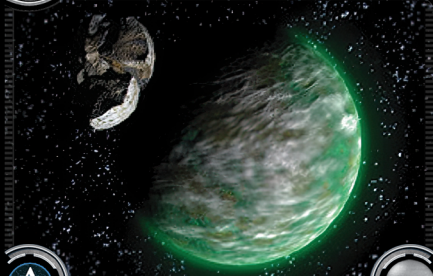




•Qo'noS
Heart of the Empire



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

Region: Qo'noS System.

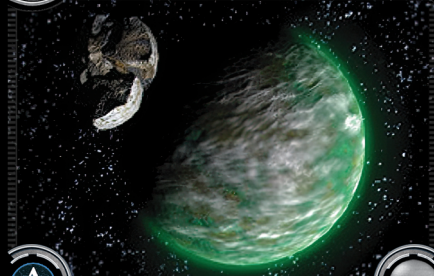
Homeworld of the Klingon Empire. Its sharply tilted axis causes extreme seasonal changes. With but one major land mass, there was constant war before the time of Kahless. It is a place as hard and turbulent as the Klingons themselves.

Klingon Headquarters

2



•Qo'noS
Heart of the Empire



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

Region: Qo'noS System.

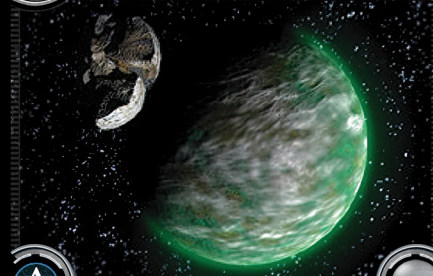
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Klingon Headquarters

2



•Qo'noS
Heart of the Empire



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

Region: Qo'noS System.

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Klingon Headquarters

2



•Contested Defense Perimeter
Penetrate Enemy Lines



Astrometrics, Leadership, Navigation, Strength>34, and (2 Engineer or a Jem'Hadar)

When you complete this mission, if at least three different species are involved, you may draw up to seven cards.

"Head for that opening. Anyone who gets through doesn't stop until they reach Deep Space Nine."



3



•Braslota
Advanced Battle Simulation



2 Leadership, Cunning>33, and (Engineer and Programming or Navigation and Security)

When you play a Maneuver event, if you have completed this mission, that event's cost is -1.

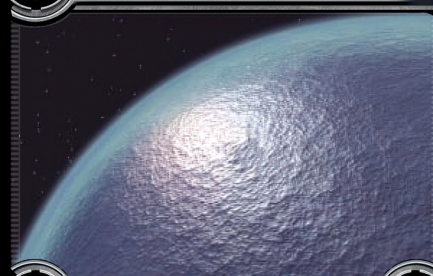
"Let us hope your distaste for the exercise will not affect your strategic abilities."

Any affiliation (except) may attempt this mission.

3



•The Waters
Aid Maritime Sovereignty



Diplomacy, Leadership, Science, and Integrity>34 or Navigation, Physics, Treachery, and Cunning>36

When you complete this mission, take a dilemma you own from beneath a mission and return it to your dilemma pile.

"They only discovered The Waters three hundred years ago."

Any affiliation may attempt this mission.

2



•Kriosian Passage
Mediate Peace Treaty



Diplomacy, Law, Leadership, and (Integrity>35 or Cunning>37)

Players cannot begin combat nor begin an engagement at this mission.

"You can represent the interest of peace. My people will agree. I'm certain of it."



3



•Contested Defense Perimeter
Penetrate Enemy Lines



Astrometrics, Leadership, Navigation, Strength>34, and (2 Engineer or a Jem'Hadar)

When you complete this mission, if at least three different species are involved, you may draw up to seven cards.

"Head for that opening. Anyone who gets through doesn't stop until they reach Deep Space Nine."



3



•Gorlan Sector
Crush the Rebellion



Leadership, Navigation, Officer, Security, 2 Treachery, and Strength>36

Mirror. When a card an opponent owns is about to prevent or destroy your Assault or Maneuver card, you may discard an card from hand to prevent that.

"The rebels won't know what hit them."



3



•Qo'noS
Heart of the Empire



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

Region: Qo'noS System.

*Homeworld of the Klingon Empire. Its sharply tilted axis causes extreme seasonal
changes. With but one major land mass, there was constant war before the time
of Kahless. It is a place as hard and turbulent as the Klingons themselves.*

SEE IMAGES BY QO'NO S ON THE

Klingon Headquarters

2

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