

8 • **Accumulated Knowledge**



Event

When you play this event, it is cost -1 for each dilemma beneath your missions. Plays in your core. When any number of your personnel are about to be stopped by a dilemma, you may destroy this event to prevent that.

"Our transdimensional friend, the one we found in the pod? I had quite a few hours to study his physiology. Let's hope my memory serves me well."

34 V 4

• **Aldea**
Aid Legendary Civilization



A **35**

Biology, Diplomacy, Exobiology, Medical, and Cunning >34

When you complete this mission, place up to 12 total cost of your personnel involved beneath their owners' decks. Your opponents must place their personnel with at least the same total cost beneath their owner's decks.

"The legend will die, but the people will live."

Any affiliation may attempt this mission.

2 15 V 23

• **Alpha 5 Approach**
Transport Crash Survivor



A **30**

16 different skills and Cunning >32

When a player's personnel begin a mission attempt with five or less personnel, the player to the left of that player may draw six extra dilemmas and spend six extra on dilemmas.

Transport unusual castaway to nearby colony.

Any affiliation may attempt this mission.

3 21 V 14

• **Alpha 5 Approach**
Transport Crash Survivor



A **30**

16 different skills and Cunning >32

When a player's personnel begin a mission attempt with five or less personnel, the player to the left of that player may draw six extra dilemmas and spend six extra on dilemmas.

Transport unusual castaway to nearby colony.

Any affiliation may attempt this mission.

3 37 V 15

2 • **Altovar**
Vindictive Criminal



Lethean

Exobiology **Medical** **Telepathy** **2 Treachery**

Thief.

Order – Return this personnel to his owner's hand to return an opponent's Medical personnel present to his or her owner's hand.

"You're staying right here, trapped on this station, watching while I destroy you piece by piece."

INTEGRITY 2 **CUNNING 5** **STRENGTH 6**

1 R 318

0 • **Alvera Tree Ritual**



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. When a personnel begins a mission attempt, you may have each player shuffle his or her dilemma pile.

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

52 V 19

Analyze



Interrupt

When an opponent's dilemma that your personnel is facing is about to be returned to its owner's dilemma pile, overcome that dilemma instead.

"A vessel has been detected. Unimatrix 424, grid 116. ... Vessel identified. Federation Starfleet. Intrepid class. 143 life-forms. Prepare for assimilation."

3 S 70

• **Assess Contamination**



A **35**

2 Anthropology, Law, and Cunning >40

Prevent and overcome the first dilemma your personnel face here each turn that has a cost of 1 or more and does not require a skill.

Sigma Iota: "The Book. They left it, the other ship. The Horizon."

Any affiliation may attempt this mission.

2 23 V 27

2 • **At An Impasse**



Event

To play this event, you must command three personnel. Plays in your core. No player may draw cards from his or her deck. (Players do not need to spend all their counters on their turns.) At the end of the opponent on your right's turn, remove this event from the game.

"Welcome to Galomdorn Core, where no good deed goes unpunished."

4 U 39

Athos IV
Maquis Base



A

You may play cards, cards, and equipment at this mission.

Region: Badlands. At the start of each of your turns, you may discard a card from hand to download For the Cause.

"A grim little fog-bound piece of rock in the middle of nowhere."

Maquis Headquarters

2

2 U 96

Avert Solar Implosion



A

Archaeology, Geology, Physics, Science, and Cunning>34 or **Anthropology, Honor, Leadership, Officer, and Strength**>38

Veridian III: "Veridian III is uninhabited. However, Veridian IV supports a pre-industrial society."

35

Any affiliation (except) may attempt this mission.

2

9 R 5

Bat'leth



Equipment

Hand Weapon. To play this equipment, you must command a Klingon. When you win combat involving your Klingon present, the loser discards a random card from hand.

"I went into the mountains — all the way to the Volcano at Kri'stak. There I cut off a lock of my hair and thrust it into the river of molten rock that poured from the summit. ... then I plunged it into the lake of Lutor and twisted it into this sword. And after I used it to kill Molor I gave it a name: bat'leth, the sword of honor."

2 C 29

Benjamin Sisko
Outlaw



Human

Acquisition **Anthropology** **Biology**
Leadership **Navigation**

Order — Choose one for this personnel to gain: "Honor personnel present are Cunning +1"; or "Treachery personnel present are Cunning +1". This effect lasts until this order is executed again.

"You're looking in the wrong corner for a hero, ma'am. I've made the best of a bad life for my crew. That's my contribution."

INTEGRITY 5 **CUNNING 5** **STRENGTH 6**

5 P 33

Benjamin Sisko
Vastly Outnumbered



Human

Diplomacy **Leadership** **Navigation**

When this personnel begins a mission attempt, if an opponent commands a Maneuver event, you may name a dilemma. This personnel gains "This personnel and each personnel present cannot be killed or stopped by that dilemma" until the end of turn.

"We don't want to fight you, or hurt anyone. Your officers will be our guests for a while."

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

20 V 17

Bio-neural Computer Core



Dilemma

Randomly select a personnel to be stopped. If your opponent does not command that personnel and you still have nine personnel remaining, place him or her on your opponent's headquarters mission instead, then randomly select a second personnel that your opponent does not command to be placed on your opponent's headquarters mission. That opponent now commands those personnel.

9 R 1

Bird-of-Prey



Bird-of-Prey Class

Cloaking Device. This ship is Range +1 for each personnel aboard who has a cost of 4 or more (Limit +3). This ship is Weapons +1 and Shields +1 for each personnel aboard (Limit +3).

"They're rumored to be an aggressive, territorial species but the Vulcan High Command has never made direct contact with them."

RANGE 7 **WEAPONS 6** **SHIELDS 6**

17 V 83

Bustling with Activity



Event

Plays in your core. When you play a personnel at Mouth of the Wormhole, each player may discard a card from hand to download a personnel of the same affiliation as the played personnel.

With the discovery of the wormhole to the Gamma Quadrant, Deep Space 9 became a center of commerce and base of exploration virtually overnight.

6 P 16

Cal Hudson
Convincing Recruiter



Human

Diplomacy **Law** **Leadership** **Navigation**
Physics **Security** **Treachery**

Commander: Javert. When you play this personnel, if you have completed a mission requiring Leadership or Security, he is cost -4. While present with this personnel, each Treachery personnel present gains .

"Every Federation colonist knows you never go out alone at night."

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

17 V 59

1 • Captain on the Bridge



Event

Plays in your core. You may play a Commander that corresponds with your ship aboard that ship. When you do, he or she is cost -1.

"I'm becoming better acquainted with my new command, this Galaxy Class U.S.S. Enterprise. I am still somewhat in awe of its size and complexity."

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4 C 43

• Cardassia IV
Rescue Prisoners



A

Leadership, Security, Transporters, and Strength >30

Region: Cardassia System. When you complete this mission, you may take one of your personnel from an opponent's brig and place him or her on your headquarters mission.

"...I've seen how the Cardassians treat their prisoners."

30

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1 U 194

• Cargo Haul



A

Acquisition, Medical, and Cunning >44

You cannot move your ship from this mission to a headquarters mission. When you move your ship with your Acquisition personnel aboard it to this mission, if you have not completed this mission, you may stop that personnel to draw a card.

Interstellar shipping lane: Transport medical supplies to an outlying colony.

35

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4 U 99

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.

"Before you waste a lot of time running around trying to restore computer control, let me save you some trouble. You can't."

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1 P 33

• Ceti Alpha V
Find Lifeless World



A

2 Biology, 2 Exobiology, and Cunning >33

You may attempt and complete this mission using your  personnel with these requirements: **Honor, Leadership, 2 Security, and Strength >35.** At the start of each of your turns, you may discard six cards from hand to draw five cards.

"There can't be so much as a microbe or the show's off."

Any affiliation may attempt this mission.

35

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2 U 56

3 • Charles Tucker III
Standing In



Human

2 Engineer • Programming • 2 Transporters

Commander: Enterprise. During your Play and Draw Cards segment, you may spend 1 additional counter for each space mission you have completed.

"He's... indisposed at the moment. Can I help you?"

INTEGRITY 6 CUNNING 6 STRENGTH 6

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9 R 14

0 Chula: The Game



Dilemma

Place this dilemma on this mission. When your personnel are about to face a dilemma whose title begins with "Chula" here, randomly select one of your personnel attempting this mission to be stopped. When you complete this mission, this dilemma is overcome.

"Choose their path! Double their peril, double your winnings!"

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30 V 2

Cluttering Irrelevancies



Interrupt

When your Hologram is facing a dilemma, name a skill. That Hologram gains that skill and is attributes +2 until the end of that dilemma. At the end of this mission attempt, return that Hologram to its owner's hand.

"He wasn't programmed to be a tenor, he was programmed to be a physician."

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7 U 39

• Collapse Anti-Time Anomaly



A

Astrometrics, Engineer, Leadership, Physics, and Cunning >36

Region: Neutral Zone. When your personnel attempt this mission, if there are no dilemmas overcome beneath it, you may download a Q card.

Devran System: "The only way to stop this thing is to repair the rupture at the focal point where time and anti-time are converging."

Any affiliation may attempt this mission.

35

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3 P 21

2 Condition Red



Event

Plays in your core. Each of your personnel loses and gains . At the start of each of your turns, if an opponent commands more ships than you, you may discard a card from hand to download a non-unique ship.

"Condition alert. Battle stations."

12 V 22

5 • Cosette
Reliable Raider



Condor Class

This ship is attributes +1 for each of your Region: Demilitarized Zone missions.

Order — Reveal the top card of an opponent's deck. If it is a personnel, name an event. Cards that opponent owns may not prevent or destroy that event you own until the start of your next Execute Orders segment. You may do this only once each turn.

"Lieutenant Ro's ship is not retreating with the others."

RANGE 6 WEAPONS 6 SHIELDS 6

24 V 45

Covenant



Interrupt

Pah-wraith. When your Treachery personnel is facing a dilemma, remove a personnel in your discard pile from the game to make that Treachery personnel gain all skills and attributes on that personnel removed from the game until the end of this mission attempt.

"The Pah-wraiths aren't what you think. And neither am I."

14 R 47

3 • D'Nesh
Manipulative Gift



Orion

Thief. While a Thief present is facing a dilemma, you may destroy your event to make that Thief attributes +1 until the end of that mission attempt.

"Harrod-Sar never let us leave our rooms. I've never seen anything like this place."

INTEGRITY 4 CUNNING 6 STRENGTH 4

14 C 31

3 • Damar
Useful Adjutant



Cardassian

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

23 R 11

3 • Deanna Troi
Guide and Conscience



Betazoid/Human

When an opponent discards, examines, or reveals a card in your hand or deck, you may draw a card. You may do this only once each turn.

"Captain — I think I may have a way to find them."

INTEGRITY 6 CUNNING 5 STRENGTH 4

18 T 61

2 • Deanna Troi
Ship's Counselor



Betazoid/Human

Order — If this personnel is present with an opponent's personnel, stop this personnel to examine that opponent's hand and choose a non-ship card to place on the bottom of his or her deck.

"I can only sense strong emotions. ... I am only half-Betazoid; my father was a Starfleet officer."

INTEGRITY 6 CUNNING 5 STRENGTH 4

41 T 35

1 Defensive Upgrades



Event

To play this event, you must command six personnel. Plays in your core. When your event is about to be destroyed by a card an opponent owns, you may destroy this event to prevent that. When an event or interrupt you own is about to be prevented, you may destroy this event to prevent that.

"Right now, I've got five thousand photon torpedoes armed and ready to launch."

17 V 24

Delegated Assignment



Interrupt

When one of your unique personnel is about to be stopped by a dilemma, stop two of your personnel present to make that personnel attributes +2 until the end of turn instead.

"Confirm that each distribution amplifier is at one hundred percent efficiency. ... If there's more than a .03 percent fall off, replace it. ..."

7 R 40

• **Deliver Ancient Artifact**



A **40**

Archaeology, Exobiology, 2 Geology, Science, and Cunning>34 or Diplomacy, 2 Honor, Leadership, Security, and Strength>38

Vulcan: "We've got a more important mission. We have to take this to the capital..."

Any affiliation (except ) may attempt this mission.

2

• **Deliver Evidence**



A **35**

Anthropology, Honor, Intelligence, Officer, and Integrity>32 or Archaeology, Navigation, Science, Security, and Cunning>34

Region: Bajor System.

Near Deep Space Nine: "If they want a fight, they'll have to fight on our terms."

Any affiliation (except ) may attempt this mission.

2

5 • **Donatra**
Honorable Commander



Romulan

      

Commander: Valdore. While this personnel is facing a dilemma that has a cost of 1 or more and does not require a skill, you may remove this personnel from the game to prevent and overcome that dilemma.

"You've earned a friend in the Romulan Empire today."

INTEGRITY 5 **CUNNING 6** **STRENGTH 5**

3 • **Eight of Eleven**
Laura



Borg

  

Dissident. While you command a  non-Dissident personnel, this personnel loses all of her skills and her next ability. When your Dissident present is about to be killed by a dilemma at a  mission, you may discard a card from hand and stop that personnel to prevent that.

"Our ships are scattered across the galaxy..."

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

4 • **Enterprise**
Damaged Starship



NX Class

While this ship is at a Region: Delphic Expanse mission, you may play  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**

• **Explore Black Cluster**



A **35**

Astrometrics, Leadership, Physics, Science, and Cunning>34

Sector 97: Conduct a survey of this region known for its violent and unpredictable gravitational wavefronts.

Any affiliation (except ) may attempt this mission.

4

• **Farius Prime**
Political Intrigue



A **35**

Engineer, Intelligence, Security, Treachery, and Cunning>34

You may attempt and complete this mission using your  or  personnel with these requirements: Anthropology, 2 Intelligence, Security, and Cunning>34.

"We want you to assassinate the Klingon ambassador..."

2

• **Feldomite Rush**



A **30**

Engineer, Geology, Cunning>28, and (Acquisition or Law or 2 Treachery)

Parson III: "Who'd have dreamed they'd strike feldomite on Parson III? The Sepian Commodities Exchange is in chaos — everybody's selling, prices falling..."

Any affiliation (except ) may attempt this mission.

2

3 • **Fifth**
Neonatal Drone



Borg

   

Drone. When you play this personnel, you may return a non-dilemma card on your Decay event to its owner's hand.

Task: Irrelevant. Drone abandoned by the Collective after its ship was disabled by an unknown pathogen.

INTEGRITY 5 **CUNNING 5** **STRENGTH 4**

1 Finding Our Way



Event

To play this event, you must not command a headquarters mission. Plays on your Caretaker's Array. Cards an opponent owns cannot prevent or destroy this event. When a card instructs you to place a personnel on your headquarters mission, that personnel may be placed aboard your ship instead.

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

13 U 45

1 Finding Our Way



Event

To play this event, you must not command a headquarters mission. Plays on your Caretaker's Array. Cards an opponent owns cannot prevent or destroy this event. When a card instructs you to place a personnel on your headquarters mission, that personnel may be placed aboard your ship instead.

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

ALLIANCE — DECEMBER 2009

13 VP 45

3 For the Cause



Event

Plays on Athos IV. You may attempt and complete Region: Demilitarized Zone missions using your personnel (and a ship they are aboard at a space mission), regardless of effects preventing personnel (or ships those personnel are aboard) from doing so, with these requirements: **Leadership, Security, Treachery, and Strength >36.**

"... they made these people refugees overnight."

2 C 45

Forcing Their Way



Interrupt

To play this interrupt, you must not command U.S.S. Voyager. **Order** — Discard a Nucleogenic card from hand to place a Treachery personnel from hand aboard your U.S.S. Equinox.

"Stay the course!"

20 V 7

Founder Trap



Interrupt

Infiltration. When an opponent's personnel is about to complete a mission, discard a random card from hand to add the skills of your Infiltrator at that mission to the mission's requirements. This effect lasts until the end of that opponent's turn. Remove this interrupt from the game.

"It appears I have underestimated the Founders. I should have seen it coming. There was a time when nothing got past me."

3 R 72

4 Gal Gath'thong
Pride of the Praetor



Bird-of-Prey Class

Cloaking Device. To play this ship, you must command two personnel. When you move this ship from an opponent's mission, if this ship's Commander is aboard, that opponent must discard two cards from hand (limit two cards per turn).

"His heading is now 111... mark 14. The heading a Romulan would take toward the Neutral Zone ... and home."

RANGE 7 WEAPONS 6 SHIELDS 6

14 R 122

Gateway
Historical Research



35

2 Anthropology, 2 Archaeology, and Integrity >33

At the start of your turn, if this is your first turn and any opponent has had a turn, you may download a personnel.

"Time is fluid ... like a river with currents, eddies, and backwash."

Any affiliation may attempt this mission.

2

13 U 45

2 George Primmin
Starfleet Security



Human

Anthropology Officer Programming Security

When this personnel is about to be stopped by a dilemma, name a unique personnel present. That personnel cannot be killed or stopped by dilemmas until the end of turn.

"You can't just go storming onto their ship without their permission."

INTEGRITY 6 CUNNING 5 STRENGTH 6

16 V 35

2 Ghost Stories



Event

Plays in your core. When you play this event, name a non-dual dilemma. Your copies of that dilemma have: Persistent. (When your personnel complete this mission, this dilemma's owner may discard a non-personnel card from hand to return this dilemma to his or her dilemma pile.)

"Gather round, but I'm warning you: this is not a tale for the faint of heart."

14 R 30

1 • Goval
Follower of the One



Borg

★ **Archaeology** ● **Geology** ● **Science**
 While this personnel is attempting a mission, you may discard an equipment or event card from hand to make him attributes +2 until end of this mission attempt.
"I need you, Goval. I need you to help me build a future for the Borg. I can't do it without you. Will you help me?"

INTEGRITY 4 CUNNING 5 STRENGTH 5

4.1.159

2 **Guess Who's Coming to Dinner?**



Dilemma

Choose a personnel who has **Diplomacy** > 6 to be stopped. If you cannot, randomly select a personnel to be killed.
"We must do this again some time."

0.0.20

0 **Guidance of the Council**



Event

Plays in your core. When you play a **Diplomacy** personnel, you may destroy this event to download a Chancellor or High Council Member.
Since the mid-21st century, the Klingon High Council has governed the affairs of the Empire from the Great Hall in the First City on Qo'noS.

4.P.22

Hate



Interrupt

When an opponent's personnel gains a skill as a result of paying a cost, if you command a completed mission, lose 5 points to remove that personnel from the game.
"What a repulsive creature you are! Constantly shedding your skin and hair. Leaving your oily sweat on everything you touch. You think that you are the height of intellect in the universe, but you are no better than any filthy animal and I am ashamed to be made in your image!"

23.V.23

4 • Hikaru Sulu
Experienced Helmsman



Human

★ **Astrometrics** ● **Biology** ● 2 **Navigation**
 ● **Officer**
 You may play this personnel at cost -2 to ignore his next ability. When you play this personnel, you may place your ship at your mission.
"Helm ready, sir."

INTEGRITY 6 CUNNING 6 STRENGTH 6

20.V.19

1 • Hindrance



Event

Temporal. Plays in your core. When personnel that the player on your right commands begin a mission attempt, you may kill one of your unique personnel who costs 3 or more and destroy this event to draw three extra dilemmas and spend three extra in total cost on dilemmas.
Unfamiliar territories can often offer unforeseen complications.

16.V.22

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.

22.V.13

Homeward Bound



Interrupt

To play this interrupt, you must command a completed space mission and three personnel. You may only play one copy of this interrupt each turn. When you play this interrupt, if you command a planet mission, lose 5 points.
Order — Unstop each of your stopped personnel at a space mission. Remove this interrupt from the game.
"Somewhere, along this journey, we'll find a way back."

34.V.14

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 destroyed, you may discard a card from hand to place that Ritual event 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

3 • Ikat'ika
Honorable Warrior



Jem'Hadar

★ **Anthropology • Biology • Honor • Leadership • Officer**
 While this personnel is attempting a mission, you may make him attributes +2 until the end of this mission attempt. If you do this, he is killed at the end of this turn. You may do this only once each turn.
"I yield. I cannot defeat this Klingon. All I can do is kill him."

INTEGRITY 8 CUNNING 5 STRENGTH 9

4 • Ilia
Finest Navigator in Starfleet



Deltan

★ **Honor • Navigation • Officer • Telepathy**
 You may play this personnel at cost -2 to ignore her next ability. When you play this personnel, if you command a **A** personnel who has a cost of 4 or more, for each headquarters mission your opponent commands, you may shuffle two cards from your discard pile into your deck.
"My oath of celibacy is on record..."

INTEGRITY 7 CUNNING 5 STRENGTH 5

3 Indecent Proposal



Dilemma

Randomly select a personnel who costs 5 or more to be stopped. If you cannot, your opponent chooses a personnel to be stopped. If a personnel who costs 5 or more was stopped by this dilemma, return this dilemma to its owner's dilemma pile.
"I am not for sale. And if, by some chance, I were to become available, I would rather eat Orion wing-slugs than deal with a toad-faced troll like you!"

Investigate Massacre



A

Diplomacy, 2 Science, and Cunning > 28

30

Region: Neutral Zone.

Tarod IX: "The outpost was not just destroyed, it's as though some great force just scooped it off the face of the planet."

2

2 • Ixtana'Rax
Honored Elder



Jem'Hadar

★ **Anthropology • Astrometrics • Honor • Leadership • Navigation • Officer**
 When this personnel uses one of his skills to complete a mission, he is killed.
"It must be gratifying for an 'Elder,' to end his career with a victory."

INTEGRITY 6 CUNNING 6 STRENGTH 8

4 • Jake Sisko
Temporal Anchor



Human

★ **Anthropology • Astrometrics • Biology • Physics • Programming • Science**
Order — Place this personnel in his owner's discard pile to download a **●●●** personnel.
"To my father, who's coming home..."

INTEGRITY 7 CUNNING 7 STRENGTH 3

4 • James T. Kirk
Experienced Commander



Human

★ **Honor • Leadership • Officer • Programming**
Admiral, Commander: U.S.S. Enterprise. You may play this personnel at cost -2 to ignore his next ability. When you play this personnel, he gains "This personnel and each **A** personnel present who has a cost of 4 or more may be excluded from random selections" until the end of this turn.
"All decks, this is the Captain. Prepare for immediate departure."

INTEGRITY 7 CUNNING 6 STRENGTH 6

4 • James T. Kirk
Living Legend



Human

★ **2 Honor • Leadership**
 While this personnel is facing a dilemma that has requirements you cannot meet, you may kill this personnel to prevent and overcome that dilemma.
"I take it the odds are against us and the situation is grim. ... Sounds like fun."

INTEGRITY 7 CUNNING 6 STRENGTH 5

5 • James T. Kirk
Original Thinker



Human

★ **Diplomacy • 2 Honor • Leadership • Officer**
Admiral, Commander: U.S.S. Enterprise. When a dilemma is about to be revealed, if this personnel is attempting a mission, you may remove him from the game to prevent and overcome that dilemma.
"I don't believe in the no-win scenario ... I don't like to lose."

INTEGRITY 7 CUNNING 6 STRENGTH 6

5 • Javert
Maquis Flagship



Condor Class

While this ship is at your mission that is worth 40 or less points and your corresponding Commander is aboard this ship, your personnel may attempt and complete that mission, regardless of effects preventing personnel (or ships those personnel are aboard) from doing so, with these requirements: **Leadership, Security, Treachery, and Strength > 36**.

RANGE 6 WEAPONS 6 SHIELDS 6

17 V 54

4 • Jean-Luc Picard
Bearer of Ill Tidings



Human

Anthropology • Diplomacy • Intelligence • Security

Dissident. When this personnel is present with your Dissident and a dilemma is about to be revealed, you may lose 5 points to shuffle your opponent's dilemma stack.

"The tenor of the mission has changed... at least for me."

INTEGRITY 8 CUNNING 6 STRENGTH 6

8 P 91

1 • Kar'takin



Equipment

Hand Weapon. When you win combat in which all your personnel involved are Jem'Hadar, if this equipment is present, you may place this equipment on the bottom of its owner's deck to randomly kill an opponent's personnel involved.

Favored by Jem'Hadar in close-quarters combat.

33 V 8

4 • Kira Nerys
First Officer



Bajoran

• Diplomacy • Honor • Officer • Security

Order – If you command two missions worth 40 or more points, discard four cards from hand to take a personnel from your discard pile and place it on your headquarters mission. You may only do this once each turn.

"I don't suppose this would be a good time for me to give you my opinion about how Bajor should be dealing with the Klingons?"

INTEGRITY 6 CUNNING 6 STRENGTH 6

16 L 53

1 • Kira Nerys
Ih'valla



Bajoran

• Honor • Leadership

When you begin a mission attempt involving this personnel, you may lose 5 points to take up to two cards from your discard pile into hand.

"I was up half the night. I have a flock of flightless birds in my quarters."

INTEGRITY 6 CUNNING 6 STRENGTH 6

16 L 53

0 • Klingon Tea Ceremony



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. 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.

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

22 V 14

Knowledge and Experience



Interrupt

To play this interrupt, you must command three personnel. When a personnel you command but do not own is facing a dilemma, lose 5 points to prevent and overcome that dilemma. Remove this interrupt from the game.

"We're no longer just fighting the Borg, we're fighting the life experience they've stolen from Captain Picard. Now, how the hell do we defeat an enemy that knows us better than we know ourselves?"

4 R 83

Knowledge and Experience



Interrupt

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"We're no longer just fighting the Borg, we're fighting the life experience they've stolen from Captain Picard. Now, how the hell do we defeat an enemy that knows us better than we know ourselves?"

6 VP 109

4 • Korath
Duplicious Tinkerer



Klingon

• Diplomacy • Engineer • Leadership • Physics

High Council Member. When you are about to play a non-Hand Weapon equipment, you may play it at cost +2 to destroy an opponent's event that has no cards on it.

"I've scanned your shuttle. You've made some... interesting modifications. Your shield generator is of particular interest."

INTEGRITY 4 CUNNING 6 STRENGTH 7

5 P 31

2 • Krajensky Founder
Adversary



Changeling

★ **Diplomacy** **Intelligence** **Law** **Treachery**
Founder. Infiltrator. Shape-shifter. When personnel the opponent on your right commands attempt this mission, if this mission has two or more dilemmas overcome beneath it, you may draw two extra dilemmas and spend two extra in total cost on dilemmas.
"I'll be coming along as an observer."

INTEGRITY 3 CUNNING 6 STRENGTH 5

• Kressari Rendezvous



A **Officer, 2 Treachery, and Strength > 30**

Region: Cardassia System. When you complete this mission, you may place up to three of your Hand Weapons aboard the completing ship in their owners' discard piles. Score 5 points for each.

Outskirts of the Cardassia system: Complete a covert weapons transfer to agents supplying a Bajoran isolationist faction.

2

2 • Kruge
Instinctive Commander



Klingon

★ **Astrometrics** **Intelligence** **Officer** **Treachery**
Commander: I.K.S. Qel'Poh. When you win an engagement involving this personnel and there are two or less personnel aboard an opponent's ship involved, you may remove a damage event from that ship to place those personnel in your brig. You now command that ship (it is now a ♠ ship).
"I give two minutes for you and your gallant crew."

INTEGRITY 3 CUNNING 6 STRENGTH 7

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.

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

4 • Leonard H. McCoy
Experienced Advisor



Human

★ **Biology** **Exobiology** **Honor** **Medical**
 You may play this personnel at cost -2 to ignore his next ability. When you play this personnel, the next ♠ personnel you play this turn is cost -3.
"You're pushing, Jim. Your people know their jobs."

INTEGRITY 7 CUNNING 6 STRENGTH 5

4 • Locutus
Voice of the Borg



Borg

★ **2 Diplomacy** **2 Leadership** **Officer**
2 Treachery
Commander: Locutus' Borg Cube. While this personnel is facing a dilemma, if he uses his Diplomacy, Leadership, Officer, or Treachery to meet its requirements, score 10 points.
"I am Locutus of Borg. Resistance is futile. Your life as it has been is over. From this time forward, you will service us."

INTEGRITY 1 CUNNING 6 STRENGTH 8

Lustful Distraction



Interrupt

To play this interrupt, stop two of your ♠ personnel. While you have no cards in hand, you may play this interrupt from on your Watch Dog. When an interrupt is played, prevent that interrupt and place it in its owner's discard pile.

Order – Choose an event. The owner of that event shuffles it into his or her deck.

3 • Lyndsay Ballard
Back From the Dead



Human

★ **Astrometrics** **Honor** **Navigation** **Physics**
Programming **Science**
 While this personnel is facing the last dilemma on your opponent's dilemma stack, you may kill her to make each ♠ personnel present attributes +1 until the end of this turn.
"Hey! Show some respect for the dead!"

INTEGRITY 7 CUNNING 5 STRENGTH 5

2 Machinations



Event

Temporal. Plays in your core. When you have drawn dilemmas, you may remove this event and those dilemmas from the game to search your dilemma pile and choose a dilemma that costs no more than the number of dilemmas you removed. Shuffle and replace your dilemma pile face down. Place the chosen dilemma on the top of your dilemma stack.

"We didn't plan to involve the humans or the Vulcans... not yet."

5 • Mara
Science Officer



Klingon

● Archaeology ● Engineer ● Honor
 ● Programming ● Science

When you play this personnel, if you command two ● Klingons, this personnel is cost -2. When you play a ● personnel, you may discard a ● card from hand to download an interrupt.

"I am your wife. I'm a Klingon! Would I lie for them?"

INTEGRITY 4 CUNNING 6 STRENGTH 6

2 Maras



Orion

● Diplomacy ● Exobiology ● Security ● Treachery

Thief. When a Thief present is about to be killed by a dilemma that costs 3 or more, you may destroy your event to prevent that.

"They can make you forget most of your troubles. Of course, creatures such as these come with troubles of their own. But women are the same throughout the galaxy, aren't they?"

INTEGRITY 4 CUNNING 6 STRENGTH 4

2 • Michael Eddington
Loyal Leader



Human

● Navigation ● Programming ● Security

While this personnel is attempting a mission, you may make him attributes +3 and gain Honor and Leadership until the end of this mission attempt. If you do, he is killed at the end of this turn. You may do this only once each turn.

"I told you only one of us would be coming back from this mission."

INTEGRITY 4 CUNNING 6 STRENGTH 6

4 • Montgomery Scott
Experienced Engineer



Human

● 2 Engineer ● Physics ● 2 Transporters

You may play this personnel at cost -2 to ignore his next ability. When you play this personnel, if you command another ● personnel who has a cost of 4 or more, you may remove an event in an opponent's core from the game.

"She'll launch on time, sir. And she'll be ready."

INTEGRITY 6 CUNNING 5 STRENGTH 5

4 • Montgomery Scott
Relic



Human

● Engineer ● Honor ● Programming ● Transporters

While this personnel is equipped with an equipment, each dilemma he faces that requires Programming or Transporters is prevented and overcome.

"I may be a captain by rank, but I've never wanted to be anything else but an engineer."

INTEGRITY 7 CUNNING 5 STRENGTH 4

0 • Mot
The Barber



Bolian

● Honor

When your six personnel present attempt a mission, subtract one from the number of dilemmas your opponent may draw and one from the total cost he or she may spend on dilemmas.

"All those away missions, wind, dry air. The elements really are harsh on the hair."

INTEGRITY 6 CUNNING 4 STRENGTH 4

5 • Nathan Samuels
Earth Minister



Human

● Diplomacy ● Law ● Leadership

When you play a non-Human ● personnel at this mission, you may stop this personnel to make that personnel cost -2.

"Earth's survival depends on alliances with other species."

INTEGRITY 5 CUNNING 6 STRENGTH 5

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. This effect lasts until the end of the mission attempt.

Naomi grew into a fabulous officer.

INTEGRITY 6 CUNNING 6 STRENGTH 5

4 • Navaar
Experienced Gift



Orion

● Acquisition ● Diplomacy ● Exobiology
 ● 2 Leadership ● 2 Treachery

Thief. When a Thief present is facing a dilemma, you may destroy your event to have that Thief gain a skill of your choice until the end of that mission attempt.

"I was wondering when you were going to come see me. After all, I've been your property for two days."

INTEGRITY 4 CUNNING 6 STRENGTH 4

3 Once More Unto the Breach



Dilemma

Your opponent chooses a staffed Cloaking Device ship he or she commands at this mission. That ship is Weapons +1 until the end of this dilemma. Unless you have Shields>that ship's Weapons, randomly select a personnel to be killed and all of your personnel are stopped.

"I can see you, Kirk ... Can you see me?"

0 Organized Terrorist Activities



Event

To play this event, you must command three personnel. Lose 5 points to make an opponent place his or her hand on top of his or her deck. Then you may examine that deck and choose a non-ship card to remove from the game. He or she shuffles and replaces his or her deck. Remove this event from the game.

"I wish there was a better way to handle this thing. I really do. Nobody wants peace any more than the Maquis."

0 Organized Terrorist Activities



Event

To play this event, you must command three personnel. Lose 5 points to make an opponent place his or her hand on top of his or her deck. Then you may examine that deck and choose a non-ship card to remove from the game. He or she shuffles and replaces his or her deck. Remove this event from the game.

"We are forty-five seconds from a core breach. Release the docking clamps; I'll get us away from the station."

3 Outclassed



Dilemma

Unless you have unused Range>8 or Weapons>8 all your personnel are stopped.

"Looks like they used a dispersal field to mask their approach."

3 •Par Lenor
Lascivious Emissary



Ferengi

- Acquisition
- Diplomacy
- Exobiology
- Geology

At the start of each of your turns, you may destroy one of your Rule events to spend additional counters this turn equal to that event's cost.

"This is just a sample ... Ludugial gold, the purest in the galaxy."

INTEGRITY 4 CUNNING 5 STRENGTH 4

1 •Party Atmosphere



Event

Plays in your core. When a player plays an event in his or her core, he or she chooses an opponent. For each headquarters mission that opponent commands, that event is cost -1.

"Hey, how can you listen to this without feeling the urge to dance?"

0 Power Shift



Event

To play this event, you must command three personnel. Plays in your core. While your personnel is attempting a mission, you may lose 5 points to make each of your personnel attributes +1 until the end of this mission attempt.

"I knew they would never give us our freedom. I would have to take it ... But the point is that finally the Empire is realizing that there is a better way."

1 Preeminent Precision



Event

To play this event, you must command three personnel. Plays in your core.

Order - Stop your Engineer aboard your ship to make that ship Range +2 until the end of this turn.

"The dilithium matrix has got to be aligned within .3 microns."

5 Ptol



Romulan

- Archaeology
- Biology
- Engineer
- Geology
- Officer
- Programming
- Security

When you play this personnel, reveal four cards from the top of an opponent's dilemma pile. This personnel is cost -1 for each dual dilemma revealed. Place the revealed cards on the bottom of the owner's dilemma pile in any order.

"I'm receiving an alien transmission from within our vessel ..."

INTEGRITY 4 CUNNING 6 STRENGTH 6

4 • Quarantine



Event

Decay 5. (When there are five cards on this event, destroy it.) **Q.** Plays in your core. When your dilemma is about to be overcome, place it on this event instead. When you lose command of this event, the player on your right places all dilemmas here face up beneath his or her mission.

"Q. What's going on here? Where's the anomaly?"
 "Where's your mommy? I don't know."

SP 11

2 • Quark
Vastly Outnumbered



Ferengi

• Acquisition • Anthropology • Treachery

When you play this personnel, you may download an Assault, Maneuver, or a card and place that card beneath your Ferenginar. When you play this personnel, if an opponent commands a Maneuver event, he is cost -2.

"No, you don't understand. I can't stay here ... I'll pay anyone five bars of gold press latinum for a seat. All right, ten. Twenty."

INTEGRITY 4 CUNNING 6 STRENGTH 4

20 V 36

1 • Quintessence



Event

To play this event, you must command three personnel. Plays in your core. At the start of your turn, you may destroy this event to download a personnel or ship. When you do this, discard cards from the top of your deck equal to the cost of that card.

"... disembodiment. It's the epitome of perfection."

4 P 28

Rebuilding the Fleet



Interrupt

To play this interrupt, you must command a personnel with 2 Engineer or a personnel with 2 Medical.

Order — Each player counts the number of ships that cost 6 or more in his or her discard pile. Then each player shuffles each personnel and ship from his or her discard pile into his or her deck and draws cards equal to the number of ships counted (limit 6).

"We'll have the fleet back up in less than a year."

17 V 41

2 Recruitment Tactics



Event

Assault. Plays in your core.

Order — Destroy this event to begin combat involving your Bajoran Resistance personnel. If you win, randomly select an opponent's personnel involved to be killed and you may take a Bajoran Resistance personnel from your discard pile and place him or her on your Bajor.

"... Shakaar is gaining support all over Bajor."

23 V 20

4 • Rekar
Tool of the Tal'Shiar



Romulan

• Astrometrics • Engineer • Intelligence
 • Leadership • Officer • Security

Commander: U.S.S. Prometheus. When you play this personnel, if you command an Intelligence personnel, he is cost -1. When this personnel attempts a non-mission and your personnel who has a cost of 4 or more is present, subtract one from the number of dilemmas your opponent can draw.

INTEGRITY 4 CUNNING 6 STRENGTH 6

18 U 100

2 Renegade Ambush



Dilemma

Consume: 1. (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) If your opponent commands a Jem'Hadar, randomly select a personnel to be killed. Otherwise, choose a personnel to be killed.

"The Jem'Hadar that attacked your station are renegades. They've turned their back on their oath of allegiance to the Dominion..."

4 U 22

• Restore Errant Moon



3 Astrometrics, Engineer, and Cunning-42

When you begin a mission attempt at this mission, each player may search his or her dilemma pile and set aside a Consume dilemma, shuffle his or her dilemma pile, and then place that dilemma on top of his or her dilemma pile.

Bre'el IV: "The satellite's trajectory continues to deteriorate."

Any affiliation may attempt this mission.

40

14 U 61

4 • Reyga
Young Scientist



Ferengi

• 2 Astrometrics • 2 Engineer • 2 Science

While this personnel is facing a dilemma that has a cost of 1 or more and does not require a skill, you may stop him and remove two Rule cards from beneath your Ferenginar from the game to prevent and overcome that dilemma.

"All I want is to be acknowledged... respected as a scientist."

INTEGRITY 5 CUNNING 7 STRENGTH 5

16 V 38

• **Risa**
Shore Leave



20

A Anthropology, and (Archaeology, Science, Treachery, and Cunning>36 or Diplomacy, Exobiology, Officer, and Integrity>32)

When you complete this mission, score 5 points for each different species of personnel who uses his or her skills to complete this mission.

"All that is ours, is yours."

INTEGRITY 6 CUNNING 6 STRENGTH 5

• **Robin Lefler**
Mission Specialist



Human

• Engineer • Exobiology • Programming
• Transporters

Order – Stop this personnel to beam any number of your stopped personnel at this mission. Discard a card from the top of your deck for each personnel beamed this way.

"That's Law 36: You gotta go with what works. . . . Every time I learn something essential, I make up a law about it so I never forget."

INTEGRITY 6 CUNNING 6 STRENGTH 5

• **Rom**
Professional Soldier



Ferengi

• Geology • Navigation • Physics • Science

When this personnel is facing a dilemma, you may exchange two cards in hand with an interrupt beneath your Ferenginar. You may do this only once each dilemma.

"I say we teach the Alliance a lesson. Throw everything we've got at Terok Nor and rip it to pieces."

INTEGRITY 6 CUNNING 7 STRENGTH 4

Ruling Council



Interrupt

To play this interrupt, you must command Mouth of the Wormhole and three non-Dissident personnel.

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?"

• **Running a Tight Ship**



Event

Plays in your core. When you attempt a space mission using a ship with its Commander aboard, subtract one from the number of dilemmas your opponent may draw and one from the total cost he or she may spend on dilemmas.

"... I won't allow fear to undermine this crew's sense of purpose... even if that fear is justified."

• **Sabotaged Transporter**



Event

Plays in your core. When a personnel is stopped by a dilemma you own, you may discard a personnel who has a cost of 4 or more from hand to kill that personnel.

Via direct sabotage or accidental equipment malfunction, converting the body into billions of kilobits of data and zipping them through subspace can be dangerous.

• **Sean Hawkins**



Human

• Anthropology • Engineer • Security
• Transporters

MACO. When your personnel present is about to be killed by a dilemma, you may stop this personnel and your MACO present to prevent that.

"I'm always ready to stretch my legs, sir."

INTEGRITY 5 CUNNING 5 STRENGTH 6

Secret Conspiracy



Interrupt

When an opponent's personnel is about to complete a mission, add the skills (except Intelligence) of your Intelligence personnel at that mission to the mission's requirements. This effect lasts until the end of that opponent's turn.

"... if the Duras are being aided by the Romulans, it becomes very much our concern."

• **Seven of Nine**
Prodigal Daughter



Borg

• Astrometrics • Engineer • Exobiology
• Programming • Science • Treachery

When a card your opponent owns is about to prevent an interrupt you own, 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.

INTEGRITY 4 CUNNING 7 STRENGTH 6

•Sphere 41
Eliminate Sphere Network



A Astrometrics, Leadership, Navigation, Security, and Cunning >40 or Engineer, 2 Leadership, and Strength >46
Region: Delphic Expanse.
"If we're going to disable the network, we're going to have to get within a kilometer of the surface."
Any affiliation may attempt this mission.

3

4 •Spock
Experienced Officer



Human/Vulcan

★ Anthropology ● Archaeology ● Engineer
 ● Programming ● Science

You may play this personnel at cost -1 to ignore his next ability. You may play this personnel aboard your **A** ship that has a **A** personnel who has a cost of 4 or more aboard.
"I offer my services as Science Officer."

INTEGRITY 6 CUNNING 8 STRENGTH 7

0 Stalling for Time



Event

To play this event, you must command three **●** personnel. Name a personnel. Each opponent returns each personnel he or she commands who has that card title to his or her owner's hand. Remove this event from the game.
"Wouldn't it be better to postpone this operation? Let me stay with them longer, meet other Maquis leaders... it seems to me I could be more valuable if I had more time."

1 Straight and Steady



Event

Decay: 5. (When there are five cards on this event, destroy it.) To play this event, you must command three **●** personnel. Plays in your core. When your personnel aboard a **●** ship uses a skill to complete a mission worth 40 or more points, you may place a card from hand on this event. Order - Destroy this event to download a card that has a cost equal to the number of cards on this event.

2 •T'Pol
Dutiful Commander



Vulcan

● Engineer ● Officer ● Science ● Security
 ● Treachery

"It was my duty to help Captain Forrest regain command."

INTEGRITY 3 CUNNING 7 STRENGTH 6

3 •T'Pol
Non-believer



Vulcan

★ Anthropology ● Honor ● Leadership
 ● Science ● Security

When this personnel uses a skill to complete a mission, you may take an Artifact or event from your discard pile into hand. You may do this only once each turn.
"We found the Kir'Shara."

INTEGRITY 6 CUNNING 7 STRENGTH 6

3 •Tal
Alert Subcommander



Romulan

★ Engineer ● Exobiology ● Programming
 ● Security ● Transporters

When you play a **●** personnel at this mission, reveal an opponent's hand. If you reveal an interrupt this way, you may download a card that has the same cost as that personnel. You may do this only once each turn.
"Commander, we have intercepted an alien transmission."

INTEGRITY 4 CUNNING 6 STRENGTH 6

3 Tampering With Time



Event

Temporal. Plays in your core. At the start of each of your turns, you may choose one: stop one of your **●** personnel to examine the top three cards of an opponent's dilemma pile; or stop one of your **●** personnel to examine the bottom three cards of an opponent's dilemma pile. Place those cards on the top and/or bottom of that dilemma pile in any order.
"Without Bell, there's a good chance those hostages will die."

2 •Telle
Macet's Aide



Cardassian

★ Medical ● Programming ● Science
 ● Transporters ● Treachery

Glinn. When this personnel is about to face a dual dilemma, you may discard three cards from hand to exchange that dilemma with a dual dilemma beneath this mission that this personnel has not faced this turn.

INTEGRITY 4 CUNNING 5 STRENGTH 6

0 The Edge of Forever



Event

Temporal. Plays in your core.
Order – Lose 5 points to choose one: download a card that could be played at your headquarters mission and place it there; or take a card from your discard pile that could be played at your headquarters mission and place it there. Destroy this event.
"A gateway to your own past, if you wish."

SP 14

1 The Text of the Kosst Amojan



Event

Pah-wraith. To play this event, you must command Bajor and no other headquarters mission. Plays in your core.
Order – Stop your Kai or one of your Treachery personnel to choose two non-Prophet cards from your discard pile. Choose an opponent to choose one of those cards to place in your hand and one to remove from the game. You may do this only once each turn.
"There is an old saying, 'He who studies evil... is studied by evil.'"

TP 67

The Tides of Fortune



Interrupt

When your non-Consume space dilemma is revealed from your dilemma stack, if your staffed ship is at that mission, that ship and your personnel aboard it face that dilemma instead. Score 10 points.
No less surprising than the alliance of Cardassia and the Dominion was the subsequent arrival of a Romulan fleet to help in the defense of Deep Space 9.

TP 144

3 The Viceroy
 Advisor to the Praetor



Reman

Biology Diplomacy Medical Telepathy
 Treachery

When an opponent plays an event, you may discard a Romulan from hand to download an event. You may only do this once each turn.
"One man took pity on me. The man that became my Viceroy."

INTEGRITY 3 CUNNING 6 STRENGTH 7

TP 102

3 Thon



Andorian

Astrometrics Navigation Programming

Order – If you do not command a completed space mission, discard a random card from your hand to place your ship this personnel is aboard at your incomplete space mission. You may do this only once each turn.
Each member of the Imperial Guard is trained in every aspect of warship operations.

INTEGRITY 4 CUNNING 5 STRENGTH 6

TP 99

2 Three of Nine
 Tactician Drone



Borg

Archaeology Astrometrics Geology

Drone.
Order – Place this personnel on the bottom of her owner's deck and discard four cards from the top of your deck to take up to four cards from your discard pile and shuffle them into your deck.
Task: Auxiliary processor of Unimatrix Zero-One.

INTEGRITY 5 CUNNING 7 STRENGTH 5

TP 77

Torga IV
 Salvage Dominion Ship



35

Diplomacy, Engineer, Leadership, Programming, and Strength >34

You may attempt and complete this mission using your personnel with these requirements: 2 Diplomacy, Honor, Medical, and Cunning >34.
"We found a wrecked ship and a dead crew. And we found it first."

2

SP 104

3 Tragic Turn



Dilemma

Consume: 2. (Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.) Place this dilemma on this mission (limit one per mission). When a dilemma is overcome here, if that dilemma killed any of your personnel, randomly select a personnel attempting the mission to be killed. Otherwise, if that dilemma stopped any of your personnel, randomly select a personnel attempting the mission to be stopped.

TP 3

Transport Delegations



35

Anthropology, 2 Diplomacy, Leadership, and Integrity >31

Parliament: "We are to deliver these delegates to this sector's neutral conference planet..."

Any affiliation (except) may attempt this mission.

2

TP 52

2 **Trellium-D**



Equipment

When you play this equipment, it is cost -1 for each Region: Delphic Expanse mission you command. 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?"

RANGE 8 WEAPONS 9 SHIELDS 9

6 • **Tykk**



Breen Warship Class

You may play Breen personnel aboard this ship. When a Breen personnel aboard this ship is involved in an engagement you win, you may place a ♠ personnel with a cost of 4 or more from hand aboard this ship.

The Breen developed technology to the point where their enemies could not cope with their brutal attacks.

RANGE 8 WEAPONS 9 SHIELDS 9

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



Defiant Class

Cloaking Device. To staff this ship, you must have a ♠ Engineer personnel aboard.

Order — If this ship is staffed and at your mission, stop this ship to take an overcome dilemma from beneath that mission and place it face up beneath your ♠ mission.

"The bridge is secure. . . . The bridge officers are confined in the mess hall; other survivors in the cargo bay."

RANGE 8 WEAPONS 10 SHIELDS 10

7 • **U.S.S. Defiant**
Stolen Warship



Defiant Class

Cloaking Device.

Order — If this ship is staffed and at a non-headquarters mission, this mission's owner places a card from hand on top of his or her deck. You may do this only once each turn.

"Are you telling me that one of the most heavily armed warships in this quadrant is now in the hands of Maquis terrorists?"

RANGE 8 WEAPONS 10 SHIELDS 10

7 • **U.S.S. Enterprise**
Where She Belongs



Constitution Class

You may play this ship at cost -4 to ignore its next ability. When you play this ship, you may download a ♠ personnel who has a cost of 4 or more and play him or her at cost -4 aboard this ship.

"Admiral, this is an almost totally new Enterprise."

RANGE 8 WEAPONS 6 SHIELDS 6

6 • **U.S.S. Enterprise-D**
Loaded for Bear



Galaxy Class

Order — If you have a lower score than each of your opponents, stop six of your ♠ personnel aboard this ship to score 5 points. You may do this only once each turn.

"I want you to install a bypass between the main phaser array and the secondary generators. I also want to run the main deflector pathway through the warp power grid, and the auxiliary conduits through the lateral relays. Now, you may have to reconfigure the transfer interface. . . . get it done."

RANGE 8 WEAPONS 8 SHIELDS 9

7 • **U.S.S. Enterprise-E**
Flagship of the Federation



Sovereign Class

When you play this ship, for each ♠ Leadership personnel at this mission, this ship is cost -1.

Order — Stop your ♠ Diplomacy personnel aboard this ship and return your event with no cards on it to its owner's hand to have each opponent return one of his or her events with no cards on it to its owner's hand.

"The Diplomatic Corps is busy with Dominion negotiations."

RANGE 9 WEAPONS 9 SHIELDS 9

4 • **U.S.S. Equinox**
Determined To Get Home



Nova Class

While you do not command a headquarters mission, you may play this ship at Caretaker's Array. While this ship is at a ♠ mission, you may play ♠ Treachery personnel, ♠ personnel, and equipment aboard this ship. While you do not command U.S.S. Voyager, you may pay the cost of losing 5 points to use an ability on a ♠ personnel you own by discarding a Nucleogenic card from hand.

RANGE 8 WEAPONS 6 SHIELDS 7

2 **Up the Ante**



Dilemma

Consume: 2. (Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.) You may end this mission attempt to prevent and overcome this dilemma (all your personnel are stopped). If you do not and you complete this mission this turn, you win the game. If you do not complete this mission this turn, you lose the game.

"Break the rules, and you will suffer."

1 •Vacation from the Continuum



Event

Q. To play this event, you must command a Q event. Plays in your core. When personnel that the player on your right commands begin a mission attempt, you may destroy your other Q event to draw five extra dilemmas.

"One dance, B'Elanna, that's all I ask. One dance."

•Vandros IV
Destroy Iconian Gateway



Engineer, Leadership, Physics, Security, and Strength>34

"Dominion scientists recently discovered a Gateway on one of our outlying worlds. . . . But their Jem'Hadar guards rebelled, and are now trying to complete the Gateway themselves. . . . With the Gateway, they could put a million Jem'Hadar warriors on any Federation planet instantaneously."

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2 VedeK Assembly



Event

For each VedeK you command, take a card from your discard pile and place it on the bottom of your deck. Remove this event from the game.

"All the hours listening to 112 VedeKs talking at once makes me yearn again for the sanity of my arboretum."

5 Virtual Reality Headset



Equipment

Order — If you do not command a Dissident personnel, choose one: stop two **1** personnel present to place a non-**1** personnel from hand at your Mouth of the Wormhole; or stop two **1** personnel present to place a non-**1** personnel from hand at your Mouth of the Wormhole. That personnel is stopped. You may do this only once each turn.

4 •Willard Decker
Recommended Replacement



Human

Anthropology • Diplomacy • Leadership • Officer • Programming • Science • Security

Commander: U.S.S. Enterprise. You may play this personnel at cost -1 to ignore his next ability. When you play this personnel, return your **A** personnel who has a cost of 4 or more to his or her owner's hand.

"Captain, as your Exec, it's my duty to point out alternatives."

INTEGRITY 6 CUNNING 6 STRENGTH 6

1 •William Telfer
Misguided Hypochondriac



Human

Anthropology • Biology • Medical • Programming • Treachery

When you play this personnel, he is cost +2 for each planet mission you command. While this personnel is facing a dilemma, you may lose 5 points to download an interrupt. You may do this only once each turn.

"I always had this alarm in my head..."

INTEGRITY 5 CUNNING 6 STRENGTH 6

2 •Winn Adami
Kai of Bajor



Bajoran

• Diplomacy • Law • Leadership • Treachery

Kai.

Order — Discard a card from hand to place a non-**1** personnel from your discard pile on top of your deck. You may do this only once each turn.

"I know we've had our differences in the past, but I'm asking you to put those feelings aside and think of what is best for our people."

INTEGRITY 3 CUNNING 6 STRENGTH 4

•Wolf 359
Assimilate Resistance



Exobiology, Medical, and Cunning>42 or Security, Transporters, and Strength>40

When you complete this mission, you may choose an opponent and place a personnel from his or her discard pile aboard your ship at this mission. You now command that personnel.

"... we have to assume the Borg have survived the fleet's attack."

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4 •Worf
Security Detail Leader



Klingon

• 2 Honor • Leadership • Officer • Security

Order — Examine a number of cards from the top of an opponent's dilemma pile equal to the number of other **• Security** personnel you command (limit three). Then replace them in the same order. You may only do this once each turn.

"I recommend extreme caution."

INTEGRITY 8 CUNNING 5 STRENGTH 8

2

• **Yelgrun**
Blunt Negotiator



Vorta



• Anthropology

• Archaeology

• Biology

• Diplomacy

Order – Kill your  non-Changeling present to make each player shuffle his or her hand and exchange it for an equal number of cards from the bottom of his or her deck.

"What a touching and heartfelt reunion. I'm glad I was here to witness it. Now... I wish to conclude this transaction."

INTEGRITY 4

CUNNING 5

STRENGTH 4

3 2 1 7 3