

### 3 Bio-ship Attack



Dilemma

**Species 8472.** Unless you have **Navigation, Physics, and Shields**>8 or **2 Exobiology, 2 Programming, and Cunning**>32, all your personnel are stopped, and this dilemma is placed on your ship.

**Damage** – When this dilemma is removed from your ship, place it in your core.

*"Brace for impact!"*

56 V 1

### 3 Equinox Conspiracy



Dilemma

Unless you have **Diplomacy, Exobiology, Navigation, and Treachery** or **Intelligence, Programming, Security, and Cunning**>32, randomly select two personnel to be stopped. If this dilemma's owner commands *U.S.S. Equinox*, they may discard a Nucleogenic card from hand to kill those personnel instead.

*"Now we're proceeding as planned."*

56 V 2

### 2 Photonic Turncoat



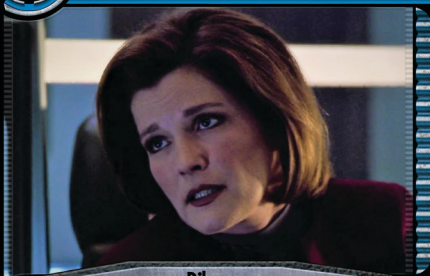
Dilemma

Unless you have **Diplomacy, Science, and Integrity**>34 or **Engineer, Security, Transporters, and Strength**>32, if the opponent on your left commands Grid 296, randomly select a personnel. Your opponent places that personnel on their Holoprogram event. (You no longer command that personnel).

*"I'm transmitting our shield frequencies."*

56 V 3

### 3 Plans Within Plans



Dilemma

Choose one: randomly select three personnel to be stopped; your opponent destroys an event you command; or discard an interrupt from hand.

*"You created false readings."*

*"That is the theme for this evening, isn't it?"*

56 V 4

### 2 Race Relations



Dilemma

**Species 8472.** Unless you have **Anthropology and Cunning**>32 or a personnel with **2 Exobiology**, randomly select a personnel to be stopped. If four or more personnel of the same species are remaining, place this dilemma in your core.

*"It's too bad our species are so different, otherwise I'd ask you for a second date."*

56 V 5

### 1 Suspicion



Dilemma

Your opponent chooses a personnel to be stopped. You may stop two personnel who each share a skill with the chosen personnel to prevent this.

*"Mister Kim, what were you doing just now?"*

*"I was just thinking. I was remembering an old study I saw about magneton scanners. I guess my mind started to wander a bit."*

56 V 6

### 3 Tak Tak Negotiations



Dilemma

Your opponent downloads a Diplomacy personnel. Unless you have **the skills on that personnel** (except Acquisition, Intelligence, Law, or Telepathy), all your personnel are stopped. Otherwise, your opponent may place the downloaded personnel where he or she could be played.

*"Please make her quiet."*

56 V 7

### 1 The Clown: Celebration



Dilemma

**Consume: 1.** (Your opponent places the top card of their dilemma pile face up beneath this mission.) Place this dilemma on this mission. When you fail a mission attempt at this mission, begin your Discard Excess Cards segment. At the end of this turn, this dilemma returns to its owner's dilemma pile.

*"We've won. We've won. Start the music."*

56 V 8

### 2 The Clown: Cloaking Device



Dilemma

Place this dilemma on this mission. Add 3 to each attribute requirement needed to complete this mission for each different equipment the opponent on your left commands. At the end of this turn, this dilemma is overcome.

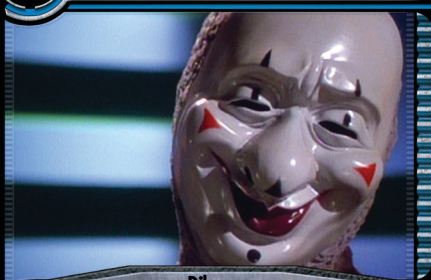
*"The captain is prepared to give you a cloaking device."*

*"I already have a cloaking device. Thank you anyway."*

56 V 9



### 1 The Clown: Fear Incarnate



Dilemma

Place this dilemma on this mission (limit one per mission). When the first dilemma whose title begins with "The Clown" (except a copy of this dilemma) is about to be faced during a mission attempt at this mission, randomly select a personnel to be stopped. When that mission attempt ends, if this mission is incomplete, kill that personnel.

*"I know everything. This is my world, my festival."*

56 V 11

### 2 The Clown: Ultimatum



Dilemma

Your opponent examines your hand and chooses two cards. Unless you choose to discard those cards, randomly select a personnel to be killed.

*"Ultimatum? Ultimatum? She would give me an ultimatum? Did Napoleon give an ultimatum after Waterloo? Did Chulak of Romulus give an ultimatum after his defeat at Galamdon Core? We won! We give the ultimatums around here."*

56 V 11

### 8 The Killing Game



Dilemma

For each event your opponent commands in their core, this dilemma is cost -1 (-2 for each Decay event). Unless you have **2 Engineer, 2 Medical, and Cunning >38** or **2 Diplomacy, Leadership, and 2 Physics**, randomly select two personnel to be placed in your opponent's brig.

*"Sit down and play the game."*

56 V 12

### 3 Your Galaxy Is Impure



Dilemma

**Species 8472.** Choose one: place this dilemma in your core; randomly select three personnel to be stopped; or randomly select two personnel to be killed.

*"In fact, every treatment I've tried has been neutralized within seconds. These are alien cells. Each one contains more than a hundred times the DNA of a human cell. It's the most densely coded lifeform I've ever seen."*

56 V 13

### 2 • Ha'Dara Simulation



Event

**Hologram.** To play this event, you must command Grid 296 and no other headquarters mission. Plays in your core. While three or more cards are on this event, each non-Hologram personnel is attributes -1.

*"The Hirogen are more resilient than you think. They'll last long enough... For us to hunt them like they hunted us."*

56 V 14

### 2 Implant Neural Interface



Event

To play this event, you must command four Holograms. Plays on an opponent's mission. When your opponent is about to fail a mission attempt at this mission, you may destroy this event to randomly select a personnel involved to be placed on your Hologram event. (Your opponent no longer commands that personnel.)

*"...it makes you believe you're a character within the program."*

56 V 15

### 5 Nyrian Translocation



Event

**Capture. Infiltration.** Place your Infiltrator aboard an opponent's ship at a non-headquarters mission, then randomly select an opponent's personnel present with that Infiltrator to be placed in your brig. Remove this event from the game.

*"Increasing the shield strength has had no apparent effect. However, it—"*

56 V 16

### 1 • Sainte Claire Wargame



Event

**Hologram.** Plays in your core. At the start of your turn, if three or more cards are on this event and one or more of those is a personnel you do not own, score 5 points.

*"What are we waiting for? Why don't we execute these prisoners?"  
"Orders from the kommandant."*

56 V 17

### Holodeck Safety Protocols



Interrupt

When a card an opponent owns is about to make you lose command of your Hologram event, you may discard a Hologram from hand to prevent that. You may play this interrupt from your Hologram event as if it were in your hand.

*"Warning: disengaging safety protocols presents extreme risk of injury."*

56 V 18





### Reconfigure



Interrupt

When your personnel is facing a dilemma, discard a card from hand to name a skill or keyword. That personnel and each personnel present loses the named skill or keyword until the end of the dilemma.

"A vessel was not dispatched. The Collective declared the neonatal drones irrelevant..."

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### Triquadric Algorithms



Interrupt

**Nudeogenic.** To play this interrupt, you must command U.S.S. Equinox. While your personnel present with three Treachery personnel is facing a dilemma, you may discard a card from hand to examine the bottom dilemma in your opponent's dilemma stack.

"Okay, BLT, let's see if you remember this trick."

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### We Require Your Expertise



Interrupt

**Punishment.** When your Android or Hologram is attempting a mission, he or she gains all skills from your captive or a personnel you do not own on your Hologram event until the end of the mission attempt.

"You said she was an expert in holo-technology."

"And that justifies abducting her?"

"We're in a desperate situation."

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### •Akritirian Detention Facility Prison Break



Navigation, Programming, and (Diplomacy and Cunning>32 or Security and Strength>32)

30

When you complete this mission, for each personnel that used a skill to complete this mission, take one of your personnel from your opponent's brig and place him or her aboard your ship here.

"...I'm quickly losing patience with the Akritirian authorities."

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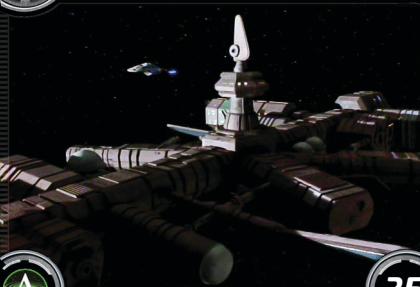
Any affiliation (except ) may attempt this mission.

3

56 V 22



### •Bahrat's Space Station Negotiate for Supplies



Diplomacy, Officer, Programming, Cunning>34, and (Acquisition or Treachery)

35

**Region: Nekrit Expanse.** At the start of the opponent on your left's first turn, they may place two dilemmas from the top of their dilemma pile beneath this mission to score 5 points.

"Anything in particular you're looking for?"

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Any affiliation (except ) may attempt this mission.

3

56 V 23



### •Former Briori Colony Investigate SOS



Medical, Programming, Cunning>30, and (Diplomacy or Security)

30

When you complete this mission, the opponent on your right may download up to three personnel they do not command and place them on this planet. Score 5 points for each.

"We could wake those people up and ask them."

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Any affiliation (except ) may attempt this mission.

2

56 V 24



### •Kohl Settlement Thaw Hibernating Survivors



Anthropology, Diplomacy, Programming, Cunning>32, and a non-Hologram personnel

30

When your non-Hologram personnel is about to be killed here, you may stop your Hologram present to prevent that.

"Your sensors have activated this message."

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2

56 V 25



### •New Earth Quarantine Infected Crew



2 Exobiology, Cunning>32, and (2 Biology or 2 Medical or 3 Science)

35

While this mission is incomplete, your personnel cannot beam from this planet. While this mission is complete, each of your Medical personnel is attributes +1.

"The only option I can think of at the moment is contacting the Vidi'ans."

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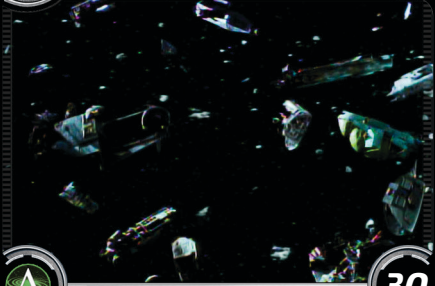


2

56 V 26



### •Ocampa System Salvage Debris



Astrometrics, Navigation, Programming, and Cunning>32

30

When you complete this mission, if your personnel completing it have Acquisition, Archaeology, or 2 Engineer, score 5 points.

"You'd be surprised the things of value some people abandon."

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Any affiliation may attempt this mission.

3

56 V 27



• **Plasma Storm Depths**  
Search for Missing Vessel



A

35

Astrometrics, Leadership,  
Navigation, Officer, and Cunning>34

**Region: Badlands.** At the start of your first turn, if each of your other missions is a non-headquarters mission, you may discard three cards (or two personnel) from hand to download a ship.

"We'd like you to come along."



3

• **Rakosa System**  
Intercept "Dreadnought"



A

30

2 Engineer, 2 Programming,  
Transporters, and (Cunning>34 or Strength>37)

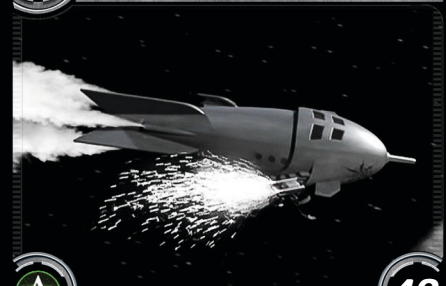
When you complete this mission, you may take a dilemma from beneath this mission and place it face up beneath your incomplete planet mission.

"It's a self-guided tactical missile..."



2

• **Subspace "Sandbar"**  
Contact Photonic Lifeforms



A

40

Anthropology, Engineer, Exobiology,  
Security, a Diplomacy Hologram, and Cunning>38

While this mission is complete, you may play Holograms from your Hologram events as if they were in your hand.

"Invaders from the Fifth Dimension!"



4

1 • **Seska**  
Complicated Loyalties



Cardassian

• Engineer • Intelligence • Programming  
• Transporters • 2 Treachery

When this personnel uses a skill to complete a mission, each of your opponents may draw a card.

"Do you think I gave you my, my heart to get your Maquis secrets?"

INTEGRITY 2

CUNNING 7

STRENGTH 5

2 **Chronology Drone**



Borg

• Anthropology • Navigation • Physics  
• Science

**Drone.** When you play this personnel, you may discard a card from hand to download a Temporal card.

**Task:** Investigate temporal relationships within the space-time continuum. Extrapolate.

INTEGRITY 5

CUNNING 5

STRENGTH 5

1 **Countermeasure Drone**



Borg

• Engineer • Exobiology

**Drone.** When you play this personnel, you may download Adapt, Ascertain, Neural Transceiver, or Reconfigure.

**Task:** Predict potential objective-failure scenarios. Avert.

INTEGRITY 5

CUNNING 5

STRENGTH 5

3 • **Third of Five**  
Altruistic Individual



Borg

• Engineer • 2 Honor • Programming

**Dissident.** While you command a non-Dissident personnel, this personnel loses all of his skills and his next ability. When your Dissident personnel present is randomly selected by a dilemma, you may replace him or her with this personnel.

"I would choose to stay with Geordi, but it is too dangerous."

INTEGRITY 7

CUNNING 6

STRENGTH 6

2 • **Alex Porter**  
Campaign Veteran



Human

• Exobiology • Geology • Physics • Science  
• Security

When this personnel begins a mission attempt at a mission with an event on it, choose an opponent; they may draw a card. If they do, you may exclude this personnel from random selections during this mission attempt.

*The Maquis welcomed anyone with combat experience.*

INTEGRITY 5

CUNNING 6

STRENGTH 5

1 **Berman**



Human

• Astrometrics • Officer • Programming

"Unhappy with a new treaty, Federation colonists along the Cardassian border have banded together. Calling themselves 'The Maquis', they continue to fight the Cardassians. Some consider them heroes, but to the governments of the Federation and Cardassia, they are outlaws."

INTEGRITY 5

CUNNING 5

STRENGTH 6



1 **Carlson**



Human

Leadership Officer Programming

Typical of former Starfleet officers who joined the Maquis, Carlson adapted to the exigencies of the Delta Quadrant.

INTEGRITY 5

CUNNING 6

STRENGTH 6

5 **Chakotay**  
The Galaxy's Most Wanted



Human

Anthropology Archaeology Leadership  
Navigation Security Treachery

**Commander: Delta Flyer. Thief.** When you play this personnel, the opponent on your left may place the top card of their dilemma pile face up beneath your incomplete non-headquarters mission. If they do not, he is cost -5.  
"We're here to change history."

INTEGRITY 5

CUNNING 6

STRENGTH 5

1 **Doyle**



Human

Geology Medical Science

A former Maquis fighter, Doyle joined the crew of the U.S.S. Voyager and learned much on its historic trek home.

INTEGRITY 5

CUNNING 5

STRENGTH 6

3 **Dr. Crell Maset**  
Medical Consultant Program



Hologram

2 Exobiology 2 Medical 2 Science

When your personnel present is about to be killed by a dilemma, you may discard a personnel of a different species from hand to stop that personnel instead.  
"I'm only a hologram, and I have no memory of those events."

INTEGRITY 4

CUNNING 7

STRENGTH 5

2 **Dr. Lewis Zimmerman**  
Diagnostic Program Alpha One One



Hologram

2 Engineer 2 Programming

You may play this personnel aboard your U.S.S. Voyager. When you are about to lose command of your Hologram present, you may remove this personnel from the game to prevent that.  
"You realize there will be no second chance. After this, I will no longer exist."

INTEGRITY 6

CUNNING 7

STRENGTH 5

3 **E.M.H. Mark II**  
Newborn but Filled with Courage



Hologram

Anthropology Biology Exobiology  
2 Medical Science

You may play this personnel aboard your U.S.S. Prometheus. When your personnel present is about to be killed by a dilemma, you may make your opponent take a card from their discard pile into hand to prevent that.  
"I'm a doctor, not a commando."

INTEGRITY 5

CUNNING 6

STRENGTH 5

2 **Geordi La Forge**  
Temporal Enforcer



Human

Engineer Leadership Officer Physics

**Commander: U.S.S. Challenger.** While this personnel is attempting a mission, if an opponent commands a Temporal event, he is attributes +1 and gains Law and Security.  
"We know what you're about to attempt and we can't let that happen..."

INTEGRITY 6

CUNNING 6

STRENGTH 5

1 **Mariah Henley**



Human

Astrometrics Diplomacy Navigation

Although unfamiliar with Starfleet protocols, she excelled at Tuvok's Academy crash course and soon found she had a diplomatic flair.

INTEGRITY 6

CUNNING 5

STRENGTH 5

3 **Pemberton**



Human

Astrometrics Exobiology Physics  
Treachery

When you play this personnel, you may lose 5 points to score 5 points. When you lose command of this personnel, remove him from the game.  
"We're going home. We can't let Voyager stop us now. Not when we're this close."

INTEGRITY 4

CUNNING 6

STRENGTH 5



1 **Piller**



Human

● Archaeology ● Geology ● Honor

"The violence will never end as long as the Central Command continues to smuggle weapons to their colonies."

INTEGRITY 6

CUNNING 5

STRENGTH 5

2 **Revised Kizar**



Hologram

● Archaeology ● Engineer ● Security  
● Treachery

When you use the ability of a Hologram to discard a card from hand, if this personnel is in your hand, you may place him where he could be played.

"Voyager had many weapons at their disposal, including species they'd assimilated along the way."

INTEGRITY 4

CUNNING 6

STRENGTH 6

3 **Rollins**

Trusted Subordinate



Human

● Archaeology ● Geology ● Law ● Leadership  
● Officer ● Security ● Transporters

When you play this personnel, your opponent may draw up to three cards. This personnel is cost -1 for each card drawn this way.

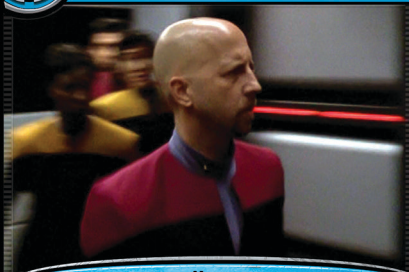
"Bridge to Janeway. We're being scanned by the array, Captain."

INTEGRITY 6

CUNNING 6

STRENGTH 5

3 **Sidney Albert**  
Hardhearted



Human

● Biology ● Diplomacy ● Engineer ● Geology  
● Officer ● Treachery

While this personnel is facing a dilemma, if three or more Nucleogenic cards are in your discard pile, you may lose 5 points to meet Integrity requirements of that dilemma using Cunning instead.

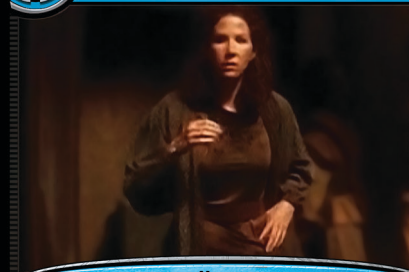
A stifled conscience can't be pricked.

INTEGRITY 4

CUNNING 7

STRENGTH 5

1 **Taylor**



Human

● Biology ● Diplomacy ● Transporters

"Every week innocent people are being murdered by the Cardassians. I will not allow those deaths to go unpunished."

INTEGRITY 5

CUNNING 6

STRENGTH 5

3 **Tessa Omond**  
Temporal Conspirator



Human

● Archaeology ● Exobiology ● Navigation  
● Programming ● Transporters ● Treachery

**Thief.** When you play this personnel, she is cost -1 for each different Temporal event you command.

"The truth is, Doctor, I didn't want Chakotay or Harry to have to face this alone. I thought I could help."

INTEGRITY 5

CUNNING 6

STRENGTH 5

1 **Tricia Jenkins**  
Relaxed Pilot



Human

● Astrometrics ● Exobiology ● Navigation

When you play this personnel, you may spend an additional 5 counters this turn. If you do, each of your opponents may score 5 points.

"Permission to speak freely, sir?"

INTEGRITY 5

CUNNING 6

STRENGTH 5

2 **William T. Riker**  
Surprised Witness



Human

● Anthropology ● Diplomacy ● Leadership  
● Navigation ● Officer

**Q.** You may play this personnel aboard your U.S.S. Voyager at cost -2 to choose an opponent; they may download a Q card. When this personnel uses a skill at a mission, shuffle him into his owner's deck.

"Q. What the hell is going on?"

INTEGRITY 6

CUNNING 6

STRENGTH 6

3 **Reg**  
Inside Man



Hologram

● Acquisition ● Biology ● Diplomacy ● Engineer  
● Programming ● 2 Treachery

**Infiltrator.** When you play this personnel, you may place him aboard an opponent's ship to name one of his skills. When an opponent's personnel present uses the named skill, you may exchange a card in hand with a card beneath your Ferenginar.

"In accordance with the seventy-fourth Rule of Acquisition..."

INTEGRITY 2

CUNNING 7

STRENGTH 5



3 M'tokra



Klingon

● Anthropology ● Diplomacy ● Engineer  
● Honor ● Law ● Programming

You may play this personnel aboard your ship at a non- mission at cost -1.

"Mobar dohlomaj, kuvah'magh."

INTEGRITY 7

CUNNING 5

STRENGTH 7

4 Neelix  
"Fearless Warrior"



Talaxian

● Acquisition ● Anthropology ● Diplomacy  
● Exobiology ● Honor ● Security

When any number of your personnel present at a mission are about to be stopped by a dilemma that does not require a skill, you may stop this personnel to prevent that.

"Well, I've been studying the Klingon database. They're a fascinating people, very robust."

INTEGRITY 6

CUNNING 5

STRENGTH 5

3 Tom Paris  
Father of the Kuvah'magh



Human

● Anthropology ● Biology ● Geology  
● 2 Navigation ● Officer

While this personnel is attempting a mission aboard your ship, he cannot be stopped by dilemmas.

"The only Klingon I'm afraid of is my wife after she's worked a double shift."

INTEGRITY 6

CUNNING 6

STRENGTH 6

3 Doctor Chaotica  
Ruler of the Cosmos



Hologram

● Law ● 2 Leadership ● Medical ● Science  
● 2 Treachery

When this personnel is about to be killed, you may place a card from one of your Hologram events in its owner's discard pile to stop him instead.

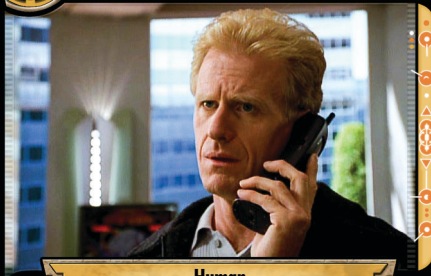
"My defeat is but a temporary setback. I shall return to seek my revenge."

INTEGRITY 2

CUNNING 7

STRENGTH 5

3 Henry Starling  
CEO of Chronowrx Industries



Human

● Acquisition ● Engineer ● Programming  
● Science ● Treachery

**Commander: Aeon. Thief.** When you play this personnel, you may discard a ship from hand to download up to three non-Artifact equipment cards.

"Without me there would be no laptops, no internet, no barcode readers. What's good for Chronowrx is good for everybody."

INTEGRITY 4

CUNNING 6

STRENGTH 5

2 Lonzak  
Loyal Henchman



Hologram

● Officer ● Security ● Treachery

**Order** — Place a card on one of your Hologram events in its owner's discard pile to begin combat involving this personnel. If you win, randomly select an opponent's personnel involved to be placed on your Hologram event. (They no longer command that personnel.)

"Halt in the name of Chaotica!"

INTEGRITY 3

CUNNING 4

STRENGTH 6

5 Q'tet  
Adoptive Father



Kobali

● Anthropology ● Exobiology ● Science

When you play this personnel, you may place a unique personnel from an opponent's discard pile on your headquarters mission. You now command that personnel, and their species becomes Kobali.

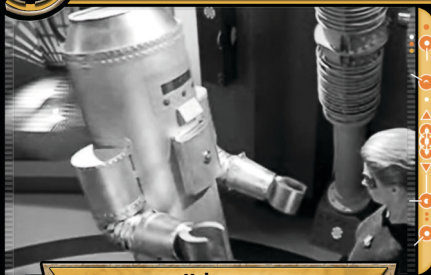
"... when we found her she was a lifeless corpse. We salvaged that raw material to create a new person, my daughter, whom I love."

INTEGRITY 5

CUNNING 5

STRENGTH 5

3 Satan's Robot  
Dangerous Minion



Hologram

● 2 Engineer ● Programming ● 2 Security

While in combat, each of your Holograms present is Strength +1. If this personnel is present with three or more Holograms, it gains Hand Weapon.

"Intruders. Intruders. Intruders. Intruder alert! Intruder alert!"

INTEGRITY 5

CUNNING 3

STRENGTH 10

3 Taleen  
Sanctimonious Turnkey



Nyrian

● 2 Anthropology ● Exobiology ● Programming  
● Treachery

When you play this personnel, you may draw a card for each captive in your brig and each ship you command but do not own.

"We aren't a cruel people. We've tried to make this experience as painless as possible."

INTEGRITY 4

CUNNING 6

STRENGTH 4