

2 Cutting Remark



Dilemma

Randomly select a personnel to be stopped. If you **command four or more events that cost 2 or less**, destroy two of your events.

"I promise, not too much off the top."

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2 Rascals



Dilemma

Unless **your personnel have a total cost <17**, for each headquarters mission you command, randomly select a personnel to be killed.

"They're taking all the adults down to the surface. It looks like they're keeping all the children on board the ship."

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2 Royale Casino: Craps



Dilemma

Unless you reveal a **personnel from hand with Cunning 7 or Cunning 11**, all your personnel are stopped. When this dilemma is overcome, if it was prevented, each opponent may reveal a personnel from hand with Cunning 7 or Cunning 11 to score 10 points.

"... seven or eleven have considerable value when achieved on the primary attempt."

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1 The Doomsday Machine



Dilemma

Unless you **command two staffed ships at this mission**, the opponent on your left may download a Damage card and place it on one of your ships at this mission.

"Well, it's miles long, with a maw that could swallow a dozen starships. It destroys planets, chops them into rubble."

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2 The Phase



Dilemma

Choose a **personnel who has ☼ and Officer or an Android or a Hologram** to be stopped. If you cannot, randomly select personnel until their total cost is 4 or more. Place those personnel on the bottom of their owner's deck.

"Why would a beautiful high-class lady like yourself want to hook up with a mug like that? You're too good for him, if you ask me."

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1 Truculent Statecraft



Dilemma

Choose a **Law** personnel to be stopped. If you cannot, place this dilemma in your core. While your opponent commands an Assault or Maneuver event, dilemmas cannot be prevented.

"Now, surrender the council members or we will have no choice but to take them by force."

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2 •Guinan's Rifle



Equipment

Hand Weapon. While in combat, each of your El-Aurian personnel present is Strength +3. When combat begins involving your personnel with Integrity > 7 present, you may remove this equipment from the game to prevent that and stop each personnel involved.

"That was setting number one. Anyone want to see setting number two?"

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2 •Mantle of the Empire



Equipment

Order — Name a unique Klingon. While that personnel is present, he or she gains Intelligence and Chancellor, and cannot be killed by dilemmas. This effect lasts until this order is executed again.

"Hail Worf, Leader of the Empire! Worf! Worf! Worf!"

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3 •Omnipotent Armament



Equipment

Hand Weapon.

Order — Destroy your Q event that costs 3 or more and remove this equipment from the game to begin combat involving your personnel. If you win, choose a non-headquarters mission you command. The opponent on your left places the top three dilemmas of their dilemma pile beneath that mission. Otherwise, you lose the game.

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2 • Tommy Gun



Equipment

Hand Weapon. When you win combat involving your Thief, personnel, or personnel present, randomly select an opponent's personnel involved to be killed. If that personnel is or a Hologram, randomly select a second opponent's personnel involved to be killed.
"Drop the guns. Drop 'em."

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49 V 10

2 • All Available Personnel



Event

Plays in your core.
Order — Place an Assault or Maneuver interrupt from your hand on the bottom of its owner's deck to place a non-unique Officer personnel from hand on your headquarters mission where that personnel could be played. You may do this only once each turn.
"I've sent out twelve teams so far."

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49 V 11

5 • Change of Venue



Event

When you play this event, if you have a lower score than each of your opponents, it is cost -4. Choose a dilemma or event on one of your non-headquarters missions. Place that card on one of your opponent's non-headquarters missions. Destroy this event.
"I hereby formally request third party arbitration of our dispute... I name the Grizzels to arbitrate."

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49 V 12

0 • Code of the Ushaan



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. Each player cannot spend more than seven counters during their Play and Draw Cards segments.
"There are twelve thousand amendments to this ridiculous honor code."

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49 V 13

1 • Cripple Engines



Event

Maneuver. Plays in your core.
Order — Destroy this event to begin an engagement involving your Officer personnel. If you win, choose an opponent's ship involved and draw cards up to its printed Range. Otherwise, randomly select an opponent's Engineer or Programming personnel involved to be returned to their owner's hand.
"Our warp field's destabilizing."

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49 V 14

1 • Dark Dissension



Event

Paranoia. Plays in your core. Your ships are each Weapons +1 and Shields -1. Your personnel are each Integrity -1 and Cunning +1.
"Our men need to see that we're still allies. Smile, Dukat."

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49 V 15

1 • Disable Shields



Event

Maneuver. Plays in your core.
Order — Destroy this event to begin an engagement involving your Officer personnel. If you win, choose an opponent's ship involved and draw cards up to its printed Shields. Otherwise, place this event on that ship.
Damage — This ship is Shields -4. This ship requires an additional Damage card to destroy it.

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49 V 16

3 • Imperial Occupation



Event

Assault. Maneuver. Plays in your core.
Order — Begin combat or an engagement involving your Officer personnel. If you win, place this event on the mission where that personnel was involved. Each planet dilemma and space dilemma revealed at this mission is cost -1. Otherwise, destroy this event.
"You are now subjects of the Klingon Empire."

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49 V 17

3 • Invasion Plans



Event

Assault. Maneuver. Plays in your core.
Order — Begin combat or an engagement involving your Officer personnel. If you win, place this event on the mission where that personnel was involved. Each dual dilemma revealed at this mission is cost -1. Otherwise, destroy this event.
"They were allies with the Borg... We can't trust them."

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49 V 18

2 • Life-Changing Encounter



Event

Assault. Maneuver. Q. Temporal. Plays in your core.
Order – Begin combat or an engagement involving your personnel. If you win, place this event on the mission where that personnel was involved (limit one per mission). Each personnel at this mission is attributes –1. Otherwise, destroy this event.
"That Picard never had a brush with death..."

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49 V 18

1 • Logistical Lifeline



Event

Crime. To play this event, you must command a Smuggler personnel. Plays in your core. During each of your Discard Excess Cards segments, you may keep one additional card in your hand for each different Maneuver event and each different Pursuit event you command.
"...we'll send out a massive tachyon pulse."

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49 V 20

3 • Orbital Weapon Platform



Event

To play this event, you must command six **1** personnel. Plays on an opponent's planet mission. While a player commands a completed space mission, that player must have total Shields > 12 at this mission to attempt it. Each Damage dilemma revealed at this mission is cost –1.
"We don't need starships to protect Chin'toka. Not anymore."

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49 V 21

4 • Provocative Levity



Event

Maneuver. Plays in your core.
Order – Destroy this event to place an opponent's staffed non-ship at your Nebula mission where you command a staffed ship, then begin an engagement involving your **2** **A** personnel at that mission. If you win, randomly kill two opponent's personnel involved.
"Khan! I'm laughing at the 'superior intellect.'"

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49 V 22

1 • Ruthless Efficiency



Event

Pursuit. Plays in your core. When you win an engagement involving your Intelligence personnel, you may discard a Maneuver interrupt from hand to unstap each of your personnel and ships involved and restore all Range those ships have used this turn. You cannot begin any other engagements this turn.
"New course: Federation Neutral Zone."

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49 V 23

0 • Scum and Villainy



Event

To play this event, you must command three Thief personnel. Plays in your core. Name a personnel. Each personnel you own with that card title gains Thief.
Order – Stop your Thief to take command of a Hand Weapon equipment present with that Thief. You may do this only once each turn.
"They are stealing... from archaeological sites..."

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49 V 24

3 • Search and Destroy



Event

Assault. Maneuver. Plays in your core.
Order – Destroy this event to begin combat or an engagement involving your Admiral, General, or Legate personnel. If you win, name an event. All copies of that event are destroyed.
"They don't need to know he's on board. You simply order them to destroy the runabout."

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49 V 25

2 • Shock Troops



Event

Assault. Plays in your core.
Order – Destroy this event to begin combat involving your Raman personnel. Your non-Raman personnel present are not involved in that combat. If you win, kill any number of your Raman personnel involved. The loser randomly selects an equal number of their personnel involved to be killed.
"...the reputation of being formidable warriors."

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49 V 26

1 • Strategic Tug-of-War



Event

Plays on a non-headquarters mission. When a player wins combat or an engagement at this mission, they may choose one: draw three cards; or place a personnel from hand on a headquarters mission where that personnel could be played.
"It appears you've found the weak spot we've been looking for."

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49 V 27

1 Target the Main Generator



Event

Maneuver. Plays in your core.
Order – Destroy this event to begin an engagement involving your Officer personnel. If you win, choose an opponent's ship involved and draw cards up to its printed Weapons. Otherwise, randomly select an opponent's Officer or Navigation personnel involved to be returned to their owner's hand.
"Start targeting their signal generators."

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49 V 28

Calculated Concession



Interrupt

Order – Return a dilemma beneath one of your incomplete non-headquarters missions to its owner's dilemma pile to destroy an opponent's event.
"Right now, you're thinking this all sounds too good to be true? But you're also thinking that the chance of peace is too promising to ignore. Am I right?"

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49 V 29

Defend It and Hope



Interrupt

Assault. When an opponent begins combat, if they have a higher score than you or do not command a completed mission, each of your personnel involved is Strength +6.
Order – Stop your Leadership personnel to draw two cards.
"We hold."

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49 V 30

Full Throttle



Interrupt

Maneuver. Pursuit.
Order – Choose your ship with its corresponding Commander aboard. That ship is Range +5 until the end of this turn.
"She'll fly apart!"
"Fly her apart, then!"

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49 V 31

Stunning Reversal



Interrupt

Assault. Maneuver. When you win combat or an engagement you did not begin, you may choose one: the loser loses 10 points; the loser randomly selects three of their personnel involved to be killed; or score 20 points.
Order – Stop your Leadership personnel to draw two cards.
"Get out! Get out of there! Get out!"

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49 V 32

**•Earth Outpost 4
Border Incursion**



A

Navigation, 2 Officer, Cunning>36, and (Honor or Treachery)

35

Region: Neutral Zone. When you begin a mission attempt here, if you won combat or an engagement this turn, reduce this mission's attribute requirements by 10 until the end of the mission attempt.
"They monitor the Neutral Zone..."

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3

49 V 33

**•Gorian Sector
Crush the Rebellion**



A

Leadership, Navigation, Officer, Security, 2 Treachery, and Strength>36

35

Mirror. When a card an opponent owns is about to prevent or destroy your Assault or Maneuver card, you may discard a ☼ card from hand to prevent that.
"The rebels won't know what hit them."

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3

49 V 34

2 V'mor



Vulcan

● Archaeology ● Biology ● Diplomacy
 ● Engineer ● Programming

Typical of the sycophants who surround the Intendant, this stylist and fashion designer carries favor by placing his skills in her service.

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

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49 V 35

**3 Winn Adami
Uneasy Shepherd**



Bajoran

● Archaeology ● Diplomacy ● Law
 ● Leadership ● Treachery

Kai. When you play this personnel, you may remove two cards in your discard pile from the game to download two cards. Those cards must be ☼ cards or Maneuver cards.
"A misstep now could result in the destruction of our world."

INTEGRITY 3 **CUNNING 6** **STRENGTH 4**

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49 V 36

2 • Locutus
Implacable Scourge



Borg

★ Law ★ Leadership ★ Officer ★ 2 Treachery

Commander: Locutus' Borg Cube. While each of your non-headquarters missions is a 1 mission, the first Maneuver event you play each turn is cost -2. While you command a Maneuver event, this personnel is Cunning +2.

"Discussion is irrelevant. There are no terms."

INTEGRITY 1 CUNNING 6 STRENGTH 8

3 • Elim Garak
Cold-Blooded Mastermind



Cardassian

★ Acquisition ★ 2 Intelligence ★ 2 Treachery

Assassin. When you win an engagement involving your personnel, kill two of your non- personnel present and shuffle this personnel into his owner's deck to place the top two dilemmas of the loser's dilemma pile beneath your non-headquarters mission.

"Think of them both as tragic victims of war."

INTEGRITY 2 CUNNING 7 STRENGTH 6

4 • Draï
First Hunter



Ochshea

★ Leadership ★ Medical ★ Security ★ Transporters

When you win combat involving this personnel, randomly select an opponent's personnel involved to be placed in your brig. If that personnel is Tosk, each player loses 5 points.

"The hunt has resumed."

INTEGRITY 5 CUNNING 6 STRENGTH 7

2 • Tosk
Noble Prey



Tosk

★ Engineer ★ Honor ★ Navigation ★ Programming ★ Security

You may play this personnel at cost +1 aboard an opponent's ship. If you do this, that opponent now commands him. At the end of your turn, if you command this personnel and he is at a headquarters mission, lose 5 points.

"I live the greatest adventure one could ever desire."

INTEGRITY 6 CUNNING 6 STRENGTH 6

2 • Geordi La Forge
Resolute Presence



Human

★ Engineer ★ Navigation ★ Officer

Commander: U.S.S. Enterprise-D. While this personnel is aboard your Galaxy-class ship, it is Weapons +2 and Shields +2.

"Things are going to happen fast. Just keep alert, stay calm. Let's focus on what we're doing."

INTEGRITY 6 CUNNING 6 STRENGTH 5

3 • Hikaru Sulu
Cunning Tactician



Human

★ Astrometrics ★ Leadership ★ Navigation ★ Officer ★ Physics

Commander: Starship Excelsior. At the start of your turn, if an opponent's ship is at this mission, you may place the ship this personnel is aboard at a different mission to download a Damage card and place it on that opponent's ship.

"Nice to see you again, Kang."

INTEGRITY 6 CUNNING 6 STRENGTH 6

6 • Klim Dokachin
Officious Quartermaster



Zakdorn

★ Exobiology ★ Law ★ Navigation

When you play this personnel, each player may choose one: search their discard pile for a ship and place that ship at a headquarters mission where it could be played; or download a ship.

"Did you arrange an appointment?"

INTEGRITY 6 CUNNING 5 STRENGTH 4

1 • Kyle Riker
Hard as Nails



Human

★ Intelligence ★ 2 Security

Order – Discard a Maneuver card from hand to download a Maneuver card. You may do this only once each turn.

"And after working out the Fuirinkazan battle strategies at the Tokyo Base, I was asked to come here to work for Starfleet as a tactical advisor."

INTEGRITY 5 CUNNING 5 STRENGTH 6

4 • Savar
Alien Pawn



Vulcan

★ Diplomacy ★ Law ★ Officer ★ Science ★ Transporters ★ Treachery

Admiral. Bluegill. When you fail a mission attempt involving this personnel, if there are one or less dilemmas overcome at this mission, you may kill him to unstop each of your stopped Bluegill personnel present.

"Patience is one of our virtues, Captain."

INTEGRITY 3 CUNNING 7 STRENGTH 7

3 • Bok
Spiteful Salvager



Ferengi

● Engineer ● Officer ● Programming ● 2 Treachery
Commander: Kurdon. When you play this personnel, you may download Thought Maker, Jean-Luc Picard, or U.S.S. Stargazer. You may play Thought Maker and U.S.S. Stargazer as if you commanded a completed mission requiring Acquisition.
"And now, dear captain, you are ready to live the past."

INTEGRITY 2 CUNNING 6 STRENGTH 5

3 • Gowron
Without Honor



Klingon

● Law ● Security ● 2 Treachery
Chancellor. When this personnel begins a mission attempt, you may discard an Assault or Maneuver event from hand to add the cost of that event to his attributes until the end of the mission attempt.
"It's time for me to take a more active role in this war."

INTEGRITY 3 CUNNING 5 STRENGTH 8

4 • Kavok
Challenging Captain



Klingon

● Intelligence ● Officer ● Physics ● Programming ● Treachery
Thief. When you play this personnel at your headquarters mission, you may discard an event or interrupt from hand to place him aboard an opponent's staffed ship. If you do, you may place that ship at a different mission in the same quadrant.
"Experience Bj!"

INTEGRITY 5 CUNNING 6 STRENGTH 8

2 • Devinoni Ral
Hired Gun



Betazoid/Human

● Acquisition ● Diplomacy ● Telepathy ● Treachery
Order – Place a Telepathy personnel present on the bottom of their owner's deck to make this personnel Cunning +3 and gain Diplomacy until the end of this turn. You may do this only once each turn.
"At the negotiating table, it can be fatal to have a heart."

INTEGRITY 3 CUNNING 6 STRENGTH 2

1 Repurposed E.M.H.



Hologram

● Geology
 While you command a Hologram, this personnel is Cunning +2 and gains Biology, Exobiology, Medical, and Dissident.
"I know the routine."

INTEGRITY 6 CUNNING 5 STRENGTH 5

3 • Letant
Sneering Liaison



Romulan

● Astrometrics ● Law ● 2 Programming ● Security
Senator. When you play this personnel, reveal an opponent's hand. Choose an Assault or Maneuver event revealed and place it in your core. You now command that event.
"Klingons can be quite entertaining, can't they? Every Romulan zoo should have a pair."

INTEGRITY 4 CUNNING 7 STRENGTH 6

6 • Kraxon
Watchful Warship



Galor Class

When an engagement begins involving this ship, each opponent discards a number of cards from the top of their deck equal to the total cost of their ships at this mission.
"They say they've found an unusual neutrino signature in their sector. It looks like radiation from a damaged warp plasma relay."

RANGE 8 WEAPONS 8 SHIELDS 8

3 • I.K.S. Chontay
On the Hunt



B'rel Class

Cloaking Device. While you command a Maneuver event, this ship is attributes +1. While this ship is in an engagement, it is Weapons +1.
"Shooting space garbage is no test of a warrior's mettle. I need a target that fights back."

RANGE 6 WEAPONS 7 SHIELDS 7

7 • Regency I
Alliance Flagship



Negh'Var Class

When you play this ship, you may discard a card from hand to download a Maneuver event for each Mirror mission you command.
"This time I will deal with the rebels myself. You will be at my side, redeeming yourself in battle."

RANGE 9 WEAPONS 11 SHIELDS 10