

2 Accelerated Aging

Dilemma

Place this dilemma on this mission. Each personnel at this mission cannot use his or her first-listed skill. At the end of this turn, this dilemma is overcome.

"I'm getting a little too old for this game."

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3 Maglock

Dilemma

Unless you have **3 Officer** or **3 Programming**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

Starfleet utilized simple magnetic locking mechanisms onboard its earliest vessels, accessible only by authorized personnel or an extraordinary feat of reprogramming.

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2 • Orb of Prophecy and Change

Equipment

Artifact. (To play this card, you must have completed a mission requiring **Acquisition**, **Anthropology**, or **Archaeology**.)

Orb. When your personnel present begin a mission attempt, you may exchange a personnel present with a personnel of the same affiliation in your discard pile if both of them could be played at the same headquarters mission you command. You may do this only once each turn.

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3 A Chance for Glory

Event

Assault. Maneuver. Plays in your core.

Order – Destroy this event to begin combat or an engagement involving your personnel. If you win, score 10 points.

"I will fight any battle, anywhere, for the Empire."

"Spoken like a true warrior."

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3 Delirium

Event

Plays in your core. When the opponent on your right's personnel begin a mission attempt at a mission worth 35 or less points, you may draw one extra dilemma and spend one extra in total cost on dilemmas.

"Stop pushing me, or I'll make you realize just how many nerves you have in that miserable body."

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3 • Data Tempted by Flesh

Android/Borg

Skills: **Astrometrics** **2 Engineer** **Exobiology** **2 Programming** **Science** **Treachery**

At the start of each of your turns, you may return this personnel to your hand. If you do not, remove this personnel from the game.

"She brought me closer to humanity than I could have thought possible."

INTEGRITY 3 **CUNNING 10** **STRENGTH 10**

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3 • Revised Chakotay Imposturous First Officer

Hologram

Skills: **Anthropology** **Honor** **Officer** **Security**

When one of your personnel present is about to be stopped or killed by a dilemma, you may discard a card titled Chakotay or Revised Chakotay from hand to prevent that.

"I haven't heard a single good idea."

INTEGRITY 6 **CUNNING 6** **STRENGTH 6**

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3 • Koval Chairman of the Tal Shiar

Romulan

Skills: **Biology** **Exobiology** **Intelligence** **Leadership** **Security** **Treachery**

While an opponent commands more headquarters missions than you, this personnel cannot be stopped by dilemmas.

"...it would save everyone a great deal of trouble if you would simply tell me what I want to know."

INTEGRITY 3 **CUNNING 7** **STRENGTH 5**

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5 • Groumall Inauspicious Command

Military Freighter

While you have a ship in your discard pile, this ship is attributes +2.

Order – Discard up to three cards from hand to take an equal number of ships from your discard pile into hand. You may do this only once each turn.

"...you really think we can make those weapons operational on this ship?"

RANGE 6 **WEAPONS 5** **SHIELDS 5**

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