

3 *Star-crossed*



Dilemma

Choose a personnel who has **Engineer** or a **non-Human personnel** to be stopped. If the opponent on your left commands three **Dissident** personnel, place this dilemma in your core. While you do not command a staffed ship at a Region: Sector 001 mission, subtract one from each Consume on each dilemma the opponent on your left owns.

"It's not worth it, Romeo. Juliet's in good hands."

48 V 1

0 *Unsavory Customers*



Dilemma

Consume: 2. (Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.) Choose a **Biology** personnel to be stopped. If the opponent on your left commands Earth, place this dilemma in your core. While you do not command a non-Human personnel on Earth, you have 1 fewer counter to spend during each of your Play and Draw Cards segments.

48 V 2

2 *Zefram Cochrane's Shotgun*



Equipment

Artifact. (To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.) **Hand Weapon.** When combat begins involving your **Human** personnel present, if each of your personnel involved is Human, randomly select two opponent's personnel involved to be killed.

"He used it to kill the first Vulcan who stepped onto Terran soil."

48 V 3

0 *Humanity's Worst Enemy*



Event

Decay: 2. (When there are two cards on this event, destroy it.) **Paranoia.** Plays in your core. While no opponent commands a ship at a Region: Sector 001 mission, each of your **Dissident** personnel is **Cunning** +1 and **Strength** +1. At the start of your turn, place the top card of your deck on this event.

"Her name is Elizabeth."

48 V 4

2 *Terra Prime Forever*




Event

Paranoia. Plays on your Mars. While your **Dissident** personnel is facing a dilemma, if there are no non-Human personnel at a Region: Sector 001 mission, he or she is excluded from random selections.

"A new era is at hand, an era that will expose the concept of interspecies unity as an absolute and vicious lie ... As of this moment, mankind casts off the shackles of alien interference and now determines its own fate."

48 V 5

Homicidal Expedient



Interrupt

Paranoia. When an opponent plays an event or interrupt, kill your **Dissident** personnel at Luna to prevent that event or interrupt and place it in its owner's discard pile.

"Green euthanized hundreds of thousands who were afflicted with radiation damage. Their millions of descendants would've endured horrible disease, yet history—history never says anything about that suffering that Green prevented."

48 V 6

Earth
Reject the Impure



Anthropology, Programming, Treachery, and Cunning>34

Region: Sector 001.
Order – If this mission is complete, stop your **Dissident** personnel here to choose an opponent's non-Human at a Region: Sector 001 mission. Place that personnel in your brig. You may do this only once each turn.

30

2

48 V 7

Kuiper Belt
Expand Power



Engineer, Geology, Navigation, Physics, and Cunning>36

Region: Sector 001. When you complete this mission, if you command three **Dissident** personnel, score 5 points.

"Taking the worlds we need and taming them with human hands, and human minds, and human souls."

35

4

48 V 8

Luna
Orpheus Mining Facility



You may play **ships**, **Dissident** personnel, **Human** personnel, and equipment at this mission.

Region: Sector 001.
Order – If you command a completed mission, flip this mission.

"Our future will be secure because humanity will prevail."

Terra Prime Headquarters

2

48 V 9

2 • **Mars**
Orpheus Mining Facility



A

You may play ships, Dissident personnel, Human personnel, and equipment at this mission.

Region: Sector 001. At the start of your turn, you may download two Damage cards and place them on an opponent's ship at a Region: Sector 001 mission.

Terra Prime Headquarters

2

48 V 9

2 • **Hawk**
Reborn



Borg

Astrometrics 2 Navigation Officer Security

Drone.

"You may encounter Enterprise crewmembers who've already been assimilated. Don't hesitate to fire. Believe me, you'll be doing them a favor."

INTEGRITY 5 CUNNING 5 STRENGTH 6

48 V 10

2 • **Edward Jellico**
Brusque Martinet



Human

Diplomacy Engineer Law Leadership Officer

Commander: U.S.S. Enterprise-D.

Order – Stop your personnel present with a skill required by this mission to make each player reveal the top three cards of their deck. Discard all interrupts revealed this way. You may do this only once each turn.

INTEGRITY 6 CUNNING 6 STRENGTH 5

48 V 11

4 • **Miral Paris**
Daughter of B'Elanna



Human/Klingon

Anthropology Diplomacy Engineer Honor Programming

When this personnel enters play, you may take a non-Artifact equipment that costs 2 or less from your discard pile and place it present with this personnel.

"I told him if he didn't show you more respect, I would break his arm."

INTEGRITY 6 CUNNING 6 STRENGTH 7

48 V 12

3 • **Vorik**
Unflappable



Vulcan

Engineer Geology Physics Programming Transporters

While this personnel is attempting a mission, you may destroy your Decay event to make him attributes +1 for each card that was on that event until the end of the mission attempt (limit +4).

"I agree the situation is dire, but losing our cool will not help matters."

INTEGRITY 5 CUNNING 7 STRENGTH 7

48 V 13

2 • **Sirella**
Forbidding Matriarch



Klingon

Anthropology Archaeology Geology Law Programming

When your Host or Honor Klingon personnel is stopped by a dilemma, you may make this personnel attributes +1 (limit +3) until the end of this turn.

"A Klingon woman would find it difficult to gain my favor. For an alien, it will most likely be impossible."

INTEGRITY 6 CUNNING 5 STRENGTH 6

48 V 14

3 • **Cyrano Jones**
Troublesome Peddler



Human

Acquisition Anthropology Exobiology Geology Navigation

Smuggler. Thief. When a Commodity or Crime event you own is destroyed by a card an opponent owns, you may stop this personnel to take that event into your hand instead.

"Surely we can come to some sort of mutual understanding."

INTEGRITY 4 CUNNING 6 STRENGTH 5

48 V 15

3 • **Leonardo da Vinci**
Renaissance Man



Hologram

Astrometrics Biology Geology Physics Science

When you play this personnel aboard your ship, you may choose one: remove a Damage card from that ship; or download a non-Hand Weapon equipment.

"When one's imagination cannot provide an answer, one must seek a greater imagination."

INTEGRITY 6 CUNNING 7 STRENGTH 4

48 V 16

2 • **Lily Sloane**
Voice of Reason



Human

2 Engineer Honor Physics

While this personnel is facing a dilemma, you may place a Damage card from hand on your ship at this mission to make a personnel present attributes +4 (limit +12) until the end of that dilemma.

"Wait a minute! This is stupid. If we can get off this ship and blow it up, let's do it."

INTEGRITY 7 CUNNING 6 STRENGTH 6

48 V 17

4 • V'Las
Treacherous Administrator



Vulcan

★ **Skills:** Diplomacy ● Intelligence ● Law ● Leadership
 ● Security ● 2 Treachery

While present with two  personnel or two Vulcans, this personnel cannot be stopped or killed by dilemmas that cost 3 or less.

"We're dealing with radical insurgents. They're to be eradicated. Do I make myself clear?"

INTEGRITY 3 CUNNING 7 STRENGTH 6

48 V 18

3 • Daniel Greaves
Strongman



Human

★ **Skills:** Leadership ● 2 Navigation ● Security
 ● 2 Treachery

Assassin. Dissident.
Order – If this personnel is present with six  Dissident personnel, return him to his owner's hand to destroy an opponent's event.
"We did what we had to do, not what we wanted to do."

INTEGRITY 3 CUNNING 6 STRENGTH 6

48 V 19

2 Emanuel Stevens



Human

★ **Skills:** Astrometrics ● Engineer ● Physics ● Science

Dissident. While this personnel is present with a stopped  Dissident personnel, he is attributes +1 and gains Geology.

"Terra Prime has supporters everywhere."

INTEGRITY 4 CUNNING 6 STRENGTH 5

48 V 20

4 • John Frederick Paxton
Man of His Word



Human

★ **Skills:** Acquisition ● 2 Anthropology ● Geology
 ● 2 Leadership ● Treachery

Dissident. While this personnel is facing a dilemma that requires a skill, if you do not command a  Officer personnel, you may kill your  Dissident personnel present to replace all levels of that skill with 2 Geology.

"If you are so eager for a bloodbath, a bloodbath is what you will get."

INTEGRITY 2 CUNNING 6 STRENGTH 5

48 V 21

1 Judith Hume



Human

★ **Skills:** Geology ● Programming ● Security

Dissident.
"Seems like everywhere you go, humans are getting to be an endangered species ... It's going to end with human beings becoming second-class citizens on their own world."

INTEGRITY 5 CUNNING 5 STRENGTH 6

48 V 22

1 Mercer



Human

★ **Skills:** Exobiology ● Medical

Dissident. When your Paranoia event is about to be destroyed, you may kill this personnel to return that event to its owner's hand.

"I feel no differently about it than anyone else that I've treated."

INTEGRITY 4 CUNNING 6 STRENGTH 4

48 V 23

6 • Paul Mayweather
Burdened with Command



Human

★ **Skills:** Acquisition ● Astrometrics ● Navigation

Commander: E.C.S. Horizon. Dissident. When you play this personnel, if you command three  Dissident personnel, he is cost -3. When this personnel uses a skill to complete a space mission, score 5 points. You may do this only once each turn.

"Hostile aliens aren't our problem. It's Starfleet and people like you."

INTEGRITY 5 CUNNING 5 STRENGTH 5

48 V 24

2 • Susan Khouri
Humane Caregiver



Human

★ **Skills:** Biology ● Medical

Dissident.
Order – Stop this personnel to return a non-dilemma card on your Humanity's Worst Enemy to its owner's hand.
"They're going to kill her ... I'm sorry."

INTEGRITY 6 CUNNING 5 STRENGTH 4

48 V 25

3 Modular Transport



J Class

When your non-unique Human aboard this ship is killed by a dilemma, if you do not command a  Officer personnel, you may place a non-unique Human from hand aboard this ship. That personnel joins the mission attempt.

Privately-owned freighter licensed by the Earth Cargo Authority. Rumor has it Zefram Cochrane signed the inside of each ship's reactor casing.

RANGE 5 WEAPONS 4 SHIELDS 5

48 V 26