

3 Alien Encounter



Dilemma

Unless you have **Anthropology, Diplomacy, Exobiology, Leadership, and Integrity**>34 or **command one or less headquarters missions**, choose five personnel to be stopped and this dilemma returns to its owner's dilemma pile.

"I've always wanted to make love with an alien."

23 V 1

1 Broken Link



Dilemma

Your personnel cannot gain skills while facing this dilemma. Unless you have **Anthropology, Biology, and Law** or **Diplomacy, Leadership, and Security**, randomly select a personnel to be stopped and if this dilemma's owner discards a Capture card or a Punishment card from hand, then that personnel is placed in your opponent's brig instead.

"Oh, poor Odo. Perhaps we should have killed you."

23 V 2

4 Coolant Leak



Dilemma

Unless you have **Engineer** or a personnel who has a **cost of 4 or more**, all your personnel are stopped. If you have two or more personnel who have **Engineer** or **cost 1 or less**, randomly select all but one of those personnel to be stopped.

"I estimate two minutes to a warp core breach!"

23 V 3

2 Desperation



Dilemma

Unless you have **3 Security** or **Leadership, Treachery, and Strength**>28, randomly select a personnel to be stopped and choose a personnel to be stopped for each different Bajoran Resistance personnel your opponent commands.

"You were innocent bystanders for decades as the Cardassians took our homes, as they violated and tortured our people..."

23 V 4

3 Family



Dilemma

Randomly select a personnel to be stopped. Unless you **reveal an Honor personnel from your hand** or **reveal a Treachery personnel from your hand**, place that personnel on the bottom of his or her owner's deck instead.

"They took everything I was. They used me to kill and to destroy, and I couldn't stop them. I should have been able to stop them!"

23 V 5

6 Inequitable Exchange



Dilemma

If your opponent has a captive in his or her brig, this dilemma is **cost -3**. Take a personnel you own from an opponent's brig (he or she joins this mission attempt). Then your opponent chooses a different personnel to be placed in his or her brig.

"Two members of your unit are being held at our base camp. We'll exchange them for you and your doctor."

23 V 6

1 Information Extraction



Dilemma

Your personnel cannot gain skills while facing this dilemma. Unless you have **Intelligence, Officer, and Programming** or **Exobiology, Medical, and Treachery**, randomly select a personnel to be stopped and if this dilemma's owner chooses to lose 5 points, then add 10 to each attribute requirement of this mission until the end of this mission attempt.

"I want to thank you for helping us destroy your world."

23 V 7

1 Just Following Orders



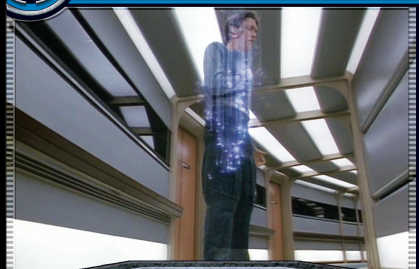
Dilemma

Your personnel cannot gain skills while facing this dilemma. Unless you have **Astrometrics, Intelligence, and Treachery** or **Geology, Honor, and Navigation**, randomly select a personnel to be stopped and if this dilemma's owner discards an event from hand, then he or she may destroy an event.

"The cloak failed, and half the ship materialized in solid rock."

23 V 8

0 One Step Ahead



Dilemma

Unless you have **2 Programming** and **2 Transporters** or **two Hand Weapons**, all your personnel are stopped. When you meet the requirements of this dilemma, you may stop a Security personnel to score 5 points.

"He's done something to the internal security sensors. I'll try bypassing his subcommands."

23 V 9

0 The Launching



Dilemma

Unless you have 2 **Astrometrics** and 2 **Physics** or two **non-Hand Weapon** equipment, all your personnel are stopped. When you meet the requirements of this dilemma, you may stop an Engineer personnel to score 5 points.

"They're sending up a missile, Father. We're going to watch it."

NOT DISCARDED BY GDS OR HNL PC

23 V 10

1 Trilithium Heist



Dilemma

Your personnel cannot gain skills while facing this dilemma. Unless you have **Acquisition**, **Engineer**, and **Transporters** or **Medical**, **Physics**, and **Science**, randomly select a personnel to be stopped and if this dilemma's owner discards a Crime card from hand, then he or she scores 5 points.

"Profit. This is all about profit."

NOT DISCARDED BY GDS OR HNL PC

23 V 11

0 •Earring of Li Nalas



Equipment

Artifact. (To play this card, you must have completed a mission requiring **Acquisition**, **Anthropology**, or **Archaeology**.) When your Bajoran Resistance personnel present is about to be stopped by a dilemma, you may destroy your Assault event or your Hand Weapon he or she is equipped with to prevent that. You may do this only once each turn.

"... It's based on a legend. And legends are as powerful as any truth."

NOT DISCARDED BY GDS OR HNL PC

23 V 12

1 •Resistance Rifle



Equipment

Hand Weapon. While in combat, each of your Bajoran Resistance personnel present is Strength +1. While your Bajoran Resistance personnel present is facing a dilemma, you may add that personnel's Strength to his or her **Cunning** or **Integrity** until the end of that dilemma. You may do this only once each turn.

"We have to get him with the first volley."

NOT DISCARDED BY GDS OR HNL PC

23 V 13

2 Bajoran Resistance Cell



Event

To play this event, you must command three Bajoran Resistance personnel. Choose one: download an Assault event; download a Hand Weapon; or download a Bajoran Resistance personnel and place him or her in your discard pile. Destroy this event.

"I'll follow whatever orders you give, but I am tired of running."

NOT DISCARDED BY GDS OR HNL PC

23 V 14

5 Ferengi Tradition



Event

To play this event, you must command six Ferengi personnel. Lose 10 points to score 20 points. Remove this event from the game.

"Whatever happened to the rich getting richer and the poor getting poorer? Whatever happened to pure, unadulterated greed?"

NOT DISCARDED BY GDS OR HNL PC

23 V 15

5 I Stand With My Shipmates



Event

Plays in your core. When you are about to lose 5 points to pay the cost of a card you own, if you have 5 points, you may destroy this card instead to pay that cost.

"Conspiracy. Assault on Federation Officers. Theft of Federation property, namely the Starship Enterprise. Sabotage of the U.S.S. Excelsior. Willful destruction of Federation property, specifically the aforementioned U.S.S. Enterprise. And finally, disobeying direct orders of the Starfleet Commander."

NOT DISCARDED BY GDS OR HNL PC

23 V 16

2 Isabella



Event

Plays in your core. While a personnel is facing a Persistent dilemma, that personnel cannot use his or her abilities.

"I was going to protect you, Clara. I liked you. But now I don't care. Now, when the others come, you can die along with everyone else."

NOT DISCARDED BY GDS OR HNL PC

23 V 17

1 •Peak Performance



Event

Plays in your core. When you play this event, name a unique personnel. While you have 30 or more points, your personnel with that title is attributes +1. While you have 60 or more points, your personnel with that title cannot be stopped by dilemmas.

"If Sisko were here, do you think he'd give up? Or Worf? Or Dax?"

NOT DISCARDED BY GDS OR HNL PC

23 V 18

1 Promenade School



Event

Stop four of your  personnel of four different species to score 5 points. Remove this event from the game.

"I hope you realize what you're getting yourself into. I can't force the Bajora, the Ferengi, or anyone else to send their children to your school. And even if they do come, every one has a different culture, a different philosophy."

NOT DISCARDED BY GDS OR HNL K-O

23 V 19

2 Recruitment Tactics



Event

Assault. Plays in your core.

Order — Destroy this event to begin combat involving your Bajoran Resistance personnel. If you win, randomly select an opponent's personnel to be killed and you may take a Bajoran Resistance personnel from your discard pile and place him or her on your Bajor.

"... Shakaar is gaining support all over Bajor."

NOT DISCARDED BY GDS OR HNL K-O

23 V 20

Event Horizon



Interrupt

When an opponent's personnel complete a mission, if you command a completed mission, lose 5 points to return each Persistent dilemma beneath that opponent's mission to its owner's dilemma pile.

"This isn't another singularity... it's the same one!"

NOT DISCARDED BY GDS OR HNL K-O

23 V 21

Flaw in the Plan



Interrupt

When an opponent plays a personnel or places a personnel from hand on a headquarters mission, discard three unique personnel from hand to kill that personnel.

Order — Kill four personnel you own.

"Killing your own clone is still murder."

NOT DISCARDED BY GDS OR HNL K-O

23 V 22

Hate



Interrupt

When a personnel gains a skill, if you command a completed mission, lose 5 points to remove that personnel from the game.

"What a repulsive creature you are! Constantly shedding your skin and hair. Leaving your oily sweat on everything you touch. You think that you are the height of intellect in the universe, but you are no better than any filthy animal and I am ashamed to be made in your image!"

NOT DISCARDED BY GDS OR HNL K-O

23 V 23

My Patience Has Limits



Interrupt

To play this interrupt, you must command three  personnel.

Order — Lose 5 points to name a dilemma. Choose an opponent to reveal all copies of that dilemma from his or her dilemma pile. You may remove a copy of that dilemma from the game (or lose 5 points to remove each copy of that dilemma from the game). That opponent shuffles and replaces his or her dilemma pile.

NOT DISCARDED BY GDS OR HNL K-O

23 V 24

Quinn



Interrupt

Q.

Order — Lose 5 points to make each player choose two events in play. All other events are destroyed.

"Would you tell them I said 'I die not for myself but for you.' I know, I know. Enigmatic. Provocative. They'll understand. Well, good-bye to you all. Many thanks."

NOT DISCARDED BY GDS OR HNL K-O

23 V 25

Surprise Audit



Interrupt

When your personnel aboard a ship is facing a dilemma, lose 5 points to take a  personnel from beneath your Ferenginar and place him or her aboard that ship. That personnel joins the mission attempt.

"You're being charged with violating Ferengi Trade Bylaws subsection one thousand twenty-seven, paragraph three."

NOT DISCARDED BY GDS OR HNL K-O

23 V 26

Assess Contamination



2 Anthropology, Law, and Cunning > 40

While your personnel are attempting this mission, prevent and overcome the first dilemma that has a cost of 1 or more and does not require a skill. You may do this only once each turn.

Sigma Iota: "The Book. They left it, the other ship. The Horizon."

Any affiliation may attempt this mission.

2

35

NOT DISCARDED BY GDS OR HNL K-O

23 V 27

• **Falsify Distress Signal**



A **30**

Acquisition, Programming, Treachery, and Cunning>33

Region: Ligos System. When you complete this mission, if you have six or more cards beneath your Ferenginar, you may lose 5 points to take an additional turn after this one.

Near Ligos VII: "For an investment of two surplus Klingon ships..."

3

• **Mine Vendarite**



A **30**

2 Security, Treachery, and Strength>34

Region: Ligos System. When you complete this mission, if you command another completed Region: Ligos System mission or have a personnel in your brig, score 5 points and restore the Range of each ship you command.

Ligos VII: "...we've netted a Federation starship and her crew..."

2

• **Off-World Raid**



A **40**

Geology, Leadership, Security, and (Integrity>38 or Strength>40)

When your personnel complete this mission, each player may shuffle each Assault event and each Hand Weapon in his or her discard pile into its owner's deck.

Pullock V: "I think I should tell you I've been in worse situations."

2

2 • **Furel**
Resistance Scout



Bajoran

• **Astrometrics** • **Biology** • **Engineer** • **Geology**

Bajoran Resistance.
Order — Lose 5 points to unstop up to two stopped Bajoran Resistance personnel present. You may do this only once each turn.

"We found them. It's a Cardassian heavy weapons unit. Third Assault Group, Ninth Order."

INTEGRITY 5 CUNNING 6 STRENGTH 6

2 • **Gantt**



Bajoran

• **Anthropology** • **Exobiology** • **Medical Science**

Bajoran Resistance.
The once peaceful Bajorans were forced to take up arms when faced with the brutality of the Cardassian Occupation. Men and women from all walks of life quickly became soldiers.

INTEGRITY 6 CUNNING 5 STRENGTH 6

2 • **Halb Daier**
Resistance Contact



Bajoran

• **Physics** • **Security** • **Transporters**

Bajoran Resistance. When you play this personnel, you may download No Love For the Spoon Heads.

"So tell me, how's work going on the ore processing center?"

INTEGRITY 4 CUNNING 5 STRENGTH 6

1 • **Kira Nerys**
Ih'valla



Bajoran

• **Honor** • **Leadership**

When you begin a mission attempt involving this personnel, you may lose 5 points to take up to two cards from your discard pile into hand.

"I was up half the night. I have a flock of flightless birds in my quarters."

INTEGRITY 6 CUNNING 6 STRENGTH 6

5 • **Opaka**
Collaborator



Bajoran

• **Anthropology** • **Diplomacy** • **Honor** • **2 Leadership**

Kai. When you play this personnel, if you command Bajor and no other headquarters mission, you may score 5 points.

Order — Lose 5 points to take a Bajoran Resistance personnel from your discard pile and place him or her on your Bajor. You may do this only once each turn.

INTEGRITY 7 CUNNING 6 STRENGTH 3

3 • **Orta**
Resistance Leader



Bajoran

• **Geology** • **Leadership** • **Security** • **Treachery**

Bajoran Resistance. While this personnel is facing a dilemma, you may lose 5 points to make each Bajoran Resistance personnel present attributes +1 until the end of this turn. You may do this only once each turn.

"Please forgive my appearance. Unfortunately, some years ago, as a guest of the Cardassians, my face was mutilated."

INTEGRITY 4 CUNNING 6 STRENGTH 7

2 *Quen Paltra*
Bajoran



Skills: Archaeology, Honor, Navigation, Programming

Bajoran Resistance.
Cells in the Bajoran Resistance were made up of anywhere from ten to twenty fighters, operating autonomously of the other cells. Each cell was responsible for its own supplies, medical care, and operations.

Attributes: Integrity 5, Cunning 5, Strength 6

2 *•Surmak Ren*
Resistance Doctor



Skills: Biology, Exobiology, Medical, Programming, Science

Bajoran Resistance. While this personnel is facing a dilemma, if he is present with two Bajoran Resistance personnel, you may lose 5 points to download an interrupt. You may do this only once each turn.

"I think we've found your antidote, Major."

Attributes: Integrity 5, Cunning 6, Strength 5

2 *•Broca*
"Leader" of the Cardassian Union



Skills: Archaeology, Officer, Physics, Treachery

Legate. When you play this personnel, if you command three personnel, you may discard the top six cards of your deck to score 5 points.

"I serve the Founders in all things."

Attributes: Integrity 4, Cunning 5, Strength 5

4 *•Eris*
Harbinger of the Dominion



Skills: Diplomacy, Medical, Transporters, Treachery

When you play this personnel, if you command a Founder and a Vorta, you may score 5 points. When you begin combat involving this personnel, randomly select an opponent's personnel present to be excluded from that combat.

"You think the Founders would waste their time with you?"

Attributes: Integrity 4, Cunning 6, Strength 4

2 *•Charles Whitley*
Professional Admiral



Skills: Engineer, Law, Leadership, Officer, Security

Admiral. When you play this personnel, you may lose 5 points to download up to two personnel, then place them on your Mouth of the Wormhole.

"Welcoming a new planet to the Federation is the happiest assignment an Admiral could hope for."

Attributes: Integrity 5, Cunning 6, Strength 6

1 *•Garth of Izar*
Criminally Insane



Skills: Exobiology, Leadership, 2 Treachery

Shape-shifter. You may play this personnel at cost +5 to reveal the top card of an opponent's deck. If it is a personnel that opponent does not command, it is placed in your brig (that opponent now commands him or her) and this personnel gains each of that personnel's skills until the end of this turn.

"Silence! The chattering of inferior weaklings wearies me."

Attributes: Integrity 2, Cunning 5, Strength 6

3 *•Jaresh-Inyo*
Federation President



Skills: Diplomacy, 2 Honor, Law, 2 Leadership

When you play this personnel, you may lose 5 points to download up to three personnel, then place them on your headquarters where each personnel could be played.

"I never sought this job. I was content to simply represent my people on the Federation Council. When they asked me to submit my name for election, I almost said no."

Attributes: Integrity 7, Cunning 6, Strength 4

3 *•Luther Sloan*
Man of Action



Skills: Anthropology, Intelligence, Programming, 2 Security, 2 Treachery

Order – Remove your event from the game and return this personnel to his owner's hand to destroy an opponent's event.

"Starfleet Intelligence has reason to believe that there's been a security breach aboard Deep Space Nine."

Attributes: Integrity 2, Cunning 6, Strength 5

4 *•Richard Galen*
Legendary Archaeologist



Skills: 2 Archaeology, Exobiology, Geology, Navigation, Science

When you play this personnel, you may download an Artifact. While this personnel is facing a dilemma, you may lose 5 points to have a personnel present gain all skills that this mission has in its requirements until the end of this mission attempt.

"This work has occupied my every waking thought..."

Attributes: Integrity 5, Cunning 7, Strength 4

4 • DaiMon Solok
Cargo Runner



Ferengi

★ Acquisition • Anthropology • Engineer
 • Navigation • Officer • Transporters

Smuggler. To play this personnel, place the top card of your dilemma pile underneath a non-headquarters mission of the opponent to your right's choice. When you play this personnel, if you command three ● personnel, score 5 points.

"When do you want to leave?"

INTEGRITY 5 CUNNING 5 STRENGTH 4

4 • Croden
Dissembler



Rakhari

★ Astrometrics • Geology • Navigation
 • Science • Treachery

Thief. When you play this personnel, choose an opponent to choose one: the next card you play this turn is cost -4 or you score 5 points.

"You see, on my world, the punishment for being an enemy of the people is the death of your family."

INTEGRITY 3 CUNNING 5 STRENGTH 5

2 • Deanna Troi
Durango



Betazoid/Human

★ Anthropology • Honor • Security • Telepathy

When an opponent plays a Security personnel or places a Security personnel from hand on a headquarters mission, you may discard two cards from hand to stop that personnel.

"I suggest you find a new line of work."

INTEGRITY 6 CUNNING 5 STRENGTH 4

3 • Emck
Export Controller



Malon

★ Acquisition • Biology • Leadership • Medical
 • Navigation • Physics • Treachery

Commander: Eleventh Gradient. When you are about to play this personnel, you may lose 5 points to do any or all of the following: play him at cost -3, play him aboard your ● ship, download a ● personnel.

"This region is a perfect disposal site."

INTEGRITY 4 CUNNING 5 STRENGTH 5

4 • Kaitaama
Precious Cargo



Kriosian

★ Anthropology • Diplomacy • Law • Leadership

When this personnel is about to be placed in a brig, return her to her owner's hand. When this personnel is killed by a dilemma, score 5 points. When this personnel is stopped by a dilemma, draw a card.

"I don't take advice from people like you."

INTEGRITY 6 CUNNING 5 STRENGTH 4

5 • Donatra
Honorable Commander



Romulan

★ Diplomacy • Honor • Leadership • Navigation
 • Officer • Physics

Commander: Valdore. While this personnel is facing a dilemma that has a cost of 1 or more and does not require a skill, you may return this personnel to her owner's hand to prevent and overcome that dilemma.

"You've earned a friend in the Romulan Empire today."

INTEGRITY 5 CUNNING 6 STRENGTH 5

5 • Te'nari
Resistance Flagship



Perikian Class

While you command three Bajoran Resistance personnel aboard this ship, it is attributes +2. You may pay the cost of losing 5 points to use an ability on one of your Bajoran Resistance personnel at this mission by destroying your Hand Weapon he or she is equipped with or your Assault event that has a cost of 1 or more.

"Nobody fires until I give the order."

RANGE 5 WEAPONS 6 SHIELDS 5

6 • U.S.S. Enterprise-D
Diplomatic Envoy



Galaxy Class

When you complete this mission, if this ship is staffed, score 5 points. When you complete this mission, if this ship's Commander is aboard, each player scores 5 points.

"They're not going to be satisfied with anyone less than the Captain."

RANGE 8 WEAPONS 8 SHIELDS 9

7 • Eleventh Gradient
Export Vessel



Freighter Class

When you are about to play this ship, you may lose 5 points to play this ship at cost -7. At the start of each of your turns, you may return your event on this mission to its owner's hand.

"Your technology would throw the waste export industry into chaos. Before long, I'd be obsolete. I came here hoping your claims were exaggerated, but I can see they're not. You can keep your solution."

RANGE 8 WEAPONS 8 SHIELDS 9