)
The Siege of AR-558 (Homefront IV)
Unsanctioned Attack (The Terran Empire)
Verify Evidence (Homefront IV)
Visit Parallel Universe (Through the Looking Glass)
Visit Tranquil Colony (The Next Generation)

Objective

A Safe Place to Hide (Crossover)
Assemble Rescue Team (Through the Looking Glass)
Assert Authority (The Terran Empire)
Assign Support Personnel (Emissary: Supplemental)
Assimilate Homeworld (Homefront IV)
Assume Identity (Through the Looking Glass)
Betray Captain (The Terran Empire)
Consolidate Power (The Terran Empire)
Council of Warriors (Homefront II)
Declare New Sovereign (The Terran Empire)
Emotional Blackmail (Crossover)
Engage Cloak (Homefront III)
Evaluate Starship Systems (Crossover)
Explore New World (Broken Bow)
Fear Will Keep Them in Line (Through the Looking Glass)
Get Back (Through the Looking Glass)
Historic Coming Together (Crossover)
HQ: Defensive Measures (Homefront III)
Imperial Intimidation (Through the Looking Glass)
Insert Undercover Agent (Through the Looking Glass)
Operate Dilithium Gulag (Broken Bow)

Process Ore: Mining (Crossover)
Raid Opposite Quadrant (Crossover)
Reaching Out (Homefront III)
Reap All the Glory (Crossover)
Reflection Therapy (Homefront VI)
Remote Interference (Straight and Steady)
Search and Seize (Broken Bow)
Seek Hidden Reliquary (Live Long and Prosper)
Straight and Steady (Straight and Steady)
Straight and Steady (Crossover: Supplemental)
Study Divergent History (Crossover)

Personnel

Bajoran

❖ Bor Kaffe (Crossover)
❖ Jalota Mar (Crossover)
❖ Javek Len (Crossover: Supplemental)
Kira Nerys (Through the Looking Glass)
Odo (Crossover: Supplemental)
Ranjen Koral (Homefront II)
Riker Wil (Homefront III)
❖ Romara Cal (Crossover: Supplemental)
❖ Taymar Bern (Crossover: Supplemental)
Teero Anaydis (Homefront II)
The Intendant (Crossover)
Winn Adami (Homefront II)

Bajoran/Cardassian

Overseer Odo (Crossover: Supplemental)

Bajoran/Ferengi

Nizari (Crossover)

Borg

★ Borg Queen (Homefront III)
❖ Four of Fifty (Broken Bow)
Four of Nine (Homefront II)
Locutus of Borg (Homefront III)
❖ Ten of Fifty (Broken Bow)

Cardassian

❖ Aramax (Crossover: Supplemental)
❖ Dorza (Crossover: Supplemental)
Evek (Homefront II)
Gul Madred (Homefront III)
❖ Merdan (Crossover)
Ocett (Homefront II)
Overseer Mardel (Crossover: Supplemental)
Security Chief Garak (Crossover: Supplemental)
Toran (Homefront II)
❖ Trepar (Crossover)

Dominion

Founder Agitator (Homefront II)
Founder Leader (Homefront II)
Odo (Homefront II)

Federation

Admiral Janeway (Homefront II)
❖ Ahanu (Crossover)
❖ Al Vermont (Crossover)
Ambassador Sarek (Homefront II)
Andrea Brand (Homefront II)
❖ Banya (Crossover)
Benjamin Sisko (Through the Looking Glass)
Captain Bashir (Crossover: Supplemental)
Captain Dax (Crossover: Supplemental)
Captain Kirk (Through the Looking Glass)
Chief Engineer Scott (Crossover: Supplemental)
Chief Navigator Chekov (Crossover: Supplemental)
Chief Surgeon McCoy (Crossover: Supplemental)
Comm Officer Uhura (Crossover: Supplemental)
❖ Crewman Bredahl (Through the Looking Glass)
❖ Crewman Peart (Through the Looking Glass)
❖ Crewman Wilson (Crossover: Supplemental)
Dr. McCoy (Through the Looking Glass)

❖ Ensign Caggiano (Through the Looking Glass)
❖ Ensign Chagwiza (Through the Looking Glass)
❖ Ensign Davis (Crossover: Supplemental)
❖ Ensign Gaffney (Crossover: Supplemental)
❖ Ensign Kjolholm (Through the Looking Glass)
Farrell (Through the Looking Glass)
First Officer Spock (Crossover: Supplemental)
Haadok (Through the Looking Glass)
James Tiberius Kirk (Crossover: Supplemental)
Julian Bashir (Through the Looking Glass)
Lt. Uhura (Through the Looking Glass)
❖ Marauder (Crossover: Supplemental)
Marlena Moreau (Crossover: Supplemental)
❖ Mr. Andrews (Crossover: Supplemental)
Mr. Scott (Through the Looking Glass)
Mr. Sisko (Crossover)
Mr. Tuvok (Crossover: Supplemental)
Professor Sisko (Crossover)
❖ Sarah Shaw (Crossover)
Security Chief Sulu (Crossover: Supplemental)
Smiley (Crossover: Supplemental)
❖ Stoichkov (Crossover)
❖ T'Lara (Homefront III)
Transporter Chief Kyle (Crossover: Supplemental)
Wesley Crusher (Homefront III)
❖ Yeoman Vaughn (Through the Looking Glass)

Ferengi

Brunt (Homefront II)
Grand Nagus Gint (Homefront II)
Grand Nagus Zek (Through the Looking Glass)
❖ Grish (Shades of Gray)
Krem (Shades of Gray)
Mr. Brunt (Crossover: Supplemental)
Mr. Nog (Crossover: Supplemental)
Mr. Quark (Crossover: Supplemental)
Mr. Rom (Crossover: Supplemental)
Muk (Shades of Gray)
Quark (Through the Looking Glass)
Rom (Through the Looking Glass)
Tog (Homefront III)
Ullis (Shades of Gray)

Ferengi/Bajoran

Nizari (Crossover)

Kazon

Culluh (Homefront III)

Klingon

Advocate Kolos (Broken Bow)
❖ Aklam (Broken Bow)
Antaak (Straight and Steady)
Bu'kaH (Broken Bow)
Captain B'Etor (Crossover: Supplemental)
Captain Goroth (Broken Bow)
Captain Korok (Broken Bow)
Captain Lursa (Crossover)
❖ Captain Monak (Broken Bow)
Captain Vorok (Broken Bow)
Chancellor Gowron (Homefront II)
❖ Chancellor M'Rek (Broken Bow)
Chang (Homefront II)
Duras Son of Toral (Broken Bow)
General K'Vagh (Straight and Steady)
❖ Gonik (Broken Bow)
❖ J'Met (Broken Bow)
Ja'rod (Homefront III)
Klaang (Broken Bow)
❖ Korvek (Crossover: Supplemental)
❖ Laneth (Straight and Steady)
❖ Loreva (Crossover: Supplemental)
❖ Magistrate Gorvil (Broken Bow)
Marab (Straight and Steady)
Martrex (Shades of Gray)
❖ Morga (Broken Bow)

Nu'Daq (Homefront II)
Nu'Tal (Crossover)
❖ P'Mokh (Broken Bow)
Prisoner Archer (Broken Bow)
Prosecutor Orak (Broken Bow)
Regent Worf (Crossover)
❖ Rukor (Crossover: Supplemental)
❖ T'Vor (Crossover: Supplemental)
Telok (Crossover: Supplemental)
❖ Vartoq (Crossover: Supplemental)
❖ Volok (Straight and Steady)

Neutral

Osmotic Eel (Broken Bow)
Porthos (Life From Lifelessness)

Non-Aligned

❖ 0413-Theta (Crossover: Supplemental)
❖ Baze (Through the Looking Glass)
❖ Carri (The Terran Empire)
D'Nesh (Straight and Steady)
❖ Darrit (Broken Bow)
Dr. Cochrane (The Terran Empire)
Dr. Tolian Soran (Homefront III)
❖ Errol (Crossover)
Ezri (Crossover: Supplemental)
Guron (Crossover)
❖ Haon Obst (The Terran Empire)
Jaglom Shrek (Homefront III)
Kathleen Tonell (Homefront III)
❖ Marauder (Crossover)
❖ McKay (Crossover)
Minister Tharn (Through the Looking Glass)
Mr. Sisko (Crossover: Supplemental)
Persis (Homefront III)
Professor Sisko (Crossover: Supplemental)
❖ Selot (Crossover)
Shobbi-Har (Broken Bow)
Silik (Straight and Steady)
Skalaar (Broken Bow)
Smiley (Crossover)
❖ Trevix (Broken Bow)
V'mor (Crossover)

Non-Aligned/Romulan

Gareb (Straight and Steady)

Non-Aligned/Vulcan

Menos (Live Long and Prosper)

Romulan

Admiral Valdore (Straight and Steady)
Alidar Jarok (Homefront II)
Karina (Homefront II)
Nijil (Straight and Steady)
❖ Palteth (Premiere)
❖ R'Mal (Blaze of Glory)
Ruwon (Homefront II)
❖ Sabrun (Homefront III)
Selveth (Homefront II)
Senator Letant (Homefront II)
Senator Vrax (Shades of Gray)
❖ Takket (Premiere)
Tal'Aura (Homefront II)
❖ Taul (Premiere)
The Viceroy (Homefront III)
❖ Thei (Premiere)
Tomalak (Homefront III)
❖ Varel (Premiere)

Romulan/Non-Aligned

Gareb (Straight and Steady)

Romulan/Vulcan

V'Las (Live Long and Prosper)

Starfleet

❖ Admiral Black (The Terran Empire)
❖ Amanda Cole (Broken Bow)
Burrows (Homefront II)
❖ Callaghan (Broken Bow)
Captain Forrest (The Terran Empire)
Charles Tucker III (Homefront II)
Chief Engineer Tucker (The Terran Empire)
Chief Surgeon Phlox (The Terran Empire)
Comm Officer Sato (The Terran Empire)
Commander Archer (The Terran Empire)
❖ Corporal Scott (The Terran Empire)
❖ Crewman Biggs (The Terran Empire)
❖ Crewman D'Vela (The Terran Empire)
❖ Crewman Gham (The Terran Empire)
❖ Crewman Terev (The Terran Empire)
Emory Erickson (Enterprise Collection)
❖ Ensign Guerrero (The Terran Empire)
Ensign Kelby (The Terran Empire)
Erika Hernandez (Straight and Steady)
Ethan Novakovich (Enterprise Collection)
Fiona McKenzie (Broken Bow)
Gannet Brooks (20th Anniversary Collection)
❖ Garrid (Straight and Steady)
Hideaki Chang (Broken Bow)
Hoshi Sato (Enterprise Collection)
Jeremiah Hayes (Broken Bow)
Jeremy Lucas (Enterprise Collection)
John Frederick Paxton (Broken Bow)
Jonathan Archer (Homefront III)
Jonathan Archer (Broken Bow)
Kelby (Broken Bow)
Major Reed (The Terran Empire)
Malcolm Reed (Enterprise Collection)
Markus Forbes (Broken Bow)
Maxwell Forrest (Broken Bow)
❖ McDermott (Straight and Steady)
Nathan Samuels (Broken Bow)
❖ Nelson Kemper (Broken Bow)
Phlox (Enterprise Collection)
Phlox (Broken Bow)
❖ Private Brown (The Terran Empire)
❖ Private Palmer (The Terran Empire)
❖ Sascha Money (Broken Bow)
❖ Sean Hawkins (Broken Bow)
Sergeant Mayweather (The Terran Empire)
❖ Sergeant Moreno (The Terran Empire)
❖ Stewart Rivers (Broken Bow)
T'Pol (Straight and Steady)
Travis Mayweather (Enterprise Collection)
Travis Mayweather (Homefront II)

Starfleet/Vulcan

Charles Tucker III (Live Long and Prosper)
Commander T'Pol (The Terran Empire)
Crewman Soval (The Terran Empire)
Jonathan Archer (Live Long and Prosper)

Vulcan

Ambassador V'Lar (Live Long and Prosper)
❖ Delvok (Pre-Warp Pack)
Koss (Live Long and Prosper)
Minister Kuvak (Live Long and Prosper)
Minister T'Pau (Live Long and Prosper)
Oratt (Live Long and Prosper)
❖ Sanye (Pre-Warp Pack)
❖ Sedis (Live Long and Prosper)
Sinam (Live Long and Prosper)
❖ Smolek (Live Long and Prosper)
❖ Sodor (Live Long and Prosper)
❖ Sopek (Pre-Warp Pack)
Soval (Pre-Warp Pack)
Soval (Live Long and Prosper)
Stel (Live Long and Prosper)
❖ Strom (Pre-Warp Pack)
Sulok (Live Long and Prosper)

Surak (Live Long and Prosper)
Syrran (Live Long and Prosper)
❖ T'Lam (Pre-Warp Pack)
T'Les (Live Long and Prosper)
❖ T'Mer (Live Long and Prosper)
T'Mik (Live Long and Prosper)
T'Pol (Pre-Warp Pack)
❖ Talma (Live Long and Prosper)
Tavek (Live Long and Prosper)
V'Tal (Live Long and Prosper)
❖ Valrik (Pre-Warp Pack)
Vanik (Live Long and Prosper)
Yuris (Live Long and Prosper)

Vulcan/Non-Aligned

Menos (Live Long and Prosper)

Vulcan/Romulan

V'Las (Live Long and Prosper)

Vulcan/Starfleet

Charles Tucker III (Live Long and Prosper)
Jonathan Archer (Live Long and Prosper)

Ship

Cardassian

❖ Alliance Freighter (Crossover)
❖ Alliance Galor (Crossover: Supplemental)
Bralek (Homefront III)

Federation

Defiant (Crossover: Supplemental)
❖ I.S.S. Constitution (Crossover: Supplemental)
I.S.S. Enterprise (Crossover: Supplemental)
❖ Rebel Interceptor (Crossover: Supplemental)
Starship Defiant (The Terran Empire)

Federation/Non-Aligned

Mr. Sisko's Interceptor (Crossover)

Ferengi

Quetsivoo (Shades of Gray)

Klingon

❖ Alliance Vor'Cha (Crossover: Supplemental)
Battle Cruiser Bortas (Broken Bow)
❖ I.K.S. Raptor (Broken Bow)
Regency 1 (Crossover: Supplemental)
Ya'Vang (Crossover)

Klingon/Non-Aligned

I.K.S. Nguq'Yab (Straight and Steady)

Non-Aligned

❖ Zalkonian Vessel (Homefront III)

Non-Aligned/Federation

Mr. Sisko's Interceptor (Crossover)

Non-Aligned/Klingon

I.K.S. Nguq'Yab (Straight and Steady)

Romulan

Raptor One (Straight and Steady)
Trolarak (Homefront III)

Starfleet

Enterprise (Enterprise Collection)
I.S.S. Avenger (The Terran Empire)
I.S.S. Enterprise NX-01 (The Terran Empire)
❖ Imperial Interceptor (The Terran Empire)
❖ Intrepid (Broken Bow)
Shuttlepod One (Broken Bow)
❖ Shuttlepod Two (Broken Bow)

Vulcan

❖ D'kyr (Pre-Warp Pack)
Ni'Var (Live Long and Prosper)
Sh'Raan (Live Long and Prosper)
Ti'Mur (Live Long and Prosper)

❖ Vulcan Frigate (Live Long and Prosper)

Site

Bajoran Shrine (Homefront V)
❖ Cargo Bay (Homefront V)
Commander's Office (Homefront V)
Docking Pads (Homefront V)
Docking Ports (Homefront V)
Docking Pylons (Homefront V)
Garak's Tailor Shop (Homefront V)
❖ Guest Quarters (Homefront V)
❖ Holosuite (Homefront V)
Infirmary (Homefront V)
Ops (Homefront V)
Ops: Mirror Universe (Homefront V)
Ore Processing Unit (Homefront V)
Promenade Shops (Homefront V)
Quark's Bar (Homefront V)
Science Lab (Homefront V)
❖ Security Holding Cell (Homefront V)
Security Office (Homefront V)
The Intendant's Quarters (Crossover)

Tactic

Phase Cannons (The Terran Empire)
Vulcan Particle Beam (Live Long and Prosper)

Time Location

22nd-Century Japan (The Terran Empire)
22nd-Century San Francisco (Homefront III)
22nd-Century ShiKahr (Live Long and Prosper)
Drone Control Room (Straight and Steady)
Halkan Council (Crossover: Supplemental)
Hall of Magistrates (Broken Bow)
MACO Training Camp (Broken Bow)
P'Jem Sanctuary (Live Long and Prosper)
Vintaak Disappearance Site (The Terran Empire)
Vintaak Drydock Station (The Terran Empire)