

2 Code Forty-Seven



Dilemma

Choose one or more **Star** personnel to be stopped. Unless the total cost of personnel stopped by this dilemma is 4 or more, this dilemma returns to its owner's dilemma pile.

"Damn it, Jean-Luc. I tell you that some of Starfleet's top command people are changing. This could affect the very core of our organization. Officers I've known for years are bluffing their way through talk of old times."

22 V 1

3 Forced Into Labor



Dilemma

Unless you have **Geology, Leadership, and Trellium-D** or **2 Security and Strength**>32, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"Post guards at their landing craft. If they get back to their starship I'll lose nearly a hundred new workers."

22 V 2

3 Gravitational Anomaly



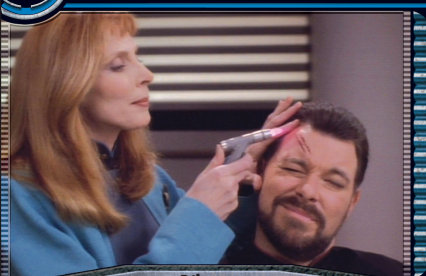
Dilemma

Unless you have **Navigation, Science, and Trellium-D** or **Geology, Physics, and Cunning**>32, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"You're sure it's not a problem with the grav-plating?"

22 V 3

2 Healing Hand



Dilemma

Choose a **Medical** personnel to be stopped. Unless the personnel stopped by this dilemma has **2 Medical**, this dilemma returns to its owner's dilemma pile.

*"I wasn't playing Parishes Squares."
"Wolf's callisthenic program?"
"No."
"I give up, what was it?"
"I was trying to feed Spot!"*

22 V 4

2 Honorable Pursuit



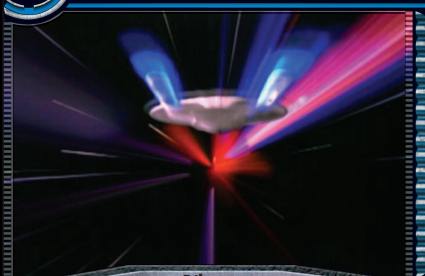
Dilemma

Choose an **Honor** personnel to be stopped. Unless the personnel stopped by this dilemma has **2 Honor**, this dilemma returns to its owner's dilemma pile.

"You have given me a glimpse into my son's future. I see now that he has his own destiny. And I believe it will be a great one."

22 V 5

2 Infinite Diversity



Dilemma

Your opponent discards two cards from hand to name a skill (except Acquisition, Intelligence, Law, or Telepathy). Unless you have **Anthropology** and that skill or **Science** and that skill, all your personnel are stopped.

"It seems that in this place, the physical universe and ... and the world of ideas are intermixed. What we think also becomes real. Therefore, we must, repeat must begin controlling our thoughts."

22 V 6

4 Legacy



Dilemma

You and your opponent each reveal the top three dilemmas of your dilemma piles. Unless you revealed an equal or greater number of dilemmas that require a skill than your opponent, all of your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"I'm proud of you, son. I wasn't sure you'd ever develop the cognitive abilities to make it this far."

22 V 7

4 Pitching In



Dilemma

If you have four or more personnel who have a cost of 2 or less attempting this mission, this dilemma is cost -3. Choose a **Leadership** or **Security** personnel to be stopped. Then choose an **Engineer** or **Programming** personnel to be stopped.

"Planting day has always been important here. It brings everyone together. Somehow it seems right to see it through."

22 V 8

2 Unfair Comparison



Dilemma

You and your opponent each reveal the top three dilemmas of your dilemma piles. Unless you revealed dilemmas that have an equal or greater total cost than your opponent, randomly select three personnel to be stopped.

"You weren't programmed to care. You were programmed to hold a scalpel."

22 V 9



0 Trellium-D



Equipment

To play this equipment, you must command a Region: Delphic Expanse mission. Plays aboard your ship. When you play this equipment, discard a non-personnel card from hand to draw two cards.

"Do you have any idea what a spatial distortion can do to a ship that is not insulated with Trellium-D? What it can do to the people inside the ship?"



2 • Allegiance



Event

To play this event, you must command six personnel. Plays in your core. At the end of each of your turns, if an opponent has no cards in hand, you may choose one: Download a Leadership personnel, or score 5 points, or draw six cards and then place three cards from hand on the bottom of your deck.

"We're meeting to discuss strategy."



0 Alvera Tree Ritual



Event

Ritual. Plays in your core. When you play this event, draw a card. When a personnel begins a mission attempt, you may have each player shuffle his or her dilemma pile. When you are about to lose command of this event, prevent that and remove it from the game.

"Well, this isn't so bad. I was sure there'd be something in here about standing on one foot with my eyes shut ..."



4 Holding Cell

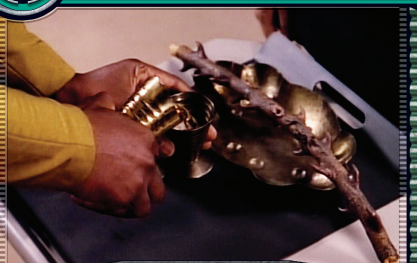


Event

Decay: 3. (When there are three cards on this event, destroy it.) To play this event, you must command three personnel. Plays in your core. When you play this event, name a personnel, then each player places each copy of that personnel they command on this event (those personnel cannot use abilities). When an opponent is about to play an interrupt, prevent that interrupt and place it on this event.



0 Klingon Tea Ceremony



Event

Ritual. Plays in your core. When you play this event, draw a card. When an opponent downloads a card, if he or she has already downloaded a card this turn, that opponent must place it on top of his or her deck instead of in his or her hand. When you are about to lose command of this event, prevent that and remove it from the game.

"It is a test of bravery, of one's ability to look at the face of mortality."



2 Sent Back



Event

To play this event, you must discard two cards from hand. Choose an opponent and name a personnel or event. That opponent places each card he or she commands with that card title on the bottom of its owner's deck and then draws two cards. Destroy this event.

"He was supposed to be beamed away a split second before the phaser beam hit him. Whether it worked or not, I couldn't tell you."



2 Spatial Reconfiguration



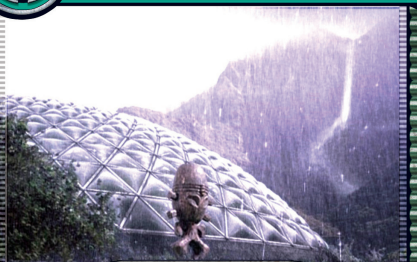
Event

Plays on your non-headquarters mission. This mission gains Region: Delphic Expanse and can be attempted by your personnel. When a card an opponent owns causes you to lose command of this event, return it to its owner's hand.

"They're altering this space to make it habitable for their species. It's a prelude to an invasion."



0 This Side of Paradise



Event

Decay: 4. (When there are four cards on this event, destroy it.) Plays in your core. When your personnel is about to be killed by a dilemma, you may place him or her on this event instead.

"I've seen drier days on Ferenginar. And we have a hundred seventy-eight different words for rain. Right now, it's glebbering out there. And that's bad."



Diversión Tactics



Interrupt

To play this interrupt, discard two cards from hand. When an opponent plays an interrupt, if one of his or her personnel is facing a dilemma you own, prevent that interrupt and place it in its owner's discard pile.

Order — Take a card from your discard pile and place it on top of its owner's deck.

"We'll split up here, try to make it back to the bridge."



Exchange Program



Interrupt

To play this interrupt, you must command two ships. When an opponent plays an interrupt, download an interrupt.
Order — Place one of your personnel at an opponent's headquarters mission (he or she now commands that personnel) to take a personnel at that headquarters mission that has a cost equal to or less than that personnel and place him or her at your Qo'noS (you now command that personnel).

NOT INDEXED BY CCGA RULE #4

22.V.19



Hidden Resource



Interrupt

When an opponent plays a ship, discard a card from hand to download a ship.
Order — Each of your ships is Range +5 until the end of this turn.

"We managed to get a few sub-impulse raiders underground before the Cardassians hit us, but that was ten years ago."

NOT INDEXED BY CCGA RULE #4

22.V.20



Lustful Distraction



Interrupt

To play this interrupt, you must stop two personnel. You may play this card from your discard pile as if it were in your hand. When an opponent plays an interrupt, prevent that interrupt and place it in its owner's discard pile. Remove this interrupt from the game.

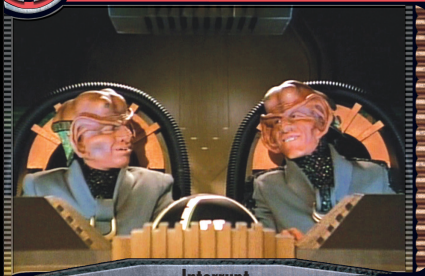
Order — Choose an event. The owner of that event shuffles it into his or her deck. Remove this interrupt from the game.

NOT INDEXED BY CCGA RULE #4

22.V.21



Opportunity Seized



Interrupt

To play this interrupt, discard a card from beneath your Ferenginar. When an opponent plays an interrupt, you may destroy your Rule to prevent that interrupt and place it in its owner's discard pile. Place this interrupt beneath your Ferenginar.

Order — Your ship is Range +4 until the end of the turn.

"There, precisely as scheduled. Right where I expected it to be."

NOT INDEXED BY CCGA RULE #4

22.V.22



Ruling Council



Interrupt

To play this interrupt, you must command Mouth of the Wormhole and three non-Dissident personnel. When your personnel or personnel uses a skill to complete a mission, score 10 points.

Order — Unstop each of your stopped personnel.

"Do you think it's easy for me to sit down with Dukat and Weyoun every day while they plot the destruction of the Federation?"

NOT INDEXED BY CCGA RULE #4

22.V.23



Secret Agenda



Interrupt

When your Leadership personnel is facing a dilemma, name a skill that none of your personnel facing that dilemma has. That Leadership personnel gains that skill until the end of that dilemma.

Order — Examine an opponent's hand. For each Leadership personnel you command, choose an interrupt revealed. That opponent discards each one.

NOT INDEXED BY CCGA RULE #4

22.V.24



Superior Position



Interrupt

To play this interrupt, you must have more points or command more ships than one of your opponents. When your personnel is about to be killed by a dilemma, stop that personnel instead.

Order — Discard the top card of your deck to take a card from your discard pile and place it on top of its owner's deck.

"Your fleet deployments do not concern us."

NOT INDEXED BY CCGA RULE #4

22.V.25



Unrelenting



Interrupt

To play this interrupt, stop a personnel you command but do not own aboard your ship. When an opponent plays an interrupt, you may give command and place a personnel he or she owns but that you command at his or her headquarters mission to prevent that interrupt and place it in its owner's discard pile.

Order — Take command of an opponent's personnel present with a personnel that he or she owns but that you command.

NOT INDEXED BY CCGA RULE #4

22.V.26



Vorta Discipline



Interrupt

When your Founder or Vorta is about to be stopped, stop your Jem'Hadar present with him or her to prevent that.

Order — Kill your Jem'Hadar present with a Treachery Vorta to destroy an event that has a cost equal to or less than that Jem'Hadar's cost.

"Your next allowance of White is in two hours. If you want it on time, you'll be quiet and do as you're told."

NOT INDEXED BY CCGA RULE #4

22.V.27

• Investigate Anachronism



A

Diplomacy, Leadership, 2 Security, and Strength >30 or 2 Anthropology, Biology, Honor, and Cunning >30

Region: Delphic Expanse.

Human colony: "Someday, we'll come back for you."

30

2

• Investigate Refinery



A

2 Physics, Security, Treachery, and Strength >31 or Engineer, Leadership, Science, and Cunning >34

Region: Delphic Expanse.

Arboreal colony: "The kemocite is extremely refined."

35

2

4 • Benjamin Sisko
Man of Two Worlds



Human

• Anthropology • Archaeology • Honor • Leadership

When you play this personnel, you may download a Prophet card and/or take each personnel you own that has been removed from the game and place them in your discard pile.

"The Sisko has completed his task. . . . The Kosst Amoian no longer threatens us."

INTEGRITY 8 CUNNING 6 STRENGTH 6

5 • Kira Nerys
Liberator



Bajoran

• Anthropology • Honor • Physics • Security

Bajoran Resistance. When a **A** personnel present is killed by a dilemma, you may take a different Bajoran Resistance personnel from your discard pile and place him or her present with this personnel. That personnel joins this mission attempt.

"Either we bring back Li Nalas or we don't come back at all."

INTEGRITY 6 CUNNING 6 STRENGTH 6

2 • Odo
Bajoran Representative



Changeling

• Law • Leadership • Security

Shape-shifter. To play this personnel, you must command three non-Dissident **A** personnel. You may play this personnel to Mouth of the Wormhole at cost +5 to do any or all of the following: score 5 points, download an equipment, download Ruling Council, download a **A** card.

"I'll have a voice in station policy."

INTEGRITY 6 CUNNING 7 STRENGTH 8

4 • Dukat
Cardassian Representative



Cardassian

• Law • Leadership • Officer • Security • Treachery

Gul. When you play this personnel, you may choose one: download Ruling Council or download a **A** card.

Order — Discard three non-personnel cards (or two **A** cards) from hand to destroy an event.

"We are winning the war."

INTEGRITY 4 CUNNING 6 STRENGTH 6

5 • Amat'igan
Founder Bodyguard



Jem'Hadar

• Astrometrics • Navigation • Security

When your **A** personnel present is killed by a dilemma, you may take a Jem'Hadar from hand and place him present with this personnel. That personnel joins the mission attempt.

"A Founder has given you an order. You will obey it."

INTEGRITY 5 CUNNING 5 STRENGTH 8

4 • Weyoun
Dominion Representative



Vorta

• Diplomacy • Law • Leadership • Treachery

When you play this personnel, you may choose one: download Ruling Council or download a **A** card.

Order — Place this personnel on the bottom of his owner's deck to name a personnel. Each opponent takes a personnel that he or she commands with that card title and places each on the bottom of his or her owner's deck.

INTEGRITY 3 CUNNING 6 STRENGTH 4

2 • Giotto
Security Chief



Human

• Leadership • Officer • 2 Security • Transporters

You may play this personnel at cost +2 to prevent and overcome the first dilemma he faces this turn that has a cost of 1 or more and does not require a skill.

Chief Giotto's force was tasked with tracking the beast responsible for the miner deaths on Janus VI.

INTEGRITY 5 CUNNING 5 STRENGTH 6

2 • **Morgan Bateson**
Confident Commander



Human

● Astrometrics ● Diplomacy ● Leadership ● Science

Commander: U.S.S. Bozeman. While no player commands a Temporal event, this personnel is attributes +1.

"This is Captain Morgan Bateson of the Federation Starship Bozeman. Can we render assistance?"

INTEGRITY 6 CUNNING 4 STRENGTH 5

22 V 37

2 • **Farek**
Distrusting Doctor



Ferengi

● Acquisition ● 2 Medical ● 2 Treachery

When this personnel or a Ferengi personnel present is about to be killed by a dilemma, you may remove a non-Ferengi personnel beneath your Ferenginar from the game to prevent that.

"It's time you took my advice. Let me study her."

INTEGRITY 2 CUNNING 6 STRENGTH 4

22 V 38

2 • **Amaros**
Freedom Fighter



Human

● Astrometrics ● Engineer ● Navigation ● Treachery

When you play this personnel, you may discard any number of cards from hand to download an equal number of cards. Those cards must have different titles and be events, interrupts, or ships.

"He's not going to listen."

INTEGRITY 4 CUNNING 5 STRENGTH 6

22 V 39

2 • **Berlinghoff Rasmussen**
Temporal "Historian"



Human

● Anthropology ● Archaeology ● Treachery

Thief.

Order — Stop this personnel to take command of an equipment present that you do not own.

Order — If this personnel is on an opponent's planet mission, stop him to give command of an equipment present you command but do not own to that opponent to score 5 points.

INTEGRITY 4 CUNNING 6 STRENGTH 4

22 V 40

4 • **Ibboko**
Kreetassan Chancellor



Kreetassan

● Biology ● Law ● 2 Leadership

When you play this personnel, you may download a Ritual event or a Kreetassan personnel. When a Ritual event you own is removed from the game you may discard a card from hand to take that Ritual event and place it in your core.

Traditionalist Kreetassan leader. Appreciates finesse exhibited outside the Hall of Diplomacy during rituals or apologies.

INTEGRITY 7 CUNNING 6 STRENGTH 5

22 V 41

2 • **Laavros**
Kreetassan Civil Servant



Kreetassan

● Archaeology ● Diplomacy

When a personnel present who has a cost of 4 or more is killed by a dilemma, you may stop this personnel to download a personnel of the same affiliation as that killed personnel and place him or her with this personnel. That personnel joins the mission attempt.

"Why haven't you adjusted your time to our capital city?"

INTEGRITY 7 CUNNING 5 STRENGTH 5

22 V 42

4 • **Punull**



Kreetassan

● Geology ● Law ● Medical ● Science

When you play this personnel you may download up to four cards that have different titles. Then choose an opponent. He or she chooses two of those cards to be removed from the game.

Kreetassan technology is as exacting as their culture; both are stringent, thorough, and demanding. Those that take great pains to placate the Kreetassan sensibility find it well worth the effort.

INTEGRITY 6 CUNNING 5 STRENGTH 5

22 V 43

4 • **Karina**
Hindering Analyst



Romulan

● Anthropology ● Intelligence ● Physics ● Science ● Treachery

When your personnel present is about to be stopped by a dilemma, if you have more cards in hand than each opponent, discard an event from hand to prevent that.

"We shouldn't have to remind you of the importance both our governments place on continuing to carry out this agreement."

INTEGRITY 3 CUNNING 6 STRENGTH 5

22 V 44

4 • **Ruwon**
Hindering Analyst



Romulan

● Diplomacy ● Intelligence ● Leadership ● Security ● Treachery

When your personnel present is about to be killed by a dilemma, if you have more cards in hand than each opponent, discard an event from hand to prevent that.

"We want to see every piece of information Starfleet has on the Dominion, no matter how insignificant."

INTEGRITY 3 CUNNING 5 STRENGTH 6

22 V 45

2 • Charles Tucker III
Damaged Engineer



Human

★ 2 Engineer • Physics • Transporters

Order – If this personnel is aboard your ship at a Region: Delphic Expanse mission, discard a card from hand to remove a Damage card from that ship. You may only do this once each turn.

"Engineering isn't the safest place to be right now."

INTEGRITY 5 CUNNING 6 STRENGTH 6

4 • Jonathan Archer
Damaged Captain



Human

★ • Astrometrics • Diplomacy • Engineer
• Leadership • Officer • Physics • Security

Commander: Enterprise. While this personnel is facing a dilemma that does not require a skill at a Region: Delphic Expanse mission, you may exclude him and each of your personnel present from random selections.

"I'm about to step over a line, a line I thought I would never cross."

INTEGRITY 5 CUNNING 6 STRENGTH 6

2 • Malcolm Reed
Damaged Security Officer



Human

★ • Officer • Physics • Security

When an engagement involving this personnel at a Region: Delphic Expanse mission begins, you may discard a random card from hand to prevent that engagement and stop each personnel and ship involved.

"If they fight back, ten minutes could be a very long time."

INTEGRITY 5 CUNNING 5 STRENGTH 6

2 • Phlox
Damaged Doctor



Denobulan

★ • Anthropology • Biology • Exobiology
• Medical

When a personnel present is about to be killed by a dilemma, if this personnel is at a Region: Delphic Expanse mission, you may return that personnel to his or her owner's hand.

"Somehow, I don't think it's the damage to Enterprise that's troubling you."

INTEGRITY 5 CUNNING 6 STRENGTH 5

4 • T'Pol
Damaged Science Officer



Vulcan

★ • Archaeology • Engineer • Geology • Law
• Physics • Programming • Science • Transporters

While this personnel is at a Region: Delphic Expanse mission, ignore her next ability. When this personnel is about to face the third dilemma of a mission attempt, stop her.

"It's been a difficult few days. I haven't had the time to meditate."

INTEGRITY 5 CUNNING 7 STRENGTH 6

2 • Travis Mayweather
Damaged Navigator



Human

★ • Anthropology • Astrometrics • Navigation

While this personnel is at a Region: Delphic Expanse mission, if there is a ship at this mission with unused Range>5, this personnel is attributes +1 and gains Geology, Honor, and Security.

"Thrusters are down. I don't think we're going anywhere."

INTEGRITY 4 CUNNING 6 STRENGTH 5

3 • U.S.S. Bozeman
Well-Preserved Antique



Soyuz Class

While a player commands a Temporal event, this ship is Range -3.

Order – If this ship is at a non-headquarters mission, stop six personnel aboard to destroy a Temporal event.

"They haven't been in service in over eighty years."

RANGE 7 WEAPONS 6 SHIELDS 6

6 • Kilhra
Hidden Threat



D'deridex Class

Cloaking Device. When you lose command of one of your events, you may take a non-dilemma card that you own that was on that event into hand.

"The quantum singularity off the station is actually in the warp core of a cloaked Romulan warbird."

RANGE 7 WEAPONS 9 SHIELDS 9

4 • Enterprise
Damaged Starship



NX Class

While this ship is at a Region: Delphic Expanse mission, you may play your personnel and equipment aboard this ship. While you command a completed Region: Delphic Expanse mission and this ship is at a Region: Delphic Expanse mission, you may play personnel aboard this ship.

"I really don't know what's holding us together, but let's hope it doesn't give out."

RANGE 6 WEAPONS 5 SHIELDS 5