

5 *Change of Venue*



Event

When you play this event, if you have a lower score than each of your opponents, it is cost -4. Choose a dilemma or opponent's event on one of your non-headquarters missions. Place that card on one of your opponent's non-headquarters missions. Destroy this event.

"I hereby formally request third party arbitration of our dispute... I name the Grizzelos to arbitrate."

3 • *Quintessence*



Event

To play this event, you must command three **3** personnel. Plays in your core. At the start of your turn, you may download a **3** personnel or **3** 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."

Crippling Strike



Interrupt

To play this interrupt, you must command three **3** personnel. When your opponent's ship is about to move, it is Range -5 until the end of the turn. That opponent may discard five cards from hand to prevent this.

Dominion patrols often targeted their opponent's engines, forcing their enemy to commit resources to rescuing the ship and crew.

Lustful Distraction



Interrupt

To play this interrupt, stop two of your **2** 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 their deck.

The Enemy of My Enemy



Interrupt

When your **3** personnel is facing a dilemma, discard the top three cards of your deck to make that personnel gain all skills, attributes, and keywords on a **3** personnel in your discard pile until the end of the dilemma.

"Who would have thought that the two of us would be fighting side by side?"

2 • *Fontaine*
Enigmatic Rebel



Human

Astrometrics • Geology • Security

When you play this personnel, you may download up to two non-Artifact Hand Weapons.

"I'll see you in hell first."

INTEGRITY 4 CUNNING 5 STRENGTH 6

3 • *Nathan Samuels*
Earth Minister



Human

Diplomacy • Law • Leadership

When you play a non-Human **3** 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

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



Galaxy Class

Order - If you have a lower score than each of your opponents, stop three of your **3** 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