



3 Adopted Authority



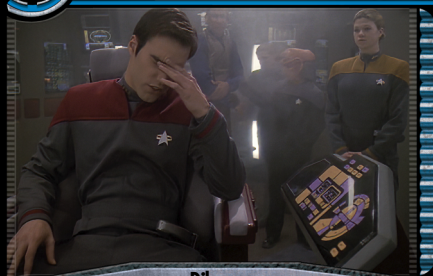
Dilemma

Randomly select a personnel. Unless **that personnel has an attribute < 5**, they and a second randomly selected personnel are stopped and this dilemma returns to its owner's dilemma pile. Otherwise, he or she is stopped.

"Now either move or I'm going to have to place you under arrest."
"You are either very brave or very stupid, Ferengi."
"Probably a little of both."



6 In Development



Dilemma

For each headquarters mission you command, this dilemma is cost -1. Randomly select a personnel who has a cost of 2 or less. All your other personnel who have a cost of 2 or less are stopped.

"I was given a battlefield commission and command of this vessel by the late Captain Ramirez. Using that authority, I have commissioned and promoted other members of Red Squad as needed."



2 Infestation



Dilemma

Your opponent may have more than three copies of this card in his or her dilemma pile. Your personnel can face more than one copy of this dilemma during each mission attempt. Choose a personnel to be stopped.

"One million, seven hundred and seventy-one thousand, five hundred and sixty-one. That's starting with one tribble with an average litter of ten every twelve hours. After three days."



2 •Keevan



Equipment

This equipment is cost -1 if you command a Ferengi Engineer personnel. When any number of your personnel present are about to be killed, you may place this card in your opponent's hand to prevent that.

"...if you think about it, medicine isn't that different from engineering. It's all about keeping things running, fixing broken parts."



3 •Orb of the Emissary



Equipment

Artifact. (To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.) **Orb.** While your personnel present is facing a dilemma, you may download a Prophet card. You may do this only once each turn.

"The Sisko's path is a difficult one."



2 •The Sword of Kahless



Equipment

Artifact. (To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.) **Hand Weapon.** Each of your Klingons and Honor personnel present is Integrity -2, Cunning +1, and Strength +2.

"It was our destiny to find it. It just wasn't our destiny to keep it."



2 Common Cause



Event

Count the number of different affiliations among your personnel, then draw that many cards. Destroy this event.

"I know that we will pay a heavy price for every system we take from them. But in the end, that's the only way to drive the Dominion out of the Alpha Quadrant, and that is a goal we all share. Klingons, Humans, and Romulans."



4 •Holding Cell



Event

Decay: 3. (When there are three cards on this event, destroy it.) To play this event, you must command six 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 New Power Rising



Event

To play this event, you must command three personnel. Spend an additional counter this turn for each opponent's dilemma that has been removed from the game (limit 5). Remove this event from the game.

"This is a great victory for Cardassia."
"And the Dominion."



Cascade Virus



Interrupt

To play this interrupt you must command Athos IV and three personnel. When an opponent is about to play a non-unique personnel or a personnel who costs 2 or less, prevent that and place the personnel in its owner's discard pile.

"I'm not going to make you grovel for your life. Unlike you, Captain, I know when to walk away."



Escape



Interrupt

When any number of your personnel facing a dilemma are about to be killed or placed in an opponent's brig, discard a random card from hand to prevent that. Those personnel are stopped instead.

"Their transporters operate over longer distances than ours."



Our Death is Glory to the Founders



Interrupt

When an event or interrupt is played, kill one of your Jem'Hadar to prevent that event or interrupt and place it in its owner's discard pile.

"It is not my life to give up... and it never was."



•Bajoran Sector Engage Enemy Forces



Engineer, Honor, Leadership, Navigation, Officer, 2 Security, and Strength>46

50

While each of your non-headquarters missions is a mission, each of your personnel here is attributes +1.

"Storm'd at with shot and shell, / Boldly they rode and well / Into the jaws of death, / Into the mouth of hell..."



3



•Cardassia Prime Secure Homeworld



2 Leadership, 2 Officer, 2 Security, and (Cunning>36 or Strength>36)

35

Region: Cardassia System. While there are three or more dilemmas beneath this mission, players cannot play interrupts during mission attempts.

"...your victory will taste as bitter as defeat."



2



•Space Near New Bajor Demonstrate Aggressive Intent



Astrometrics, Honor, Navigation, Officer, Security, and Cunning>40

40

When your personnel complete this mission, you may destroy your staffed ship that costs 5 or more here to download two Damage cards and place them on an opponent's ship.

"They're showing us how far they're willing to go."

Any affiliation (except or) may attempt this mission.

3



•Kira Nerys Grudging Ally



Bajoran

•Diplomacy •Leadership •Programming •Security

When you play this personnel, you may remove a card in your discard pile from the game to remove the top card of an opponent's dilemma pile from the game. You may spend additional counters this turn equal to the cost of that dilemma.

"This is not the Cardassian Occupation."

INTEGRITY 5

CUNNING 6

STRENGTH 6



•Odo Constable



Changeling

•Honor •Law •Leadership •Navigation •2 Programming •2 Security

Shape-shifter. While an opponent's Thief or Treachery personnel is at this mission, that personnel cannot use their abilities.

"Books like this give me insight into the criminal mind."

INTEGRITY 6

CUNNING 7

STRENGTH 8



•Winn Adami Kai of Bajor



Bajoran

•Diplomacy •Law •Leadership •Treachery

Kai. Order – Discard a card from hand to place a non- personnel from your discard pile on top of your deck. You may do this only once each turn.

"We both serve the Prophets. There is no higher calling."

INTEGRITY 3

CUNNING 6

STRENGTH 4

3 • **Damar**
Useful Adjutant



Cardassian

Engineer • Officer • Physics • Security • Treachery

Glinn. When an opponent is about to draw dilemmas, if this personnel is attempting a mission, you may discard a card from hand to subtract one from the number he or she can draw. You may do this only once each turn.
"The last mines have been neutralized."

INTEGRITY 3 CUNNING 5 STRENGTH 6

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 1 card.
Order — Discard three non-personnel cards (or two cards) from hand to destroy an event.
"To the conquerors of the Federation."

INTEGRITY 4 CUNNING 6 STRENGTH 6

2 • **Elim Garak**
Plain, Simple Tailor



Cardassian

Diplomacy • Intelligence • Programming • Treachery

When this personnel is about to be killed by a dilemma, you may discard a personnel from hand to take this personnel into your hand instead.
"Oh, it's just Garak. Plain, simple Garak. Now, good day to you, Doctor. I'm so glad to have made such an interesting new friend today."

INTEGRITY 3 CUNNING 6 STRENGTH 6

3 • **Founder Leader**
Beguiling Teacher



Changeling

Anthropology • Exobiology • 2 Leadership • Science • Treachery

Founder. Shape-shifter. When you play this personnel, each of your other personnel is Cunning +1 until the end of this turn.
"What you need is clarity. I can give you that."

INTEGRITY 3 CUNNING 7 STRENGTH 5

3 • **Remata'Klan**
Steadfast Sentinel



Jem'Hadar

Honor • Leadership • Officer • Security

When an opponent plays an event or interrupt, you may place your captive he or she owns on his or her ship or headquarters mission to prevent that event or interrupt and place it in its owner's discard pile.
"I have been ordered to let you go free after your meeting. You can be assured that I will obey that order."

INTEGRITY 7 CUNNING 6 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 1 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

4 • **Benjamin Sisko**
Defiant Captain



Human

Diplomacy • Engineer • Honor • Leadership • Navigation • Officer

Commander: U.S.S. Defiant. When you play this personnel, you may download a 1 ship.
"Let's just say we're preparing a few surprises just in case the Dominion comes through the wormhole."

INTEGRITY 6 CUNNING 6 STRENGTH 6

4 • **Jadzia Dax**
Science Officer



Trill

Anthropology • Archaeology • Astrometrics • Exobiology • 2 Navigation • Science

Host. While this personnel is facing a dilemma, she gains Geology and Physics.
"Curzon would be horrified to know that I'm a scientist. The very idea of doing research made him ill."

INTEGRITY 6 CUNNING 7 STRENGTH 6

1 • **Jake Sisko**
Reporter Behind the Lines



Human

Anthropology • Biology • Honor • Programming

Dissident. When you play this personnel, discard a card from hand. When you play another Dissident personnel, you may make each player discard the top card of his or her deck.
"There's obviously a lot of bad blood between the Cardassians and the Jem'Hadar. It wouldn't take much to get them to go at each other again."

INTEGRITY 6 CUNNING 5 STRENGTH 5

4 • **Julian Bashir**
"Frontier" Physician



Human

• Biology • Exobiology • 3 Medical
Genetically Enhanced. When your other personnel present is about to be killed, you may stop this personnel and discard a card from hand to prevent that.
"You know, some people say that you remained on D.S. Nine as the eyes and ears of your fellow Cardassians."

INTEGRITY 5 CUNNING 8 STRENGTH 6

3 • **Luther Sloan**
Man of Action



Human

• 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.
"I'll spare you the 'ends justify the means' speech and you spare me the 'we must do what's right' speech. You and I are not going to see eye to eye on this subject, so I suggest we stop discussing it."

INTEGRITY 2 CUNNING 6 STRENGTH 5

2 • **Michael Eddington**
Traitor to Starfleet



Human

• Engineer • Programming • Security • Treachery
Order – Return this personnel to his owner's hand to return an opponent's Leadership personnel present to their owner's hand.
"I'm afraid I need to take command of the station for the next few hours."

INTEGRITY 3 CUNNING 6 STRENGTH 6

3 • **Miles O'Brien**
Repair Chief



Human

• 2 Engineer • Honor • Programming
 • Transporters
 When your event is about to be destroyed by an opponent, you may discard an event from hand to prevent that.
"I reconfigured the magnetic waveguides. Saved us the trouble of replacing the whole unit."

INTEGRITY 7 CUNNING 6 STRENGTH 5

4 • **Nog**
Defiant Captain



Ferengi

• Acquisition • Diplomacy • Engineer • Honor
 • Officer • Physics
Commander: U.S.S. Defiant. While this personnel is aboard your ship, it is attributes +1 for each personnel aboard (limit +4).
"According to our readings, it's going to kick out a gravimetric wave like the one that almost destroyed the Defiant last time."

INTEGRITY 7 CUNNING 6 STRENGTH 5

4 • **Worf**
Defiant Commander



Klingon

• Diplomacy • 2 Honor • Leadership • Officer
Commander: U.S.S. Defiant. Each of your personnel present who has a cost of 4 or more is attributes +1.
"If you cannot carry out my orders, I will find someone who can."

INTEGRITY 8 CUNNING 5 STRENGTH 8

2 • **Ishka Moogie**



Ferengi

• 2 Acquisition • Biology • Honor
Order – Examine the top card of your deck and exchange it with a card beneath your Ferenginar.
"If you ask me, this society could use a little chaos."

INTEGRITY 6 CUNNING 6 STRENGTH 3

1 • **Quark**
Resistance Informant



Ferengi

• Acquisition • Anthropology • Diplomacy
 • Programming
Dissident. When you play this personnel, discard a card from hand. When this personnel is facing a dilemma, he may gain a skill from your Dissident present until the end of that dilemma. You may do this only once each turn.
"I want the Federation back. I want to sell root beer again."

INTEGRITY 4 CUNNING 6 STRENGTH 4

1 • **Rom**
Undercover Spy



Ferengi

• Engineer • Honor • Physics
Dissident. Thief. Waiter. When you play this personnel, discard a card from hand. While this personnel is present with your Dissident, he gains Astrometrics, Engineer, and Programming.
"... I'm part of their victory celebration. Seven o'clock, Dukkat makes a speech. Eight thirty, cake and raktagino. Eight forty five, execute the Ferengi."

INTEGRITY 6 CUNNING 6 STRENGTH 4



3 • **Kang**
Honored Warrior



Klingon

★

- Honor ● Leadership ● Officer ● Physics ● Security

Commander: I.K.S. Lukara. When you play this personnel, if you command Koloth or Kor, you may download a K'Vort-class ship.

"Now, our warriors are opening restaurants and serving rach't to the grandchildren of men I slaughtered in battle."

INTEGRITY 6 CUNNING 6 STRENGTH 7



3 • **Koloth**
D'akturak



Klingon

★

- 2 Diplomacy ● Exobiology ● Honor

When you play this personnel, if you command Kang or Kor, you may download an Assault card.

"A sharp knife is nothing without a sharp eye."

INTEGRITY 7 CUNNING 6 STRENGTH 7



2 • **Kor**
Noble Warrior to the End



Klingon

★

- Anthropology ● Honor ● Leadership

Commander: I.K.S. Ning'tao. While this personnel is in an engagement, you may kill him to make the ship he is aboard attributes +3 until the end of this turn.

"Savor the fruit of life, my young friends. It has a sweet taste when it is fresh from the vine. But don't live too long... The taste turns bitter after a time."

INTEGRITY 6 CUNNING 5 STRENGTH 6



3 • **Cretak**
Supporter of the Alliance



Romulan

★

- Anthropology ● Diplomacy ● Law ● Physics ● Security

Senator. When you play this personnel, you may download a D'deridex-class ship.

"It may be impolitic to say this, but there are those who believe the alliance is merely a momentary truce."

INTEGRITY 5 CUNNING 5 STRENGTH 5



4 • **Enabran Tain**
Prideful Director



Cardassian

★

- 2 Intelligence ● 2 Leadership ● 2 Treachery

Commander: Serrola. When your opponent is about to fail a mission attempt at this mission, randomly select a personnel involved to be placed in your brig.

"Always burn your bridges behind you. You never know who might be trying to follow."

INTEGRITY 2 CUNNING 7 STRENGTH 3



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



5 • **Naprem**
Renegade Vessel



K'Vort Class

Cloaking Device. When you win an engagement involving your personnel or your personnel, choose one: remove the top two cards of the loser's dilemma pile from the game; or randomly kill an opponent's Leadership personnel involved. You may do this only once per turn.

"There was a time when the mere mention of my race inspired fear."

RANGE 7 WEAPONS 8 SHIELDS 7



7 • **U.S.S. Defiant**
Patrolling Warship



Defiant Class

Cloaking Device. When an opponent's ship moves to this mission, if this ship's Commander is aboard it, that opponent's ship is stopped.

"She may have flaws, but she has teeth, and I want the Dominion to know that we can and will defend ourselves if necessary."

RANGE 8 WEAPONS 10 SHIELDS 10



5 • **I.K.S. Rotarran**
Ship of Tears



K'Vort Class

Cloaking Device. For each Honor Klingon aboard this ship, it is Weapons +1 (limit +3).

"Lohm lct lihj, pash Machh lodge Sto-vo-kar Jadzia Dax pailodge pah dock Lih Dun. Shoo wee vahm baht leh pailodge. Pailodge Poh Hoh Vahd Sto-vo-kar."

RANGE 7 WEAPONS 8 SHIELDS 7