

2 *These Things Happen*



Dilemma

Randomly select a personnel to be stopped. Each opponent draws a card for each personnel they command at this mission (limit three).

"They did not happen on the Enterprise."
"Really? Now let me see. Stardate 46235.7, Ferengi privateers... seized control of the Enterprise... Stardate 45349.1, Berlinghoff Rasmussen... committed numerous acts of theft... Shall I continue?"

52 V 1

1 *Military Recon Program*



Event

Holoprogram. Plays in your core. When you play this event, name a unique personnel. When an opponent plays a personnel who costs 3 or less with that title, if three or more cards are on this event, you may place each card on this event in its owner's discard pile to kill that personnel.

"It was a way for them to see what they were up against, determine our numbers."

52 V 2

1 *Playing by the Rules*



Event

Ritual. (When you play this event, if you do not command a Ritual, draw a card. Cards you own cannot destroy this event.) Plays in your core. When a player is about to return a non-Damage dilemma that costs 1 or more to their dilemma pile, the opponent on their right may discard a non- personnel from hand to place that dilemma beneath one of that opponent's non-headquarters missions instead.

52 V 3

1 *Valuable Real Estate*



Event

Plays on a planet mission. At the start of your turn, if you command three personnel on this planet and no opponent commands personnel on this planet, destroy this event to score 5 points.

"There it is. The only reason anyone gives a damn about this place."

52 V 4

I Won't Miss Him



Interrupt

Paranoia. When the opponent on your right begins a mission attempt, you may discard two cards from hand (or destroy your Paranoia event) to draw one extra dilemma and spend one extra in total cost on dilemmas for each of your missions with a dilemma beneath it. Remove this interrupt from the game.

"I want the Cardassians exterminated."

52 V 5

Cardassia Prime
Subjugated Planet



A

You may play cards and equipment at this mission.

Region: Cardassia System. You cannot command another headquarters mission. When you play a personnel, if you do not command a personnel of that species, you may have each player draw a card.

Dominion Headquarters

2

52 V 6

Empok Nor
Negotiate Prisoner Exchange



A

Acquisition, Diplomacy, Engineer, and Cunning>33 or Biology, Leadership, Security, and Strength>33

When you complete this mission, you may give command of your Commodity event to an opponent to take one of your personnel from that opponent's brig and place that personnel here.

30

2

52 V 7

Klingon Borderland
Maintain Operational Secrecy



A

Intelligence, Leadership, Navigation, Security, and Strength>34

When you complete this mission, each player who has an Infiltrator at this mission may place the top card of the opponent on their left's dilemma pile face up beneath one of that player's incomplete non-headquarters missions.

30

3

52 V 8

2 *Kira Nerys*
Fifth Columnist



Bajoran

Engineer Physic Security Treachery

Assassin. Bajoran Resistance.
Order – Kill a Treachery personnel present to make this personnel gain "Each of your Bajoran Resistance personnel present is attributes +1" until the end of this turn. You may do this only once each turn.

"Everybody has to choose sides, Constable."

INTEGRITY 4 CUNNING 6 STRENGTH 6

52 V 9

3 • **Odo**
"Kodrak the Unenthused"



Human

Exobiology • Law • Science • 2 Security

Infiltrator. You may play this personnel aboard your ship. While this personnel is at a mission, an opponent's Infiltrator or Treachery personnel at this mission cannot use their abilities.

"I, for one, won't miss the fangs at all."

INTEGRITY 6 CUNNING 7 STRENGTH 6

3 • **Broca**
Useful Idiot



Cardassian

Archaeology • Diplomacy • Engineer • Officer • Physics • Treachery

Legate. When an opponent plays an event or interrupt, if this personnel is at your non-headquarters mission, you may kill him to place the top card of that opponent's dilemma pile face up beneath that mission.

"I believe in the Dominion! No! Wait! No!"

INTEGRITY 4 CUNNING 5 STRENGTH 5

3 • **Damar**
Aggrieved Subject



Cardassian

Engineer • Honor • Intelligence • Officer • Physics • Security • Transporters

Legate. When this personnel is facing a dilemma, you may discard the top card of your deck to make him either attributes +1 or attributes -1 for each dilemma beneath this mission (limit +3/-3). This effect lasts until the end of the dilemma.

"We're just one big, happy family, aren't we?"

INTEGRITY 6 CUNNING 6 STRENGTH 6

3 • **Founder Leader**
Desperate Dictator



Changeling

Law • 2 Leadership • 2 Treachery

Founder. Shape-shifter. When you play this personnel, the next Breen or Son'a you play this turn is cost -2.

Order — Stop this personnel and kill your Cardassian or Vorta present to destroy an event.

"I would promise the Breen the entire Alpha Quadrant if I thought it would help win this war."

INTEGRITY 2 CUNNING 7 STRENGTH 5

3 • **Lemec**
Prefect of Betazed



Cardassian

Law • Leadership • Officer • 2 Security

Commander: Izir'isel. Gul. While three or more dilemmas that any opponent owns have been removed from the game, this personnel is Cunning +2, Strength +2, and excluded from random selections.

In 2374, Lemec led the Dominion invasion force that conquered Betazed.

INTEGRITY 4 CUNNING 5 STRENGTH 6

2 • **Morad'inar**



Jem'Hadar

Astrometrics • Navigation • Programming • Security

Despite being cut off from their bases in the Gamma Quadrant, the Jem'Hadar remained unflagging in their efforts to prevent the extinction of Dominion power, no matter the cost.

INTEGRITY 6 CUNNING 5 STRENGTH 8

2 • **Pralek**



Cardassian

Navigation • Physics • Programming • Security • Transporters

Glinn. At the start of your turn, you may discard the top card of your deck to make this personnel attributes +1 for each dilemma beneath one of your missions (limit +3) until the end of the turn.

"...you know how ruthless the Cardassians can be."

INTEGRITY 2 CUNNING 4 STRENGTH 4

2 • **Benjamin Sisko**
"Jodmas, Son of Kabor"



Human

Anthropology • Honor • Intelligence • Leadership

Infiltrator. You may play this personnel aboard your ship. While this personnel is at a mission, he and each of your Infiltrators present are attributes +1.

"I could do without ridges but I kind of miss the fangs."

INTEGRITY 6 CUNNING 6 STRENGTH 6

2 • **Kellin**
Losing Faith



Human

Engineer • Officer • Programming

While this personnel is at a mission, if no opponent commands personnel at this mission, he is attributes +1 and gains Honor and Physics.

"I'm sorry, Captain, but I'm an engineer, not a magician."

INTEGRITY 6 CUNNING 6 STRENGTH 5

3 • **Miles O'Brien**
"Pahash the Grumpy"



Human

Engineer • Navigation • 2 Programming
Infiltrator. You may play this personnel aboard your ship. While this personnel is equipped with a non-Hand Weapon equipment at a mission, he gains Archaeology, Honor, and Intelligence.
"It's not easy being funny wearing these teeth."

INTEGRITY 7 CUNNING 6 STRENGTH 5

3 • **Nadia Larkin**
Dutiful Soldier



Human

Honor • Leadership • Navigation • Security
Order – Begin combat or an engagement involving this personnel at a mission. If you win, randomly kill an opponent's personnel involved.
"Welcome to paradise, Captain."

INTEGRITY 6 CUNNING 6 STRENGTH 6

3 • **Nog**
Sharp-Eared Sentinel



Ferengi

Engineer • 2 Honor • Navigation • Officer • Security
Order – If this personnel is at a mission, shuffle him into his owner's deck to examine the top four cards of an opponent's dilemma pile, then replace them in the same order.
"If they're out there, they're very quiet."

INTEGRITY 7 CUNNING 6 STRENGTH 5

2 • **Vargas**
Shell-shocked



Human

Officer • Physics • Programming • Security
When you win combat or an engagement involving this personnel at a mission, score 5 points.
"I know. He's dead and I should have more respect. But, God, I hated him. One minute he's tying this bandage around my arm talking his head off. And the next minute he's lying flat on his back with a hole in his chest."

INTEGRITY 5 CUNNING 4 STRENGTH 6

1 • **Weyoun Hologram**
Inquisitor's Tool



Hologram

Diplomacy • Intelligence • Security • Treachery
"...because you didn't want billions of Federation citizens to lose their lives needlessly, you agreed to provide us with information that would help us end this war quickly."

INTEGRITY 3 CUNNING 6 STRENGTH 4

2 • **Worf**
Mentoring "Klingons"



Klingon

Diplomacy • 2 Honor • Security
Infiltrator. You may play this personnel aboard your ship. When you play this personnel, each opponent draws a card for each of your non-missions.
"I am not interested in excuses. Are you a Klingon warrior or an Alverian dung beetle?"

INTEGRITY 8 CUNNING 5 STRENGTH 8

2 • **Quark**
Frontline Observer



Ferengi

Anthropology • Honor • Security
You may play this personnel aboard your ship. While this personnel is at a mission, if no opponent commands personnel at this mission, he is Integrity +2 and Cunning +2.
"Let me tell you something about hew-mans, nephew. They're a wonderful, friendly people – as long as their bellies are full and their holosuits are working."

INTEGRITY 5 CUNNING 6 STRENGTH 4

5 • **Dominion Galor**



Galor Class

When you play this ship, discard a card from hand. If you command a Cardassian, you may then draw a card.
As the war dragged on and resources grew scarce, the Dominion increasingly disregarded the wishes of its so-called ally and placed Cardassian military assets directly under its own chain of command.

RANGE 8 WEAPONS 8 SHIELDS 8

7 • **Izir'isel**
Lemec's Warship



Warship

While this ship is staffed, if an opponent owns three or more dilemmas that have been removed from the game, each of their ships at this mission is Weapons -1 and Shields -1.
Ever since his embarrassing defeat at Minos Korva, Lemec awaited an opportunity to take revenge on the Federation. The Dominion's invasion of Betazed was exactly the kind of chance he sought.

RANGE 9 WEAPONS 9 SHIELDS 9