

0 Unexpected Difficulties



Event

Plays in your core. When you have drawn dilemmas, you may destroy this event to return them to your dilemma pile and draw an equal number of dilemmas.

"That last bolt struck the warp manifold! We've got an antimatter cascade, sir!"

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"Apologies, Captain. I seem to have reached an odd functional impasse. I am stuck."

4 • Matthew Dougherty  
Misguided Admiral



Human

• Diplomacy • Leadership • Officer • Treachery

**Admiral.**  
**Order** — Destroy your staffed ship or your staffed ship with two or more staffing icons to make all your personnel attributes +3 until the end of this turn. You may do this only once each turn.

"File whatever protests you wish to... by the time you do, this will all be done."

INTEGRITY 3

CUNNING 6

STRENGTH 5

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"I'm acting on orders from the Federation Council."

INTEGRITY 3

CUNNING 6

STRENGTH 5

3 • Jareesh-Inyo  
Federation President



Grazerite

• Diplomacy • 2 Honor • Law • 2 Leadership

When you play this personnel, you may lose 5 points to download up to three personnel, then place them on your Earth where each personnel could be played.

"I never sought this job. I was content to simply represent my people on the Federation Council. When they asked me to submit my name for election, I almost said no."

INTEGRITY 7

CUNNING 6

STRENGTH 4

2 • Audacious Assault



Event

**Assault.** Plays in your core. When you are about to play a personnel, if you do not command a personnel of that species, he or she is cost -1.

**Order** — Destroy this event to begin combat involving your Breen. If you win, you may place a personnel from hand that costs 4 or more aboard your ship.

"The Federation casualty reports are being revised upward once again."

0 • 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.