

0 *Its Thinking is Chaotic*



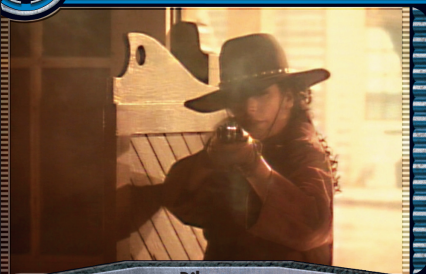
Dilemma

Place this dilemma on this mission. Randomly select a personnel. That personnel and each copy of that personnel loses all skills and abilities and gains the following ability: "When this personnel is an eligible target for a random selection, you may choose this personnel instead." These effects last until the end of the mission attempt. At the end of this mission attempt, this dilemma is overcome.

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18 V 3

2 *Lending a Hand*



Dilemma

Your opponent chooses two personnel to be stopped. Choose a personnel from your hand that you do not command who has a cost less than the total cost of those two personnel. You may place that personnel on this planet mission and have him or her join this mission attempt.

"I've always wanted to play the part of the 'Mysterious Stranger.'"

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18 V 2

3 *Losira*



Dilemma

Your opponent names a personnel. Randomly select three personnel. Each named personnel selected is killed.

"I am for you. I must touch you. I beg it. It is my existence. You are my match."

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18 V 5

2 *Parallel Romance*



Dilemma

Randomly select two personnel to be stopped. For each personnel stopped by this dilemma, each of your personnel is attributes +1 until the end of this mission attempt.

Relationships in parallel universes take different courses.

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18 V 2

0 *Polywater Intoxication*



Dilemma

If you have six or more personnel attempting this mission, this dilemma is cost +3. Choose a personnel to be stopped and this dilemma returns to its owner's dilemma pile.

"What I want now is gentleness, and joy, and love ..."

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18 V 5

2 *The Captain's "Guest"*



Dilemma

Your opponent names a keyword. Randomly select three personnel. If any of those personnel has that keyword, they are all stopped. Otherwise, choose one of those personnel to be stopped.

"Is this where Jean-Luc sits? ... I can see where being a starship Captain does have its rewards."

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18 V 6

7 *The Charismatic Mister Kor*



Dilemma

For each dilemma beneath this mission, this dilemma is cost -1. Randomly select a personnel to be placed on the bottom of his or her owner's deck.

"... may I present these, uh ... two students of Klingon history."

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18 V 7

6 *The Charming Mister Riker*



Dilemma

For each dilemma beneath this mission, this dilemma is cost -1. Randomly select a personnel to be placed on the bottom of his or her owner's deck.

"Don't fret, Riker. My good fortune is your good fortune."

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18 V 8

6 *The Gentleman Doctor McCoy*



Dilemma

For each dilemma beneath this mission, this dilemma is cost -1. Randomly select a personnel to be placed on the bottom of his or her owner's deck.

"Oh. Them. Well, I ... I was thinking about a little cabaret I know on Rigel 11, and ... there were these two girls in the chorus line. And well, here they are. Well after all, I am on shore leave!"

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18 V 9

0 Warm Welcome



Dilemma

If you have six or more personnel attempting this mission, this dilemma is cost +3. Unless you have 3 **personnel** or 2 **Officer**, choose a personnel to be placed on the bottom of his or her owner's deck and this dilemma returns to its owner's dilemma pile.

It takes a cold heart or extreme discipline to resist the immersive welcome of the Risan people.

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0 Watch Your Step



Dilemma

Unless you have **Leadership**, **Security**, and **Cunning**>34, or **Telepathy** and 2 **Treachery**, or 3 **Honor** place this dilemma in your core. When you are about to draw a card, this dilemma's owner may remove this dilemma from the game to make you draw three cards instead and he or she examines those cards and chooses two of them to be discarded.

"The Vulcan database didn't mention anything about crime."

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3 Deal With the Count Man



Event

Decay: 3. (When there are three cards on this event, destroy it.) To play this event, you must command a Thief. Plays in your core. Name a personnel. At the start of each Execute Orders segment, each personnel who has that card title cannot use abilities, attributes, and skills until the end of each turn. At the start of each of your turns, place the top card of your deck on this event.

"What? No tip?"

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2 • Mudd's Women



Event

Plays in your core. When an opponent's dilemma is revealed, you may discard a card from hand to name a personnel. When that named personnel is randomly selected by that dilemma, you may place the top card of your deck on this event. At the start of each of your turns, you may take a card from this event to your hand to spend two additional counters this turn.

"It's all right, darlings. We're in good hands."

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4 Raise the Stakes



Event

Plays in your core. Each of your opponent's personnel are attributes +1. Each of your missions are worth 5 more points. When you are about to lose command of this event, remove it from the game instead.

"Capable prey make the hunt more challenging."

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A Q Scorned



Interrupt

Q. When a personnel that the player on your right commands begins a mission attempt, destroy your event to shuffle your dilemma pile and the opponent on your right chooses one: you may draw four extra dilemmas; or you may spend two extra on dilemmas.

"What are you doing with that dog? I'm not talking about the puppy."

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A Royal Welcome



Interrupt

Order — Destroy your event that has a cost of 3 or more to make your opponent name a skill (except Acquisition, Intelligence, Law, or Telepathy). You may download a personnel who has that skill and place him or her at your headquarters mission where that personnel could be played. That personnel is attributes +1 until the end of this turn.

Anidor and Kol reaped all the rewards the locals had to offer.

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Old Feelings



Interrupt

Order — Stop two of your personnel to choose one: remove a dilemma that has no cards on it in your core from the game; or take a personnel from your discard pile and place him or her on the bottom of his or her owner's deck.

"I thought I'd ... thought I'd gotten over you. It's been so long and so much has happened. And now I know I haven't."

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• Track Survivors



A

Engineer, Geology, Science, Transporters, and Cunning>32 or **Diplomacy, Honor, Law, Leadership, and Integrity**>30

When your personnel complete this mission, if none of them have an attribute >6, score 5 points.

Angel I: "A brief visit will be tolerated."

35

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2 • Chalan Aroya
Accessible Restaurateur



Bajoran

• Biology • Honor • Science • Transporters
 When this personnel is randomly selected by a dilemma, you may take a card from your discard pile into hand.
"I own the Celestial Cafe, the new Bajoran restaurant overlooking the Promenade. ... I was hoping one day you might stop in when you're not working."

INTEGRITY 6 CUNNING 5 STRENGTH 4

2 • Neela
Misguided Activist



Bajoran

• Engineer • Programming • Treachery
 Assassin.
 Order – Remove a personnel in your discard pile from the game and return this personnel to her owner's hand to kill an opponent's personnel present who has a skill that removed personnel has.
"The prophets spoke. I answered their call."

INTEGRITY 2 CUNNING 6 STRENGTH 5

4 • Seven of Nine
Prodigal Daughter



Borg

• Astrometrics • Engineer • Exobiology
 • Programming • Science • Treachery
 When your opponent's card is about to prevent your interrupt, you may give command of this personnel to an opponent to ignore that effect. If you do, choose a ship commanded by that opponent and place this personnel aboard that ship.
"I wish to stay. I intend to rejoin the Collective."

INTEGRITY 4 CUNNING 7 STRENGTH 6

4 • Korinas
Observer from the Obsidian Order



Cardassian

• Intelligence • Leadership • Officer • Security
 • Treachery
 While this personnel is facing a dilemma, she and each Intelligence personnel present adds his or her Cunning to his or her Integrity.
"What I'm saying is that the Obsidian Order will take whatever steps are necessary to protect the Orias system."

INTEGRITY 3 CUNNING 6 STRENGTH 5

3 • Luaran
Critical Coordinator



Vorta

• Engineer • Navigation • Physics • Treachery
 When you play this personnel, you may draw a card for each staffing requirement icon on your staffed ship.
"Coordinate it with central operations."

INTEGRITY 4 CUNNING 6 STRENGTH 3

3 • Alynna Nechayev
Adamant Admiral



Human

• Diplomacy • Law • Leadership • Officer
 • Science • Security
 Admiral.
 Order – Discard a personnel that you do not command from hand. This personnel gains an order ability from that personnel until the end of this turn. You may do this only once each turn.

INTEGRITY 6 CUNNING 6 STRENGTH 5

2 • Jenna D'Sora
Veteran Security Officer



Human

• Astrometrics • Engineer • Exobiology • Security
 When this personnel begins a mission attempt, you may name a personnel. If that personnel is chosen or selected by a dilemma during this mission attempt, he or she is attributes +2 and gains Anthropology until the end of that dilemma.
"That's one thing I've always loved about you. You make me laugh."

INTEGRITY 5 CUNNING 5 STRENGTH 6

2 • Melora Pazlar
Independent Personality



Elaysian

• Astrometrics • Navigation • Programming
 • Science
 While this personnel is facing a dilemma, you may lose 5 points to choose one: make her gain two different skills on a personnel present; or make her gain an attribute on a personnel present. This effect lasts until the end of this turn. You may do this only once each turn.

INTEGRITY 6 CUNNING 6 STRENGTH 2

2 • Naomi Wildman
Astrometrics Officer



Human/Ktarian

• Astrometrics • Engineer • Honor • Science
 While this personnel is facing a dilemma, you may destroy your Temporal event that has a cost greater than or equal to the cost of that dilemma to make each random selection made by that dilemma your choice instead.
Naomi grew into a fabulous officer, known on Voyager for designing a new standard orbit, freshening up an old technique.

INTEGRITY 6 CUNNING 6 STRENGTH 5

2 • **Nella Daren**
Head of Stellar Cartography



Human

● 2 Astrometrics ● Honor ● Science

When a personnel present is randomly selected to be killed, you may destroy an equipment this personnel is equipped with to stop that personnel instead.

"When communications went out, I knew we had to fend for ourselves."

INTEGRITY 6 CUNNING 6 STRENGTH 5

2 • **Number One**
Reputable Officer



Human

● Astrometrics ● Diplomacy ● Navigation ● Officer ● Science

You may play this personnel at cost +2 to choose up to three of your personnel in your opponents' brigs and place them at your headquarters mission.

"It's wrong to create a whole race of humans to live as slaves."

INTEGRITY 6 CUNNING 6 STRENGTH 6

5 • **Valeris**
Co-Conspirator



Vulcan

● Navigation ● Officer ● Science ● Treachery

Assassin. When you play this personnel, if you command three Treachery personnel, name a non-ship card. Each opponent searches his or her deck, places the named card in his or her discard pile, and shuffles and replaces his or her deck.

"I tried to tell you but you would not listen."

INTEGRITY 3 CUNNING 7 STRENGTH 6

1 • **Watley**
Recent Transfer



Human

● Honor ● Medical ● Science

You may play this personnel at cost +3 to name a personnel. Each opponent must choose a personnel he or she commands who has that title and return him or her to his or her owner's hand.

"Your flap is open. ... On your tricorder. You're draining power."

INTEGRITY 6 CUNNING 5 STRENGTH 5

1 • **Leeta**
Devoted Wife



Bajoran

● Anthropology ● Honor

When this personnel is randomly selected by a dilemma, if you command Ferenginar, download a card and place it beneath your Ferenginar.

"You're so adorable ... and complicated."

INTEGRITY 6 CUNNING 5 STRENGTH 4

4 • **Quark**
Lumbar



Ferengi

● Anthropology ● Diplomacy ● Honor ● Programming

When you play this personnel, you may download a card and place it beneath your Ferenginar. When your Rule is about to be destroyed by a card an opponent owns, you may destroy your Rule instead.

"Because that's what Lumbar wants."

INTEGRITY 6 CUNNING 6 STRENGTH 4

2 • **Ch'Regha**
Open-Minded



Klingon

● Archaeology ● Exobiology ● Honor ● Medical

Order – Stop this personnel aboard your ship at a mission to place a Klingon at your Qo'noS aboard this ship.

"You have a fiery spirit. You will make a worthy mate."

INTEGRITY 6 CUNNING 5 STRENGTH 6

3 • **Anastasia Komananov**
Russian Seductress



Hologram

● Diplomacy ● Intelligence ● Officer ● 2 Physics

Assassin. Infiltrator. When you play this personnel, you may take a Hologram from your discard pile into hand. When this personnel is killed by a dilemma, each player kills each copy of Kira Nerys that he or she commands.

"I wish I could relax you but I am here on business."

INTEGRITY 6 CUNNING 6 STRENGTH 5

4 • **Arandis**
Risan Facilitator



Risan

● 2 Anthropology ● Diplomacy ● Geology ● Leadership

When you play this personnel, each player may download a card.

"All that is ours is yours."

INTEGRITY 6 CUNNING 5 STRENGTH 4

2 • M'Pella
Seductive Employee



Alien

● Acquisition ● Anthropology ● Exobiology
Dabo Girl. When this personnel is randomly selected by a dilemma, reveal the top card of your deck. If the cost of the revealed card matches the cost of that dilemma, it is prevented and overcome.
"I hope you're not going to be lonely ..."

INTEGRITY 6 CUNNING 5 STRENGTH 4

2 • Marta
Delusional Seductress



Orion

● Acquisition ● Anthropology ● Medical
Thief. When your Leadership personnel present is randomly selected by a dilemma, you may destroy one of your events to ignore its results and select again.
"I'm beautiful! And I'm intelligent too. I write poetry, and I paint marvellous pictures. And I am a wonderful dancer."

INTEGRITY 4 CUNNING 5 STRENGTH 5

4 • Rayna Kapec
Developing Android



Android

● Biology ● Engineer ● Medical ● Physics
 ● Programming ● Science
 When your non-Android personnel present is about to be stopped or killed by a dilemma, you may discard two Android personnel from hand to prevent that.
"I was not human. Now I love. I love."

INTEGRITY 6 CUNNING 5 STRENGTH 5

2 • Sakonna
Puzzled Interrogator



Vulcan

● Geology ● Physics ● Transporters
 When this personnel is randomly selected by a dilemma, if there are two ● personnel present, that dilemma's owner must place two cards from hand on top of his or her deck in any order.
"We do not possess the Cardassians' gift for inflicting pain."

INTEGRITY 4 CUNNING 7 STRENGTH 6

2 • Ba'el
Naive Prisoner



Klingon/Romulan

● Exobiology ● Geology ● Honor ● Science
 When this personnel is randomly selected by a dilemma, that dilemma's owner must randomly discard a card from his or her hand.
"There is nothing wrong with what I am."

INTEGRITY 6 CUNNING 5 STRENGTH 5

2 • Kalenna
Sentry



Romulan

● Anthropology ● Biology ● Intelligence ● Security
 When this personnel begins a mission attempt, you may discard an event from hand to name up to two unique personnel. While each of those personnel is not ●, he or she cannot be randomly selected by dilemmas. This effect lasts until the end of this mission attempt.
"Wait! The guards are still too close."

INTEGRITY 4 CUNNING 6 STRENGTH 6

3 • Fiona McKenzie
Experienced Corporal



Human

● Exobiology ● Leadership ● Navigation
 ● Security ● Transporters
MACO. While this personnel is facing a dilemma, if three MACO personnel are present with her, you may discard a card from hand to make a ● personnel present attributes +2 until the end of that dilemma.
"I did a six week tour on Jupiter Station."

INTEGRITY 6 CUNNING 5 STRENGTH 6

3 • Gannet Brooks
Undercover Operative



Human

● Anthropology ● Diplomacy ● Intelligence
 ● Programming ● Security
 While this personnel is attempting a mission, you may discard a ● personnel from hand to give her one of the discarded personnel's skills until the end of that mission attempt.
"I don't work for Terra Prime. I work for Starfleet Intelligence."

INTEGRITY 5 CUNNING 6 STRENGTH 4

7 • U.S.S. São Paulo
NCC-75633



Defiant Class

When your ● personnel aboard this ship is about to be killed by a dilemma, you may stop that personnel instead.
"She has some big shoes to fill."

RANGE 8 WEAPONS 10 SHIELDS 10