

**0** *Unsavoury Customers*



**Dilemma**

**Consume: 2.** (Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.) Choose a **Biology** personnel to be stopped. If the opponent on your left commands Earth and **Luna** (or Mars), place this dilemma in your core. While you do not command a non-Human personnel on Earth, you have 1 fewer counter to spend during each of your Play and Draw Cards segments.

48 V 9

**Luna**  
*Orpheus Mining Facility*



**A**

You may play **ships**, **Dissident personnel**, **Human personnel**, and equipment at this mission.

**Region: Sector 001.** You cannot command another headquarters mission.

**Order** – If you command a completed mission, flip this mission.

*Terra Prime Headquarters*

**2**

48 V 9

**Selay**  
*Transport Delegations*



**A**

**Anthropology, 2 Diplomacy, Leadership, and Integrity > 31**

**Region: Sector 500.**

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

Any affiliation (except **Human**) may attempt this mission.

**2**

7 U 52

**Stakoron II**  
*Mine Miszinite*



**F**

**Anthropology, 2 Engineer, Geology, and (Cunning > 38 or Strength > 42)**

**Region: Stakoron System.** The first dual dilemma revealed here each turn is cost +1.

The Stakoron system bore unusually rich deposits of ore suitable for refinement and use in the outer plating of warp-capable vessels.

Any affiliation (except **Human**) may attempt this mission.

**2**

33 V 29

**Stakoron Strait**  
*Patrol Shipping Lane*



**F**

**Astrometrics, Navigation, 2 Officer, and (Cunning > 38 or Strength > 42)**

**Region: Stakoron System.** The first dual dilemma revealed here each turn is cost +1.

The only feasible path for convoys bearing miszinite ore was difficult to navigate, leaving it vulnerable to raiders.

Any affiliation (except **Human**) may attempt this mission.

**3**

33 V 30

**3** *Hikaru Sulu*  
*Cunning Tactician*



**Human**

**Astrometrics Leadership Navigation Officer Physics**

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

"Nice to see you again, Kang."

**INTEGRITY 6 CUNNING 6 STRENGTH 6**

6 U 49

**2** *Shuttlepod Two*  
*Landing Craft*



**Shuttle**

You may play this ship to the same mission as your *Enterprise*. While you command more than five personnel aboard this ship, it is Range -2. When this ship is about to move to or from your space mission, subtract 3 from the Range required. You may do this only once each turn.

"We could take Shuttlepod Two..."

**RANGE 2 WEAPONS 2 SHIELDS 2**

6 U 49

## 2 Temporal Transporters



Event

**Replicate** – Discard two cards from hand. (You may discard two cards from hand when you play this event. If you do, put this event in your hand instead of destroying it.)  
**Temporal**. Place a non- personnel from your discard pile aboard your unique Temporal ship. Destroy this event.  
*"We'll have to recruit her again."*

NOT ENGAGED BY CS OR PLR. PC.

24 V 45

## 5 • Cosette Reliable Raider



Condor Class

This ship is attributes +1 for each of your Region: Demilitarized Zone missions (limit +3).  
**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

NOT ENGAGED BY CS OR PLR. PC.

24 V 45

## 1 • Playing by the Rules



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 dilemma is about to be returned to a dilemma pile during a mission attempt in which it was faced (or from beneath an incomplete mission), that mission's owner may discard a non- personnel from hand to place that dilemma beneath their non-headquarters mission instead.

NOT ENGAGED BY CS OR PLR. PC.

52 V 3