

**"Observer" from the Obsidian Order** - [Eve] 0 "Observer" from the

Obsidian Order To play this event, you must command a [Car] personnel who has Leadership or Intelligence. Discard a card from hand to draw two cards. Destroy this event. "You'll send no ships to the Orias system. â€ That sector is under direct control of the Obsidian Order and you will not enter it." 1 U 100

Positives: 0 Cost. Allows the Player to draw two cards.

Negatives: Requires a Cardassian symbol Personnel with Leadership or Intelligence to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

Extra: Every Affiliation gets some version of "**Observer**" from the **Obsidian Order**. (Bajoran=**Days of Atonement**, Borg=**Severed Link**, Dominion=**Dispensing the White**, Federation=**Back-Flush Bussard Collectors**, Ferengi=**Delicate Negotiations** [which is slightly different], Klingon=**Order of the Bat'leth**, Romulans=**Tactical Planning**, and Starfleet=**That's the Last Time**) It's a basic pitch two cards (the Event and a card from hand) to gain two cards. Could be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup. It's occasionally useful, but not seen much. It's one of a few discard to draw cards available to Cardassians. See also: **Cardassian Protectorate**, and **The Pillage of Bajor**.

**"Rapid Progress"** - [D] 3 "**Rapid Progress**"

Your opponent removes any number of cards from his or her discard pile from the game and names a different skill (except Acquisition, Intelligence, Law, or Telepathy) for each different card type removed. Unless you have those skills, all your personnel are stopped.

"The same old story, all over again!"

30 V 8

Negatives: Cards from Discard pile will be placed out of play.

Positives: Could stop entire Away team if you choose the right skills.

Extra: Good Stopper. Brother card to **Counterinsurgency Program**. Put **Secret Identity** in front of it look through the away team and see what is lacking then stop entire team. Throw **Swashbuckler at Heart** in front of it and it could be a guaranteed stop. Pairs well with **Overwhelmed** for directed stopping of a particular skill if you can't stop them all.

**Agonizing Encounter** - [D] 5 **Agonizing Encounter**

For each headquarters you command, this dilemma is cost -1. Your opponent names a skill. For each of your missions that requires that skill, randomly select a personnel to be stopped.

"Let me talk to them, Pilot. I'm much more articulate."

0 VP 19

Negatives: Costs 5 against decks without headquarters.

Positives: Costs less for every headquarters opponents has. Could stop a bunch of personnel if the missions have the same skill.

Extra: **Agonizing Encounter** is the bane of decks built around one Skill. **Jean-Luc Picard**, **Vintner** deck especially take a hit when facing this Dilemma. Good even against Voyager decks since there are bound to be repeated skills on the extra non-headquarters. Usually good for 2 or 3 stops

**Alexander Rozhenko, Good Luck Charm** - 2 â€¢**Alexander**

**Rozhenko, Good Luck Charm**

[Stf] Human/Klingon

â€¢Engineer â€¢Honor â€¢Officer â€¢Transporters

When you win an engagement involving this personnel, you may draw a card.

"The Rotarran's crew actually thinks of me as a good luck charm. You know, the more mistakes I make, the safer they feel."

Integrity 6 Cunning 4 Strength 5

3 R 184

Positives: 2 cost for 4 skills and attributes.

Negatives: 2 of his skills are common on Klingons (Honor and Officer.) Low cunning.

Extra: **Alexander Rozhenko, Good Luck Charm** is helpful in decks that require Engineer and Transporters and would be useful for a mission like **Evade Samaritan Snare**. His Honor and Officer are not only common on Klingons they are also a drawback since a lot major dilemmas seeing play like **Personal Duty** and **An Issue of Trust** can easily target him. His special ability would be useful in battle decks featuring engagements where you would use it, maybe 3 or 4 times to get a card draw. His Cunning is low enough to be a concern, but his Integrity is good.

**Alexander Rozhenko, K'mtar** - [Kli] 4 â€¢**Alexander Rozhenko,**

**K'mtar**

[Cmd] [Fut] Human/Klingon

â€¢2 Diplomacy â€¢Honor â€¢Programming â€¢Transporters  
High Council Member. When you play this personnel, if each of your non-headquarters missions requires Diplomacy, you may download up to two events, then play each of them at cost -3.

"I never became a warrior! I became a diplomat. A 'peacemaker.'"

Integrity 8 Cunning 5 Strength 8

6P 54

Positives: Future Icon. High Council Member Keyword. Downloads 2 Events and plays them cost -3. Really strong attributes. 3 useful skills and one common skill.

Negatives: To use his Ability all your Non-Headquarters Missions must require Diplomacy.

Extra: If you aren't using all Diplomacy missions to take advantage of his ability the cost of this personnel might be a little

high. For his download there are many great Events to choose from. Typically, **Energize, Surprise Party, All Out War, Bah!, Hindrance, Heart of Glory, Birthright, Born for Conquest and Standard Orbit** are all strong choices. Really good attributes and skills. He almost gets by **Gomtuu Shock Wave** by himself

#### Angela Martine - [Fed] 1 **Angela Martine**

[Stf] [TOS] [Pa] Human

â€¢Astrometrics â€¢Engineer â€¢Programming

You may play this personnel at cost +1 to examine the top three cards of your deck or examine the top three cards of your dilemma pile. Replace those cards in the same order.

"You won't get off my hook this easily. I'm going to marry you, mister, battle or phaser weapons not withstanding."

Integrity 5 Cunning 5 Strength 4

12 C 54

Negatives: Below average strength.

Positives: 1 Cost. 3 skills. For an extra +1 cost you can look at the top 3 cards of draw deck or top 3 cards of Dilemma pile.

Extra: Her Ability is situational. When the Opponent is working on solving a mission **Angela Martine** can allow a peek at the top three cards of the dilemma pile if they all space and they are doing a planet or if they are all really high cost you could use the **Alvera Tree Ritual** to reshuffle. If her Skill set meets the Mission needs she is good to have in multiples. Her Attributes are average to low which can be a drawback.

#### Arandis, Risan Facilitator - [Non] 4 â€¢**Arandis, Risan Facilitator**

Risan

â€¢2 Anthropology â€¢Diplomacy â€¢Geology â€¢Leadership

When you play this personnel, each player may download a card. "All that is ours is yours."

Integrity 6 Cunning 5 Strength 4

0 VP 25 or 18V 36

Positives: The Player may download any card when this Personnel is put into the game. Non-aligned.

Negatives: The Opponent may download a card when the Player puts this personnel in the game. 4 Cost. No staffing icon.

Extra: Despite the powerful ability of downloading any card the problem with Arandis is her Skill/Attribute set is low compared to her Cost. Add in the fact the Opponent may download something, as well and here's a card that's less useful than most deck needs. Still, if the Player is depending on getting a certain card to make the deck work this is a card that will help.

#### Ariannus Passage, Loot Adrift Vessel - [S] â€¢**Ariannus Passage, Loot Adrift Vessel**

[AQ] 40

2 Acquisition, Biology, Engineer, 2 Treachery, and Cunning>38

When your personnel complete this Mission, you may randomly select three non-ship cards from an opponent's hand and place them on your Display of Wealth.

"Where is the vault?!"

Any affiliation (except [Fed]) may attempt this mission.

Span 3

29 V 33

Positives: 40 points. Open to all Affiliations (except Federation.) Option of taking 3 cards from opponents hand and placing them on **Display of Wealth**.

Negatives: **Display of Wealth** has to be in play when solved to take advantage of removing 3 cards from opponent's hand.

Extra: Obviously meant for Thief decks. It's a good Mission to do even if the Player isn't running **Display of Wealth. Morn, Barfly** and **Kivas Fajo, Collector** will give all the Skills needed and there are enough high Cunning Personnel to pick from that it could probably be done with 5 Personnel.

#### Artificial Ability - [D] 2 **Artificial Ability**

Consume: 1. (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) Your opponent names an attribute (Integrity, Cunning, or Strength). Each personnel with that attribute>7 is stopped.

"DNA resequencing for any reason other than repairing serious birth defects is illegal. Any genetically enhanced human being is barred from serving in Starfleet or practicing medicine."

29 V 2

Negatives: 2 Dilemmas will be overcome using this card.

Positives: Dual Dilemma. 2 Cost. Could stop any high Attribute Personnel needed to complete Mission. If your Opponent is running a bunch of over 7 Attribute Personnel could stop them all.

Extra: The Consume aspect of **Artificial Ability** might cause it to be overlooked a lot, but this is the Dilemma to have when facing Bajoran Integrity decks or Klingon and Dominion Strength decks. Personnel like **Bareil Antos, Esteemed Vedek, Koloth, Ingratiating Captain** and **Tozara'Kesh** become more of a hindrance than a help. This Dilemma is really good when paired with **Chula: The Dice**.

#### At What Cost? - [Eve] 0 **At What Cost?**

Lose 5 points to spend 7 additional counters this turn. Destroy this event.

"Kirk, I thank you. What you have done is-

"What I have done, I had to do."

"But at what cost? Your ship. Your son."

"If I hadn't tried... the cost would have been my soul."

4 R 40 or 37 V 10 or 0 VP 7

Negatives: You have to have 5 points before you can play it. You have to lose 5 points to activate game text.

Positives: You get to spend 7 extra counters. 0 Cost.

Extra: This is one of the best cards. The text is simple and easy to understand. It almost gives the Player a second turn during the card play phase. The Player can get 5 extra points from playing something like **Guinan, Listener** or **BaH!** then blow those points

to get 7 extra counters. It is great if played early on to get Personnel and ships in play quickly. Especially useful in Starfleet decks using **A Sight for Sore Eyes**.

#### Augmentation - [Eve] 0 **Augmentation**

To play this event, you must command a Genetically Enhanced personnel. Plays in your core. Name a personnel (except an Android or a Hologram). Each personnel you own with that title gains Genetically Enhanced.

"Mankind is something to be surpassed."

29 V 17

Negatives: Unique, so you can only use it on one personnel.

Positives: 0 Cost. You can make one of your Non-aligned Personnel Genetically Enhanced.

Extra: If you want to take advantage of the Genetically Enhanced Keyword to make use of **Waken Superior Sleeper** or other cards that target that GE personnel this card can make it happen. So your Khan/**To Rule in Hell** decks can add another layer of protection to **Arik Soong, Father of Many**, **Marla McGivers, Superior Woman**, or a Personnel with a great Ability like **Gem**. If your deck has some skill holes you could even use it on **Navaar, Experienced Gift**. Then use her Ability to destroy the Event and play another targeting another Personnel. Another option is to target a Non-unique personnel like **Maras** and have it work on up to three copies in your deck.

#### B'omar Sovereignty, Traverse Restricted Space - [S] **B'omar Sovereignty, Traverse Restricted Space**

[DQ] 35

Astrometrics, 2 Diplomacy, Honor, Navigation, and Integrity>34  
Players may not play more than one copy of the same event or interrupt each turn.

"There are a total of seventeen checkpoints where you will submit your vessel for inspection."

Any affiliation (except [Bor]) may attempt this mission.

Span 4

29 V 34

Positives: 35 points. Everyone can do it (except Borg.) Prevents multiple Events and Interrupts from being played each turn.

Negatives: Span 4. In Delta Quadrant. It affects the Player as well as the Opponent.

Extra: Here's a mission that's good for the Bajorans, but with a Span of 4 and being in the Delta Quad it's really tough for them to get to. The Mission's Ability of preventing multiples Interrupts and Events per turn from being played might be useful against a few specific deck types (usually involving **The Central Command, Covenant, Rule of Acquisition #33, These Are The Voyages, Trap Is Sprung, Preposterous Plan, Accession, Temporal Transporters**, etc.) The Player only runs into them once in a while. Still, if playing against someone who uses multiple of the same Interrupt/Events per turn this Mission will end that. If this Mission's Skill and Integrity requirements meet the Players needs it's fine to use.

#### Back-Flush Bussard Collectors - [Eve] 0 **Back-Flush Bussard Collectors**

To play this event, you must command a [Fed] Engineer personnel. Discard a card from hand to draw two cards. Destroy this event.

"Blowing that hydrogen exhaust through the Bussard collectors sure put on a nice light show."

1 U 77

Positives: 0 Cost. Allows the Player to draw two cards.

Negatives: Requires a Federation Engineer Personnel to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

Extra: Every Affiliation gets some version of **Back-Flush Bussard Collectors**. (Bajoran=**Days of Atonement**, Borg=**Severed Link**, Cardassian=**Observer** from the **Obsidian Order**, Dominion=**Dispensing the White**, Ferengi=**Delicate Negotiations** [which is slightly different], Klingon=**Order of the Bat'leth**, Romulans=**Tactical Planning** and Starfleet=**That's the Last Time**.) It's a basic pitch two cards (the Event and a card from hand) to gain two cards. Federation players using **Earth, Lush and Beautiful Home** will get a similar option of getting extra card draws with the playing of an Original series symbol Personnel and spending a counter. Could be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup.

#### Bajor, Blessed of the Prophets - [H] **Bajor, Blessed of the Prophets**

[AQ]

You may play [Baj] cards and equipment at this mission.

Region: Bajor System. While you do not command another headquarters missions, you may play Artifact equipment as if you commanded a completed mission requiring Anthropology.

"It's over thirty thousand years old..."

This mission is not attemptable.

Span 2

30 V 24

Negatives: Can't use non-aligned personnel or ships. Can't use another headquarters and take advantage of ability.

Positives: You can play Artifact equipment as if you commanded a completed mission requiring Anthropology. You can play Bajoran personnel and ships.

Extra: There are enough Bajoran personnel out there that you don't need non-aligned cards that much. While the lack of non-aligned might discourage some sort of thief deck there are at least two Bajoran thieves: **Bareil Antos, Petty Thief** and **Razka Karn, Scavenger** that could be used to activate Thief cards. There is a Bajoran **Dukat, Anjohl Tennan** that **The Multidimensional Transporter Device** can trade into one of the other Dukats and there are other tricks if one really wants to get non-Bajorans in play. With **Bajor: Blessed of the Prophets** you

can get all sorts of artifacts out without solving an Anthropology mission. You could build a Bajoran Resistance deck and get **The Sword of Kahless** and **The Varon-T Disruptor** out and start combats with your opponents with a small roving band and slow him down.

#### **Benjamin Sisko: Acting Head of Starfleet Security** - [Fed] 4

##### **Benjamin Sisko, Acting Head of Starfleet Security**

[Cmd] [E] Human

â€¢Diplomacy â€¢Engineer â€¢Honor â€¢Leadership â€¢Officer  
â€¢2 Security

While you command a Paranoia event, each of your [Fed] Security personnel present is attributes +1.

"Sir, the thought of filling the streets with armed troops is as disturbing to me as it is to you. But not as disturbing as the thought of a Jem'Hadar army landing on Earth without opposition."

Integrity 6 Cunning 6 Strength 6

31 V 35

Negatives: 4 Cost.

Positives: Could up each [Fed] Security attributes +1 when the Player commands a Paranoia Event.

Extra: The Player could use **Benjamin Sisko, AHOSS** to pump up all the attributes on Security personnel, but **Benjamin Sisko, Outlaw** gives you Cunning attribute bumps for less as he costs 3 compared to this 4. Also, there is already an Earth icon **Benjamin Sisko, First Officer** that costs 3. If the Player is using any of the Paranoia Events he's certainly worth including in one of those decks. There are currently several: **Desperate Counter, Hollow Hospitality, Martial Law, Peaceful Coexistence, and Power Loss**.

#### **Beverly Crusher, Chief Medical Officer** - [Fed] 3

##### **Beverly Crusher, Chief Medical Officer**

[Cmd] [TNG] Human

â€¢Biology â€¢Exobiology â€¢2 Medical â€¢Programming

When your other personnel present is about to be killed, you may discard a card from hand to place that personnel on top of your deck. You may do this only once each turn.

"I can't overestimate the danger of Thalaron radiation... A microscopic amount could kill every living thing on this ship..."

Integrity 6 Cunning 6 Strength 4

1 R 257

Negatives: Low Strength.

Positives: Can prevent a Personnel from going to the Discard Pile.

Extra: **Beverly Crusher, Chief Medical Officer's** Ability is almost not worth using. The Player has to discard a card from hand to activate the Ability and the Personnel isn't really saved. They go to the top of the Draw Deck and on the next turn the Player would have to spend 1 counter to redraw the Personnel and then spend whatever the cost is if they are to be played again. This Ability is limited to only once each turn. Still, if the Player needs those Medical Skills she has the standard: Biology,

Exobiology, Medical, plus, the random Programming (which is good for the **Eliminate Harvesters** Mission) and she does prevent the Kill so when facing a **Tragic Turn** the first Kill would not occur triggering the second Kill. When playing Next Generation Federation one of her other Beverly Crusher's (like **Beverly Crusher, Chief Physician**) would be a better choice.

#### **Biogenic Weapon** - [Evt] 2

To play this event, you must command two [Fed] [Maq] personnel. Plays on a mission. This mission cannot be attempted unless its owner has completed each other non-headquarters mission he or she commands.

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0 VP 157 or 6P 15

Positives: 2 Cost. Could prevent Opponent from doing one of their primary Missions.

Negatives: Easily handled with Event destruction.

Extra: Uniquely powerful Event that shows up in most Federation/Marquis decks. This is one of those Events that's often the target of destruction with cards like **Grav-Plating Trap** and **Luther Sloan**. Also, if the Opponent isn't packing two Planets and two Space they could be in trouble. In the right player's hands this Event can lock out an Opponent and prevent them from even finishing the game (especially Khan decks.) If the Player is packing **Metron Arena** or **Historical Research** to use the game text without actually attempting, they better be prepared to actually solve those Missions if **Biogenic Weapon** enters play.

#### **Blended** - [P] 2

Unless you have Diplomacy or Telepathy, all your personnel are stopped. If you have two more personnel who have Diplomacy or Telepathy, randomly select all but one of those personnel to be stopped.

"Look, he wouldn't even talk to me unless I had a drink with him. â€! So don't go criticizing my counseling technique!"

1 U 11

Positives: Can stop all but one Diplomacy or Telepathy Personnel.

Negatives: Planet only.

Extra: The ugly cousin of **Personal Duty** with almost the same text, but targeting two other Skills. Unfortunately, one of those Skills is rare (Telepathy) and the other only occasionally common (Diplomacy.) This is not nearly as good as **Personal Duty's** targeting of two usually common Skills. This always works well against Federation and Bajorans, but almost any other Affiliations will carry only a couple Diplomacy at best. **Picking Up the Pieces** is usually a better thinner choice for planet Missions and both can easily be pulled by the **Vault of Tomorrow**. This may be good when followed by Dilemmas that require 2 Diplomacy, like **A Devil Scorned** or **Language Barrier**.

#### **Brian Evethers** - [NA] 1

Hologram

â€¢Anthropology â€¢Diplomacy â€¢Treachery

When you play this personnel, each player may look through his or her deck for an equipment, event, or interrupt. Reveal all such cards at the same time. Discard any cards whose card type was also revealed by another player. All remaining cards are placed in their owner's hand, then each player shuffles his or her deck.

Integrity 4 Cunning 5 Strength 5  
29 V 38

Negatives: The wall of text explaining his Ability. If you use his text your Opponent gets to download a card. If you download the same card type as Opponent that card is discarded. Can only download Equipment, Event or Interrupt (no Personnel or Ships.)

Positives: 1 Cost. Non-unique. You could download an Equipment, Event or Interrupt you need. **Brian Evethers** is non-unique so you could do it more than once.

Extra: This is not one of the easier cards of the game, but once it has been read through couple times and used it a bit it's easier to understand. One of the problems with the Ability is you only have 3 target choices to download. The odds are good that you will both go for the same card type and both end up discarding the downloaded card. (Which is good for some Bajoran decks.) The Ability is a May action so the Player could pass on using the Ability (although the Opponent May use **Brian Evethers** Ability to download a card regardless of whether the Player playing him decides to or not.) His Skills are average and Attributes are slightly below par. If you are low on Diplomacy or Anthropology in your deck you could throw him in for his 1 Cost, but **D'Nesh, Manipulative Gift** is probably a better choice.

#### **Brian Sofin** - [Fed] 2 **Brian Sofin**

[Stf] [Voy] Human

â€¢Anthropology â€¢Archaeology â€¢Geology â€¢Physics  
â€¢Treachery

When you play this personnel, you may lose 5 points to draw two cards, then place your hand in your discard pile and draw an equal number of cards.

"We'll be dead if we don't get the shields back up. Arm yourselves!"

Integrity 4 Cunning 6 Strength 5  
30 V 46

Negatives: Low Integrity. You have to lose 5 points to use ability.

Positives: Non-unique. 5 skills and attributes for 2 Cost. Ability lets you get a new hand.

Extra: **Brian Sofin** carries four useful skills and generally average Attributes for a fairly low cost. This card is mostly meant for decks using **U.S.S. Equinox, Determined To Get Home** where losing 5 points is offset by discarding a Nucleogenic card. Having the option of getting a new hand can be useful, but outside of Equinox decks no one is likely to use it. He can be used in **Athos IV, Maquis Base** and Voyager decks, where he is still useful for his skills, despite his Ability. The Treachery is a bit of a drawback with still being a major dilemma. If his skills meet your mission needs (**Historical Research** for example) he could be

useful.

#### **Cardassia IV, Hold Secret Prisoners** - [P] â€¢**Cardassia IV, Hold Secret Prisoners**

[AQ] 40

Law, 2 Officer, 2 Security, Cunning>40

Region: Cardassia System. When your personnel begin a mission attempt here, reduce the attribute requirements of this mission by 2 (limit 10) for each captive in your brig until the end of that mission attempt.

"No one should have to suffer like that."

[Car] [Dom] [Rom]

Span 2  
30 V 25

Negatives: Normally Requires Cunning greater than 40.

Positives: Cunning Requirement can be reduced -2 for each captive you have. Worth 40 points. In Cardassia Region.

Extra: This mission makes more sense than its sister mission **Cardassia IV, Rescue Prisoners**. (It's a Cardassia Region Mission that Cardassians can't do.) The **Cardassia IV, Hold Secret Prisoners** 40 point version worth makes Events like **U.S.S. Enterprise-J** and dilemmas like **Slightly Overbooked** useful. Build a **Labor Camp** here and do **Kressari Rendezvous** and you never have to leave the region and just do two missions. Strong Card worth using if you are taking Captives.

#### **Cavit, Apprehensive First Officer** - 2 â€¢**Cavit, Apprehensive First Officer**

[Cmd] [Voy] Human

â€¢Astrometrics â€¢Leadership â€¢Officer â€¢Security

While this personnel is attempting a [DQ] mission, you may make him attributes +3 until the end of the turn. If you do this and fail this mission attempt, kill this personnel. Otherwise he is stopped. You may do this only once each turn.

"Lay in a course and clear our departure with operations."

Integrity 5 Cunning 5 Strength 6  
10 U 64

Positives: 4 skills and good attributes for 2 cost. Excellent ability for when you are just a couple attribute points short for something.

Negatives: Could have to kill him if you use his ability and can't solve the mission. Ability only works in Delta Quadrant. He's mostly for Voyager use only.

Extra: He's in most Voyager decks and his ability has saved many players on several occasions. His skills come handy for the **Northwest Passage, Contact Extradimensional Species** mission. Good solid Voyager card.

#### **Chained Environment** - [P] 4 **Chained Environment**

Unless you have 2 Diplomacy and 2 Geology or Cunning>36, all your personnel are stopped and, if there are no other dilemmas on this mission, place this dilemma on this mission. Add Science to each of this mission's requirements.

"Akuta alone speaks to Vaal. I am the eyes and the voice of

Vaal. It is Vaal's wish."  
30 V 1

Positives: Could add Science to Mission Requirements. Could Stop Away team. If conditions are not met goes on top of mission and stays there.

Negatives: 4 Cost. Only works on Planet Missions. Requires thinner dilemma previous to encountering.

Extra: Her sister card is **The Nth Degree** which works in Space and also adds Science to the mission requirements. There are two problems with this card: First is its cost. 4 cost is the correct cost, but high which limits its effectiveness. The second is effectiveness of this Dilemma requires it to be drawn in the first attempt, so that a thinner dilemma like **Coolant Leak** needs to be played in front of it, so that enough personnel can be stopped to prevent overcoming it easily when encountered. It could work well in a dilemma pile that targets Science. Where you constantly remove Science with something like **Unscientific Method** then your opponent doesn't have the Science needed to pass the mission.

#### **Chakotay, First Officer** - [Fed] 7 â€¢**Chakotay, First Officer**

[Cmd] [Voy] Human

â€¢Anthropology â€¢Leadership â€¢Officer

When you play this personnel, you may discard two cards from hand to download two [Voy] Treachery personnel and place each where he or she could be played.

"You're right, Captain. I do consider these my people because nobody else on this ship will look out for them like I will."

Integrity 6 Cunning 6 Strength 6

12 R 60

Negatives: Counter cost 7. Three common skills.

Positives: Counter cost 7. Good Attributes. Downloads 2 [Voy] Treachery personnel into play.

Extra: The 7 cost is both positive and negative in that you can use that cost for targeting other cards (like **These are the Voyages**) but 7 cost is awful high even for the ability and only 3 skills. If you use the First Officer version it locks you out of being able to use the **Chakotay, Bridge Between Two Crews** version unless you figure out some way to get him into the discard pile. You could use the **Multidimensional Transporter Device** to switch them.

#### **Chakotay, Freedom Fighter** - [Fed] 3 â€¢**Chakotay, Freedom Fighter**

[Cmd] [Maq] Human

â€¢Anthropology â€¢Archaeology â€¢Leadership â€¢Navigation  
â€¢Treachery

Commander: Valjean. While this personnel is facing a dilemma, each of your other [Maq] personnel present is attributes +1.

"Fine. Be a fool. If I have to die, at least I'll have the pleasure of watching you go with me."

Integrity 4 Cunning 6 Strength 6

2 R 120

Positives: Makes Maquis personnel attributes +1 when facing a dilemma. Good skill mix.

Negatives: Ability only works while facing dilemmas and not on solving missions. Low Integrity.

Extra: **Chakotay, Freedom Fighter** is for Maquis decks and he carries two of the skills **For the Cause**, so he's pretty useful in those decks. His Ability is really helpful when facing Dilemmas requiring Integrity since the Maquis are ethically challenged. He does exactly what he was designed to do for a specific Federation Sub-affiliation and he does it pretty well. He is one of the rare Commanders that can staff his ship (the **Valjean**) by himself making **Mission Accomplished** and **Deploy the Fleet** easier to pull off with only a couple cards.

#### **Chula: The Game** - [D] 0 **Chula: The Game**

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

"Choose their path! Double their peril, double your winnings!"  
30 V 2

Positives: 0 Cost. Goes On the Mission (till solved.) Stops a Personnel for every Chula Dilemma revealed.

Negatives: Randomly Selects.

Extra: With **Chula: The Game** this creates a dilemma pile archetype built around dilemmas that begin with the word "Chula." You can load your dilemma pile with various Chula Dilemmas (most of which don't cost very much) and have the possibility of stopping several personnel. One problem is some of the Chula Dilemmas are randomly effective. Sometimes working very well: sometimes doing nothing. Cards like **Krim, Thoughtful Tactician** could hose **Chula: The Game**, but he hasn't had much effect on **Tragic Turn** So this dilemma strategy could work very well. Another problem is there are whole decks designed to get around Random Selection that could make the card useless. This card does not say once per mission so you could get more than one on a Mission through several attempts. This means more than one could be stopped. There are a few ways to pull them out from under overcome missions (eg. **Bold Plan**) so there's an option for constantly replaying them.

Here's a list of the "Chula" cards:

[D] 1 Chula: Echoes

Randomly select three personnel. If the highest Cunning among those personnel is even, all three of them are stopped.

Players of Chula must quickly learn that anything and everything in the game might be a potential pitfall. Sisko, Dax, and Kira were misled by the ghostly voice of the missing Julian Bashir.

1 C 15

[D] 3 Chula: Move Along Home

Randomly select three personnel. If the highest Strength among those personnel is even, all three of them are stopped.

"...perhaps they're giving us some sort of behavioral test. Like a laboratory rodent who must work his way out of a maze."

8 U 6

[D] 2 Chula: Pick One to Save Two

Randomly select three personnel. Choose to return one of those personnel to its owner's hand or to have all three of them be stopped.

"Thialo! Sacrifice one so that two may live."

1 C 16

[D] 4 Chula: The Chandra

Randomly select a personnel. Repeat this until you select a personnel with a cost equal to or greater than the first personnel that you selected. Stop each selected personnel.

"Allamaraine, count to four. Allamaraine, then three more. Allamaraine, if you can see. Allamaraine, you'll come with me."

14 U 4

[D] 3 Chula: The Dice

Unless you have a personnel with Integrity>6, a second personnel with Cunning>6, and a third personnel with Strength>6, all your personnel are stopped.

"Roll! Roll? But you haven't even told me the rules yet!"

13 R 4

[D] 0 Chula: The Game

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

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

30 V 2

[D] 2 Chula: The Precipice

If you have an even number of personnel, randomly split them in half. Unless one half has a personnel with Leadership, a second personnel with Cunning>5, and a third personnel with Honor, randomly select one half to be stopped.

"If you were hurt, I'd leave you behind." "Then I'm glad I'm not the one who's hurt."

19 V 1

[D] 2 Chula: Trickery

Randomly select three personnel. Unless those personnel have 2 Officer or twelve different skills, all three are stopped.

"Over here. Hurry!" "Where's it coming from?" "Spread out."

30 V 3

[D] 1 Chula: Unfortunate Roll

Randomly select three personnel. If their total Integrity is odd, all three are stopped.

"Find cover if you can."

16 V 5

**Chula: Trickery** - [D] 2 **Chula: Trickery**

Randomly select three personnel. Unless those personnel have 2 Officer or twelve different skills, all three are stopped.

"Over here. Hurry!"

"Where's it coming from?"

"Spread out."

30 V 3

Negatives: If you are facing an opponent using lots of Officers it's likely to miss.

Positives: 2 Cost. Dual Dilemma. Odds are good you are going to stop 3 personnel.

Extra: Of the 9 Chula Cards this is one of the stronger ones and it will turn up in most Chula Dilemma piles. Coming up with 12 different skills is going to be tough with 3 personnel, and there have to be a lot of Officers for you to randomly draw 2. Although, Skill gaining by your opponent can be a problem. The chances are still good you are going to stop 3 personnel. Mixes well with **Personal Duty** or **Chula: The Game**. Either one of those comboed with **Chula: Trickery** can prevent a Mission Solve.

**Clandestine Kidnapping** - [Evt] 2 **Clandestine Kidnapping**

Capture. To play this event, you must command three [Dom] personnel. Choose a personnel in an opponent's discard pile that he or she does not command. Place that personnel in your brig. (That personnel's owner now commands him or her.) Remove this event from the game.

"I was attending a burn treatment conference... I went to bed one night and woke up here."

30 V 14

Negatives: Requires 3 Dominion personnel to play. After use is removed from the game.

Positives: 2 Counter cost. You can choose the personnel.

Extra: **Clandestine Kidnapping** is nice. Easy to use. And not Counter costly. A couple could be thrown into any Dominion deck and they could get rid of some of the opponents useful personnel. When your opponent attempts a mission you could use **Secret Identity** to get some really good personnel into the discard pile. Then on the next turn play **Clandestine Kidnapping** to capture that personnel. With this enhancement of Capture techniques it makes the "Get out of Jail Free" cards like **Rescue Captives** and **Number One, Reputable Officer** more useful, as well, so be prepared.

**Combined Attack** - [Eve] 2 **Combined Attack**

Search your dilemma pile for a Species 8472 dilemma and place it in the opponent on your right's core, then shuffle and replace your dilemma pile.

Remove this event from the game. "I'm detecting two residual weapons signatures in the debris. One is Borg, the other is of unknown origin." 31 V 14 Positives: You can get Species 8472 dilemmas in opponent's dilemma pile without him facing it as a dilemma. Negatives: It's removed from game when used. Extra: Combined Attack will get you 3 of the 8 Species 8472 dilemmas in opponent's core that you need to get **Terrasphere 8, Starfleet**

**Command Re-creation** to pay off. Now you just gotta figure out how to get the other 5 into your opponent's core (I guess the core is considered Fluidic space.) He can just face them as dilemmas and some of those might pay off and there is always **Northwest Passage**, **Contact Extradimensional Species**, but you actually have to do that mission. This card is so specialized it's not much use outside of Species 8472 decks.

#### Condition Red - [Eve] 2 **Condition Red**.

Plays in your core. Each of your [Stf] personnel loses [Stf] and gains [Cmd]. 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 U 22

Positives: You can upgrade Staffing Icon Personnel to Command Icon status. You can download generic ships till you match your opponent.

Negatives: Upgrade only works on personnel with a Staffing icon. Doesn't do anything for Personnel lacking Staffing Icons. If your deck depends on unique ships the download isn't much use.

Extra: Useful for upgrading Staffing Icon Personnel to Command Icon Personnel if you are running ships that require a lot of Command Icons like the various **U.S.S. Defiants**. It's also useful for ship downloading. If you are running Feds you can use it to download a Federation Icon ship to throw on **Security Drills** when needed. Also good for downloading a **Borg Cube** to just hold it in your hand and use it with the **Tactical Disadvantage** Dilemma.

#### Coordinated Larceny - [Eve] 3 **Coordinated Larceny**

Replicate - Discard a Thief personnel from hand. (You may discard a Thief personnel from hand when you play this event. If you do, put this event in your hand instead of destroying it.) Stop your two Thief personnel present together to take a card from your **Display of Wealth** and place it on top of its owner's deck. Destroy this event.

"They've been operating in this sector for the last six months."

29 V 18

Positives: May return a Card from Display of Wealth to owner's draw deck. Could return to hand if you discard a Thief.

Negatives: Cost 3. Requires stopping 2 Thief personnel. Useless without **Display of Wealth**. Lacks Crime Keyword.

Extra: **Coordinated Larceny** is meant to be used with **Pickpocket** to get Personnel on top of Opponent's Draw Deck. This card is full of conditions: 3 cost, requires **Display of Wealth**, stop 2 Thieves, a card has to be on **Display of Wealth**. Then if you want to Replicate you have to discard a Thief. Most cards on **Display of Wealth** are usually your opponents placed there by things like **Pooling Resources**, **Ariannus Passage**, **Loot Adrift Vessel** and **Display of Wealth** itself. If some Personnel are snagged by those cards **Coordinated Larceny** can insure **Pickpocket** will trigger and your Thieves are all +2 Attributes.

#### Corbin Entek, Inquisitor - [Car] 3 **Corbin Entek, Inquisitor**

[Cmd] Cardassian

â€¢Intelligence â€¢Law â€¢2 Security â€¢Treachery

This personnel is attributes +2 for each captive in your brig (limit +6).

"You don't know how long I've waited for this day. Imagine, in one bold stroke the Obsidian Order will unmask a traitor in the Central Command and shatter the entire dissident movement."

Integrity 2 Cunning 4 Strength 4

30 V 40

Positives: His Attributes go up +2 for every Captive and when the Player has 3 captives he can max out: Integrity 8, Cunning 10, Strength 10.

Negatives: 3 Cost for only four skills. Natural Attributes really low.

Extra: The Premiere **Corbin Entek, Undercover Operations Supervisor** is really strong, but the Inquisitor version has some uses. **Corbin Entek, Inquisitor** has Skills common for many Cardassian Missions and if the Player plans on Capturing Personnel he could keep raising his Attributes pretty high. He is really good for the **Kreetassa, Perform Intricate Ritual** Mission.

#### Counterinsurgency Program - [D] 2 **Counterinsurgency Program**

Your opponent discards any number of event or equipment cards from hand and names a skill (except Acquisiton, Intelligence, Law or Telepathy) for each one. Unless you have **those skills**, all your personnel are stopped.

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0 VP 155 or 4 R 11

Negatives: The Player has to have Events or Equipment in hand. Those cards are discarded for each Skill named.

Positives: Dual. 2 Cost. The Player can pick a Skill they know the Opponent doesn't have (except Acquisiton, Intelligence, Law or Telepathy.)

Extra: At some point in the game the typical Player ends up with an Event in their hand they can't use; then when they draw **Counterinsurgency Program** it suddenly is useful. The Player can use something like **The Oracle's Punishment** or **Secret Identity** to look through the Opponent's Personnel stop or get rid of anyone who might have a Skill to be named. Then stop the whole crew. But there are always cards the Opponent could play like **Bridge Officer's Test** that could screw that up. Since "**those skills**" are in bold **Counterinsurgency Program** counts as a Skill Dilemma when facing things like **Legacy**.

#### Dakol, Lecherous Overseer - [Car] 2 **Dakol, Lecherous Overseer**

[Stf] Cardassian

â€¢Archaeology â€¢Geology â€¢Officer â€¢Treachery

Glenn. When you play this personnel, the next Punishment event you play this turn is cost -2.

"I used to be stationed on Bajor. What would it cost me for an appointment?"

Integrity 4 Cunning 5 Strength 6  
30 V 41

Negatives: Low Integrity.

Positives: Glinn Keyword. For 2 Cost you get 4 Skills, good Strength and the option of lowering the Cost of a Punishment Event.

Extra: The usual Punishment Event to use with Dakol is **Labor Camp**. Most of the other Punishment Events don't see much table time and a couple of them are 0 Cost anyway. He does carry Officer and Treachery which makes him a great candidate for **The Central Command**. Otherwise, Dakol is a typical Cardassian and if his skills meet your mission needs he's useful.

#### Dala, Con Artist - [Non] 3 â€¢Dala, Con Artist

[Cmd] Alien

â€¢Acquisition â€¢Diplomacy â€¢Leadership â€¢Officer  
â€¢Treachery

Thief. When this personnel is facing a dilemma, you may take a personnel on your **Display of Wealth** and place him or her in his or her owner's discard pile to make this personnel gain each skill that personnel has until the end of the dilemma.

"This hair is so uncomfortable."

Integrity 3 Cunning 6 Strength 5  
29 V 39

Negatives: Low Integrity. Using ability requires getting a personnel on **Display of Wealth**, which currently isn't easy. Ability only lasts for one Dilemma. Using her Ability places a Personnel in the Discard Pile from **Display of Wealth**.

Positives: Thief Keyword. 3 Cost for five Skills.

Extra: Typical Low Integrity Thief with moderate attributes and fairly useful Skills. Getting personnel on Display of Wealth isn't easy. Cards like **Brainwashing**, **Condition Captive** and **Exchange Program** all allow the Player to take command of an Opponent's Personnel specifically and once that is done the Personnel can be moved to **Display of Wealth**. Once a Personnel is there then Dalai's Ability can be useful. Dala is a Thief for those decks built around that Keyword certainly could use her Skills.

#### Dallan - 1 Dallan

[Stf] Acamarian

â€¢Medical â€¢Navigation â€¢Physics  
Gatherer. Thief.

"Reconciliation with the Gatherers is impossible. ... For almost a century now, they've been parasites, moving from star system to star system, living on what they could find or steal."

Integrity 4 Cunning 4 Strength 6  
1 C 323

Negatives: Low Integrity and Cunning.

Positives: 1 Cost. 3 useful skills. Thief & Gatherer Keyword.

Extra: **Dallan** does exactly what he was designed to do. He exists to fill out skill gaps some affiliations have. Plus, he's cheap to play. There are a handful of other Gatherers like **Chorgan**, **Leader of the Gatherers** and **Volnoth** get enough of them together and you can use **Gatherers' Raid** as a card draw engine. When you use **Gatherers' Raid** now you will know of it's safe to trigger **Pickpocket** and suddenly **Dallan** isn't so bad and dumb anymore.

Davies - 1 **Davies** â€¢Geology â€¢Physics â€¢Science "...if you need any help, just give me a signal and I'll take over for you. We don't want you to get too beat up on your first command." Integrity 5 Cunning 6 Strength 5 1 C 260 Positives: 3 super useful Skills and moderate attributes for 1 Cost. Non-Unique. Negatives: There's nothing wrong with this card. Extra: If there were one of these guys with Geology, Physics & Science for every affiliation it would be great, but Next Gen Feds are the only ones to really prosper with this guy. (Yeah, sure there's **Pran Tainer**, but he has low strength, costs 2 and is Unique, so you can't get multiples in play.) The skills are real useful and no really low attributes. Since he's non-unique you can load your deck up with 3 of them and you have every skill you need for the **Geological Survey** Mission in multiples. Good for so many missions and for passing many skill dilemmas.

#### Days of Atonement - [Eve] 0 **Days of Atonement**

To play this event, you must command a [Baj] Anthropology personnel. Discard a card from hand to draw two cards. Destroy this event.

"Today we begin prayer and meditation as preparation for our Days of Atonement. May the Prophets walk with us as we begin our journey."

1 U 85

Positives: 0 Cost. Allows the Player to draw two cards.

Negatives: Requires a Bajoran Symbol Personnel with Anthropology to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

Extra: Every Affiliation gets some version of **Days of Atonement** (Borg=**Severed Link**, Cardassian="**Observer**" from the **Obsidian Order**, Dominion=**Dispensing the White**, Federation=**Back-Flush Bussard Collectors**, Ferengi=**Delicate Negotiations** [which is slightly different], Klingon=**Order of the Bat'leth**, Romulans=**Tactical Planning** and Starfleet= **That's the Last Time**.) It's a basic pitch two cards (the Event and a card from hand) to gain two cards. For the Bajorans it is especially useful since getting cards into the discard pile is essential for the many other Bajoran cards that target cards in the discard pile. Could also be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup.

Dealing With Pressure - [D] 3 **Dealing With Pressure** Randomly select three personnel. Unless one of those personnel has an attribute>6, all three are stopped. "No one here is going to die. The bridge will send a rescue party as soon as possible, so I want

you all to stop crying. Everything is going to be all right." 4 U 12  
Positives: Could stop 3 personnel. Duel Dilemma.

Negatives: 3 cost. Targets attributes >6.

Extra: These days most players are packing High attribute personnel, so one of the three personnel randomly chosen will probably carry a 7. If opponent is attempting a Planet mission try putting **A Living Death** in front of it.

### Debris Field - [S] 1 **Debris Field**

Unless you have Astrometrics or Navigation, all your Engineer personnel are stopped and this dilemma returns to its owner's dilemma pile.

A somewhat common, but nonetheless dangerous hazard to space travel.

1 C 22

Positives: Only 1 cost. Could stop a bunch of Engineers. Could return to Dilemma pile.

Negatives: Easy to get by. I mean REAL easy to get by.

Extra: The problem in today's play environment everyone runs plenty of multiples of Astrometrics and Navigation because of **Where No One Has Gone Before** But assume (for whatever reason) that there isn't any Astro or Nav. Stopping Engineers only?? That's what maybe 1 or 2 personnel (Usually.) A Space only Dilemma that eats up a card slot better have strong effects or it's a waste of space. The only time you'll see this dilemma used is in sealed deck and it rarely works even there. The one interesting use of **Debris Field** is in Romulan decks with **The Tides of Fortune** where you face the dilemma for an easy 10 points.

### Deela, Weary Caretaker - [Baj] 2 **Deela, Weary Caretaker**

[Stf] Bajoran

â€¢Diplomacy â€¢Engineer â€¢Honor

Bajoran Resistance. When you lose 5 points during your Execute Order's segment, you may place this personnel in her owner's discard pile to score 5 points.

"I wasn't a volunteer then. I was in the underground."

Integrity 6 Cunning 6 Strength 6

30 V 34

Negatives: Three skills for 2 counter cost. Two of the skills (Dip & Honor) are present on many Bajorians.

Positives: All skills are useful for Bajorian Missions. Has strong Attributes. Has staffing icon. Has Bajorian Resistance Keyword.

Extra: The ability is useful. Play some event like **Trial of Faith** or personnel like **Kira Taban, Husband and Father** to score 5 points. Then get out **Krim, Thoughtful Tactician** and you are set to use Della. Use Krim's ability (lose 5 points) and call out **An Issue of Trust** since it is in most Dilemma piles; place Deela in the discard pile (score 5 points since you just lost 5) and pull her out with something like **Accession**. The staffing icon is great too. So many of the Bajorian mains (Opaka, Winn, Bariel) lack a staffing icon and destaffing is a constant worry with Bajorians.

### Deleted Subroutines - [Int] **Deleted Subroutines**

When your Hologram is facing a dilemma, discard a card from hand to choose one: you may meet Integrity requirements of that dilemma with Cunning; or name a skill that Hologram has to make that Hologram and each Hologram present lose that skill until the end of the dilemma.

"That's a violation of your programming!"

29 V 29

Positives: When Facing a single dilemma the Player may: meet Integrity requirements of dilemma using Cunning, or may make each Hologram lose a particular skill.

Negatives: The Player has to discard a card from hand to activate the Interrupt. The effects only last for one dilemma.

Extra: The first half of the dilemma is pretty sweet if you are running a deck with low Integrity. Any hologram present will activate Cunning instead of Integrity for the entire attempting crew. The second half of the Interrupt is more useful in Hologram decks as it only effects Holograms. When facing something like **An Issue of Trust** the Player can meet the requirements of the first part of **An Issue of Trust** with Treachery (or Honor) then play **Deleted Subroutines** and blank all the Hologram Treachery (or Honor) and remove them from targeting so no Hologram Personnel are selected to be stopped. Also, good for blanking Abilities when facing Dilemmas like: **Unscientific Method, The Clown: Guillotine** and **All Consuming Evil**.

### Delicate Negotiations - [Eve] 0 **Delicate Negotiations**

To play this event, you must command three [Fer] personnel. Discard a card from hand to spend two additional counters this turn. Destroy this event.

"I will not be distracted by your feminine wiles. I demand forty percent. ... All right, thirty ... Twenty-two and don't stop."

7 C 19

Positives: 0 Cost. Allows the Player to gain two additional counters.

Negatives: Requires three Ferengi symbol Personnel to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

Extra: Every Affiliation gets a slightly different version of **Delicate Negotiations**. The main difference is the Ferengi get the option gaining two counters instead of two card draws. (The other types of this card for other affiliations include: Bajoran=**Days of Atonement**, Borg=**Severed Link**, Cardassian="**Observer**" from the **Obsidian Order**, Dominion=**Dispensing the White**, Federation=**Back-Flush Bussard Collectors**, Klingon=**Order of the Bat'leth**, Romulans=**Tactical Planning** and Starfleet=**That's the Last Time**.) It's a basic pitch two cards (the Event and a card from hand) to gain two additional counters. Could be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup.

## Denorios Belt, Locate Celestial Temple - [S] 22

### **Locate Celestial Temple**

[AQ] 20

Diplomacy, Honor, Navigation, and Integrity > 22

Region: Bajor System.

"In the twenty-second century, a ship carrying Kai Taluno was disabled for several days in the Denorios Belt, where he claims he had a vision."

[Baj]

Span 3

30 V 26

Positives: Low Requirements to solve.

Negatives: Intended for Bajoran only.

Extra: If your Bajoran deck needs some easy extra points (if you are worried about your opponent playing the **Phoenix, Risen From the Ashes** or something) this is the mission to include. The points are low enough that **Insurrection** can't be activated. The Mission requires Integrity. An attribute Bajorans have a lot of in high numbers. The only drawback for the Bajorans with this mission is the Navigation skill requirement. There are around 19 Bajoran personnel that carry Navigation and 4 of those are **Kira Nerys** variations. Break out the multiples of **Dohlem**. He has Diplomacy and Navigation. He even has a staffing icon which can be useful in Bajoran Integrity builds.

## Disinterested Visitant - [Int] 49

To play this interrupt, you must command three [SF] personnel. When you attempt a planet mission, if the first mission you completed this game was a space mission, subtract one from the total cost of your opponent may spend on dilemmas for that mission attempt.

"We're walking on an alien world light-years from Earth or Vulcan. Doesn't that impress you?"

8 R 49

Positives: Subtracts one dilemma from opponent's spend phase. Probably, more useful in multiples.

Negatives: Requires a completed Space Mission before text can be activated. Only works on Planet missions.

Extra: **Disinterested Visitant** doesn't get much game play, so you could surprise your opponent with it. Only effective in Starfleet decks. It was originally a rare not many players would have access to multiples, so it's never been used much. The card could rate higher when mixed with other dilemma subtractors (like **Vic Fontaine, Vegas Crooner**) and retrieval.

## Dispensing the White - [Eve] 0 41

To play this event, you must command a Treachery Vorta. Discard a card from hand to draw two cards. Destroy this event. "I receive this reward from the Founders. May it keep you strong."

3 C 41

Positives: 0 Cost. Allows the Player to draw two cards.

Negatives: Requires a Vorta Personnel with Treachery to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

Extra: Every Affiliation gets some version of **Dispensing the White**. (Bajoran=**Days of Atonement**, Borg=**Severed Link**, Cardassian=**"Observer" from the Obsidian Order**, Federation=**Back-Flush Bussard Collectors**, Ferengi=**Delicate Negotiations** [which is slightly different], Klingon=**Order of the Bat'leth**, Romulans=**Tactical Planning** and Starfleet=**That's the Last Time**.) It's a basic pitch two cards (the Event and a card from hand) to gain two cards. Could be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup.

## Don't Let It End This Way - [S] 0 8

Randomly select one of your stopped personnel on this ship to be killed.

"I didn't have the medical knowledge I needed for Klingon anatomy. I tried to save him."

3 C 8

Negatives: Space Only.

Positives: 0 Cost. Randomly kills an Opponent's stopped Personnel.

Extra: Sister card of **A Bad End**. Both Dilemmas still see some use, occasionally. Usually, the idea is there is some skill the Player wants to drain off (like Anthropology) so they start with a Dilemma that will stop a Personnel with that Skill (like **Antedean Assassins**). Then they face **Don't Let It End This Way** and whoever was stopped dies. The real problem is drawing it when you need it, so if the Opponent is attempting a Planet mission, this is just a bad draw. Since the selected Personnel is stopped cards like **Emergency Transport Unit** won't work to save them. **Don't Let It End This Way** is fun to use with **Tragic Turn** Dilemma piles, too.

## Dukat, Anjohl Tennan - [Baj] 2 119

[Cmd] Cardassian

Anthropology Archaeology Diplomacy

Programming 2 Treachery

While this personnel is facing a dilemma, you may remove an Anthropology or Leadership personnel in your discard pile from the game to make this personnel attributes +1 until the end of this mission attempt.

"The Pah-wraiths have judged you and found you worthy."

Integrity 2 Cunning 6 Strength 6

4 R 102 or 0 VP 119

Positives: 2 Cost for 5 Skills and good Cunning and Strength. His Ability of gaining +1 Attributes is super useful and lasts till the end of Mission Attempt.

Negatives: Low Integrity. Ability removes an Anthropology or

Leadership Personnel in Discard Pile from the game.

Extra: Just about every card in Necessary Evil is something special. Here we have a Bajoran **Dukat**. For only 2 cost we get 5 useful skills including Treachery which is only on a handful of Bajorans and good Cunning and Strength. The only real drawback to the card is his low Integrity, but if you are playing Bajorans Personnel of High Integrity are everywhere, so that shouldn't be much of a problem. If you use his Ability at the right time you could get that one extra Attribute point you might need. Just remember to check your Attributes while facing that last dilemma to determine whether you need to activate his Ability.

#### **Dyson Sphere, Explore Mysterious Structure** - [S] @Dyson

##### **Sphere, Explore Mysterious Structure**

[AQ] 20

2 Engineer, 2 Science, and Cunning>32

This mission is worth 5 more points for each different card type in your discard pile.

"In the twentieth century, a physicist called Freeman Dyson postulated the theory that an enormous hollow sphere could be constructed around a star."

Any affiliation (except [Bor]) may attempt this mission.

Span 3

30 V 27

Positives: 2 Engineer and 2 Science is usually easy to come by. Mission +5 for each different card type in discard pile. All Affiliations except Borg can do this Mission.

Negatives: If you solve too early may not get as many points. Borg are specifically blocked from attempting.

Extra: It looks like a planet, but it's a Space mission. The standard deck card types are: Equipment, Event, Interrupt, Personnel, & Ships. So you can get +25 for those. Dilemma and Missions, while also card types, are not allowed in the Players draw deck. Other than that if you can get the standard cards in the discard pile it's an easy 45 point Mission with fairly low Cunning requirement. If the Opponent is using **Dukat, Pah-Wraith Puppet** to take out discard pile cards, one maneuver is before the Mission solving attempt the Player **Grav-Plating Traps** on one of their own Events putting an Interrupt, Event and Equipment in the Discard Pile and if the Event has a Ship and Personnel on it that makes for a sweet play.

#### **Emergency Transport Unit** - [Equ] 2 **Emergency Transport Unit**

When your personnel present is about to be killed, you may return this equipment to its owner's hand to place that personnel on your ship at this mission instead. He or she is stopped.

Portable transport technology capable of beaming a single target over a short distance. Data carried a prototype version of the device.

4C 32

Positives: Can save a personnel about to be killed. ETU returns to hand after use.

Negatives: Personnel saved is stopped. ETU returns to hand

after use.

Extra: The ETU returning to hand is both a positive and a negative in that you can replay it on another turn, but if there are any more Kill dilemmas you have to face you won't be able to save anyone else. Of course the second power of the ETU is as fodder for the **Grav-Plating Trap** which allows you to prevent Interrupts and Events by discarding Equipment. This dual purpose makes it a great all around any affiliation card. You can even use it to save Personnel who die if they use their ability like **Lal, Beloved, Ikat'ika, Honorable Warrior** and **Michael Eddington, Loyal Leader**.

#### **Formal Hearing** - [D] 7 **Formal Hearing**

For each event your opponent commands in his or her core, this dilemma is cost -1. Unless you have Diplomacy, Intelligence, 2 Programming and Cunning>38 or 2 Honor, Law, and 2 Officer, randomly select three personnel to be stopped.

"The debriefing's on hold, indefinitely. I want you to take some time off to clear your head."

0 VP 75 or 4U 14

Negatives: Requires a lot of events to minimize cost. The 2 Honor, Law, and 2 Officer requirement is fairly easy to meet.

Positives: Dual Dilemma. Could cost nothing if you are running a lot of events. Could stop 3 personnel.

Extra: The ugly stepsister of **Whisper in the Dark** and **Tsiolkovsky Infection** with the advantage of being dual and having 1 less Cost. It also carries the disadvantage of only stopping personnel as opposed to the other two that Kill Personnel. This is still a useful Dilemma, but the second Skill set is pretty easy to pass unless you run some sort of thinner in front of it like **An Issue of Trust** or **Overwhelmed**. Useful in decks that run a bunch of Events.

#### **Gateway, Historical Research** - [P] @Gateway, Historical Research

[AQ] 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.

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

Any affiliation may attempt this mission.

Span 2

13 U 45

Negatives: This mission is harder for low integrity affiliations to do. You can't use the game text if you go first.

Positives: If you go second you can download a personnel you really need. Low Span. Neither too hard nor too easy to solve.

Extra: **Gateway, Historical Research** is one of the top missions used in a majority of decks. If your deck relies on any one personnel it helps tremendously if you can just download them. It also helps offset the natural advantage the player going

first gets. One problem you have to remember to use it if you go second. People sometimes forget to use it. Throw in **Kamala**, **The Perfect Mate** and **Vash, Treasure Hunter** in your deck and you've got all the skills you need to actually solve the mission.

### Gelnon, Accurate Estimator - [Dom] 3

#### **Estimator**

[Cmd] Vorta

â€¢Diplomacy â€¢Law â€¢Leadership â€¢Science â€¢Treachery

Commander: Ammut'alar. When you play a unique [Dom] personnel, if you have played no other personnel this turn, each player may discard a card from hand to download an Infiltrator or an Infiltration card.

"It's good to see my faith in you has not been misplaced."

Integrity 4 Cunning 6 Strength 4

24 V 29

Positives: 5 skills. Could download an Infiltrator or Infiltration card.

Negatives: Low Integrity and Strength. Opponent may download an Infiltrator or Infiltration card when the Player plays a Unique Personnel (regardless of the Player uses the Ability.)

Extra: There's not a lot of difference between **Gelnon, Accurate Estimator** and **Gelnon, Aloof Tactician**. One has Archeology instead of Diplomacy and the attributes are exactly the same. I guess it comes down to his ability and your deck build. If you aren't using Alpha quadrant missions **Gelnon, Accurate Estimator** is the one to use. Odds are the Opponent won't be playing Infiltrators, so his Ability won't help your Opponent much. The Player could get out some card they need (EVERY TURN.) Mix **Odo Founder**, **Adept Imposter** in with the Opponent's Personnel and if the card discarded is an Infiltration card it is possible to put on the top of the deck before the download. Good card for the Dominion.

### George Stocker, Starbase Commodore - [Fed] 2

#### **Stocker, Starbase Commodore**

[Cmd] [TOS] [Pa] Human

â€¢Archeology â€¢Diplomacy â€¢Law â€¢Leadership  
â€¢Officer

You may play this personnel at cost +2 to download a [TOS] ship.

"I'd like you to take over command of the Enterprise."

Integrity 6 Cunning 5 Strength 6

12 C 64

Positives: 5 skills and good attributes for 2 cost. For cost +2 can download a [TOS] ship.

Negatives: There's nothing wrong with this card.

Extra: Personnel who can download ships are essential and this guy can download **U.S.S. Enterprise, Where She Belongs** (which when played can download another [TOS] Personnel.) His skills are useful and he lacks the sometimes troubling Honor and/or Treachery that **An Issue of Trust** Dilemma targets. He practically does **Mediate Peace Treaty** and **Investigate Alleged Murder** by himself. He should be in every [TOS] deck.

### Getting Under Your Skin - [Eve] 2

To play this event, you must command three [Rom] personnel.

Plays in your core. When you play an event in your core, you may reveal the top card of an opponent's deck. If it is a personnel, score 5 points. You may do this only once each turn.

"I look forward to seeing your station - while it's still here, that is. The way the war's going with the Federation, it may not be around much longer."

4U 55 or 0 D 22

Positives: The Player could score 5 points. The Player can see Opponent's top card. Plays in Core and isn't destroyed when used.

Negatives: The Event requires Command of three Romulan symbol Personnel to go in Core. Requires an Event to be played in Core to activate game text.

Extra: When the Player sits across from a Romulan player odds are they are going to see **Getting Under Your Skin** and **Prejudice and Politics**. With these two cards the Opponent will usually be scoring 5 points each turn. Those points will generally be burned on **At What Cost?** and **Power Shift** and the most annoying **Far-Seeing Eyes**. Romulan Event card combos are one of the reasons that the Affiliation is still so strong today. By themselves they don't do much, but once a few of them are in play, or in hand, it's hard to stop the Romulan stomp. If the Romulans are being seen a lot the Player might try packing **Quinn** but they still have to get 5 points to power that card (Plus, it is one of the first to go with **Far Seeing Eyes**.)

### Gollek - [Car] 2

[Stf] Cardassian

â€¢Diplomacy â€¢Intelligence â€¢Programming â€¢Security

When you play this personnel, she is cost -1 for each opponent that has an event in his or her discard pile.

The Obsidian Order seeded agents throughout the Cardassian military.

Integrity 6 Cunning 6 Strength 5

30 V 42

Negatives: She's not an eligible target for **The Central Command** Interrupt.

Positives: Non-unique. Staffing Icon. 2 Cost for useful skills and strong Attributes. Cost is good even before a possible discount.

Extra: Real useful for Cardassians. It's rare to find a Cardassian with good Integrity. Much better than you find with the low Integrity you get from most Cardassians. She has all the skills for **Access Relay Station** just add another Programming (or bring multiple **Golleks**.)

### Gomtuu Shock Wave - [S] 3

Unless you have 2 Diplomacy and Integrity>32 or Telepathy and Integrity>35, all your personnel are stopped and this dilemma is placed on your ship.

Damage - This ship is attributes-2.

"Whatever Tin Man hit us with, it fried circuits I thought were

unfryable."

3 R 12 or O VP 89

Negatives: Space only. High Integrity decks easily pass this dilemma.

Positives: Integrity>32 and >35 can be hard to come by for some Affiliations. Diplomacy x2 and Telepathy are skills that are not common. Could Stop entire Crew. The Dilemma is placed on the ship if it's Conditions are not met (reducing attributes -2).

Extra: One of the few really great early 2E dilemmas that still sees a lot of use today. For 3 Cost it is most affordable. Almost always a guaranteed stop when a filter like **An Issue of Trust** or **Personal Duty** is applied in front of it. Stocked in a lot of Attack decks to lower shields and stop the Crew at a Mission then on the Opponent's turn he flies over and attacks with two separate ships which destroys the ship with the **Gomtuu Shock Wave** on it.

### Harsh Conditions - [P] 3 Harsh Conditions

For each headquarters mission you command, your opponent names a skill. Place this dilemma on this mission. While your personnel is facing a dilemma, he or she cannot use those skills. At the end of this mission attempt, this dilemma is overcome.

Tournament Promo - Series XII  
0 VP 156, 4 U 167, or 0 D 1

Negatives: Planet only. If the Opponent doesn't have a Headquarters this Dilemma doesn't work.

Positives: The Player can choose a Skill and then follow up with a Dilemma that requires that named Skill.

Extra: With the appearance of decks without Headquarters this Dilemma isn't seen as much as it used to. The standard combo was always **Harsh Conditions** naming Intelligence followed by **Rogue Borg Ambush**, but there are lots of alternatives like **Harsh Conditions (naming Physics)** followed with **Workforce** is another good combo.

### He Wasn't Nice - [D] 0 He Wasn't Nice

This dilemma is cost +5. Your opponent names a personnel. Kill each personnel with that card title.

"He's gone! I didn't mean to do that. He made me do it! He laughed at me."

17 V 6

Positives: 0 Cost. Could kill a personnel of your choice. Could kill 3 personnel. Duel dilemma.

Negatives: Cost is really 5.

Extra: The 0 Cost is intended so that you could use something like **Uninvited** to target **He Wasn't Nice** and pull it out of the dilemma pile. If your opponent has 3 useful generic personnel like **Imat'Korex** you could get all 3 at once. But that's tough to pull off. Unusually good at targeting some specific Personnel. Combine it with **Secret Identity** and you can look through the crew attempting to get some

Personnel's name then play **He Wasn't Nice**. Good Killing Dilemma that gets rid of someone your opponent needs.

### Heyath Yar - [Baj] 1 Heyath Yar

Bajoran

â€¢Anthropology â€¢Honor

The core of the Bajoran religious philosophy includes an undying faith in the Prophets, and their plan for Bajor and all Bajorans. This, along with charity and humility, are the keys to enlightenment.

Integrity 8 Cunning 5 Strength 5

30 V 35

Positives: Has 2 Skills required on many Bajorian Missions. High Integrity.

Negatives: Only 2 skills for 1 counter cost. No Staffing Icon.

Extra: Two of the most common skills needed for Bajorian Missions are **Anthropology** and **Honor**. Heyath has only those skills. In fact, **Leeta, Rebel Supporter** has the same skills and you can play her for 0 counter cost. What makes him different is his 8 Integrity for 1 Cost. If you are running a Bajoran Integrity deck this guy is one to include. The biggest drawback with Heyath is his lack of a staffing icon. Just keep your eye on the staffing icons as many of the high Integrity Bajorans lack the staffing ability and you could end up being destaffed.

### Historical Research - [P] â€¢Historical Research

[AQ] 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.

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

Any affiliation may attempt this mission.

Span 2

13 U 45

Negatives: This mission is harder for low integrity affiliations to do. You can't use the game text if you go first.

Positives: If you go second you can download a personnel you really need. Low Span. Neither too hard nor too easy to solve.

Extra: **Historical Research** is one of the top missions used in a majority of decks. If your deck relies on any one personnel it helps tremendously if you can just download them. It also helps offset the natural advantage the player going first gets. One problem you have to remember to use it if you go second. People sometimes forget to use it. Throw in **Kamala**, **The Perfect Mate** and **Vash, Treasure Hunter** in your deck and you've got all the skills you need to actually solve the mission.

### Hollow Hospitality - [Eve] 1 â€¢Hollow Hospitality

Paranoia. Plays in your core. Your non-Treachery personnel cannot gain skills (except Treachery). Each of your [DS9]

personnel and [E] personnel are Strength +1.

"Jake, get them a menu... I would recommend the Shrimp Creole."

31 V 15

Negatives: Non Treachery personnel cannot gain skills (except Treachery.)

Positives: Cost 1. Plays in Core. Each [DS9] and [E] personnel are Strength +1.

Extra: It is always useful to pump up the usual low Strength of Federation Personnel. The way to get the Strength bonus and still gain Skills is: first a Personnel has to get Treachery. For example, using Julian Bashir, "Unnatural Freak"'s Ability to gain Treachery. Then once they have the Treachery other Skills may be gained with something like Confessions in the Pale Moonlight. So, it is possible to get around the limiting game text. The best thing is this shores up the strength problem for [DS9] Feds the way Peaceful Coexistence shores up the [TNG] Feds.

Hoshi Sato, Captain's Woman - [SF] 2 ~~â€¢~~Hoshi Sato, Captain's Woman

[Stf] [Pa] [AU] Human

~~â€¢~~Anthropology ~~â€¢~~Programming ~~â€¢~~2 Treachery

While you have no cards in hand, this personnel and each of your Leadership personnel present are attributes +1.

"And I'm probably the only one who doesn't want to slip a knife in your back."

Integrity 2 Cunning 6 Strength 5

13 U 105

Positives: Could raise her attributes +1 and leadership personnel present are attributes +1 too.

Negatives: One of her skills is Treachery. You have to empty your hand before her ability kicks in. Low Integrity.

Extra: There are two Mirror Hoshis and the Hoshi Sato, Captain's Woman is probably less useful than the Hoshi Sato, Empress, since for the same cost you get more skills with the Empress. If you are trying to use the emptying of the hand flavor to activate a bunch Mirror Starfleet abilities then Caps Woman might be more useful. The big drawbacks to running a Mirror Starfleet deck is their low Integrity and Treachery. Every other Mirror Starfleet personnel carries Treachery and too much Treachery makes An Issue of Trust that much stronger. People can run multiples of it and sometimes return it to the dilemma pile. It hoses Mirror Starfleet every time. The Mirror Starfleet could make use of Hoshi, Caps Woman with Standard Punishment to pop attributes even more and the Reflections dilemma could put a serious stop to your opponents mission attempt.

Houdini Mines - [P] 4 Houdini Mines

Unless you have 2 Engineer and 2 Science or 2 Programming and 3 Security, randomly select a personnel to be killed, then this dilemma returns to its owner's dilemma pile.

"You can walk by the same place a hundred times and nothing happens. And then ~~â€¢~~ bang."

2 C 13

Negatives: 4 Cost.

Positives: Relatively high skill requirements to overcome. Could return to dilemma pile.

Extra: It's planet only which makes sense, but in today's play environment there are a few of kill dilemmas that are dual that kill for less (The Clown: Guillotine, Last Gasp etc.) The Dal'Rok does almost the same thing for less. Could be useful in an Overwhelmed Dilemma pile.

Icheb, Genetic Weapon - [Non] 4 ~~â€¢~~Icheb, Genetic Weapon

[Stf] Borg

~~â€¢~~2 Astrometrics ~~â€¢~~Biology ~~â€¢~~Engineer ~~â€¢~~Geology

~~â€¢~~Physics

While you command but do not own this personnel, place all [Bor] personnel at this mission in their owner's discard pile.

"My parents made microgenetic alterations so I would produce the pathogen. Quite ingenious."

Integrity 6 Cunning 7 Strength 5

29 V 40

Negatives: 4 Cost.

Positives: 5 useful skills. Strong Attributes. When the Opponent takes command of this Personnel all Borg Symbol Personnel present are discarded.

Extra: If his Skills meet your Mission needs it wouldn't hurt throwing him in a deck. The 4 Cost is hard to justify unless the Player is using it as a strategy with something like the Horga'h'n or Favor the Bold. Energize can knock down the cost a bit. As to his Ability. . .It might come up once in a very long while. There's no way to just give command of this Personnel to the Opponent if he's playing Borg. The Opponent would have to take some action and play something like Borg Cutting Beam or Abduction for it to come into play and if he sees Icheb, Genetic Weapon out they probably wouldn't bother until a Dilemmas like Secret Identity got rid of him. Somewhat useful against Borg Assimilation decks.

Identify Temporal Disturbance - [S] ~~â€¢~~Identify Temporal Disturbance

[AQ] 30

Astrometrics, Engineer, Transporters, and Integrity>32 Your [AU] personnel may attempt and complete this mission with these requirements: Leadership, 2 Security, and Strength>32.

Near Starbase 105: Chart anomalous spatial rift and catalog nearby gravimetric effects.

[Fed] [Kli] [NA]

Span 3

28 V 21

Positives: Skills required are fairly common. Attribute

requirement fairly low.

Negatives: 3 Span.

Extra: This is a completely average mission and if it fits the skill set/point requirements of your mission set this is a good one to use for an easy 30 Points. The Attribute requirement is high enough that your opponent can't use Insurrection on it. If you are using non-aligned any affiliation can solve the Mission. Personnel like Kejal, Radiant Mender and Rabal have all the necessary Skills. (As does Nagata for the OS Feds.) AU Starfleet Personnel with multiple Brennan Scotts and Logan Black can get together and solve using the alternate requirements. Heck, even the Borg can do this with Unimatrix Zero.

#### Ill-gotten Gains - [Eve] 1

Crime. To play this event, you must command a Thief personnel. Plays in your core. When you take command of a card you do not own, you may draw a card.

"You've been keeping it in your second stomach all these years?"

29 V 20

Positives: 1 Cost. Crime Keyword. The Plaher could draw a card when they take command of one of Opponent's cards.

Negatives: Unique. Requires a Thief Personnel to play. The Player has to take command of Opponent's card to activate draw.

Extra: If the Player is planning to take command of a lot of the Opponent's cards than Ill-gotten Gains is worth while. Another typical draw engine is to stock Julian Bashir, Rebel Captain and These are the Voyages to get three new cards (plus you get to cycle back cards you don't need.) A Treasure Beyond Comparison does practically the same thing for Capture and it is non-unique. Seems like this would occasionally be a help.

#### In a Mirror, Darkly - [Eve] 0

Lose 5 points to shuffle each personnel and ship you own in your discard pile into your deck and then draw cards until you have seven cards in hand. Remove this event and all the other cards in your discard pile from the game.

Jean-Luc Picard reflected upon introducing an unstable element into a critical situation.

14 R 34 or O VP 13

Positives: Can return all Ships and Personnel in Discard Pile to draw deck. You get to draw to 7 cards. 0 Cost.

Negatives: Requires loss of 5 points to activate. Removes all other cards in Discard Pile from game. Mostly useful late in the game.

Extra: This is one of those cards that can be in the way if you draw it too early. Tapestry does a similar thing. Other than the card draw and Cost they have the same effect, and

you don't have to lose 5 points (although, you do have to lose any cards left in your draw deck with Tapestry.) If your Mission solve is going over 100 Points and your deck is slim In A Mirror Darkly could save your game. Placing Events, Equipment, and Interrupts Out of Play can be a problem. There are other options like Back to Basics or Tacking Into the Wind which can also bring back Ships and Personnel without placing cards Out of Play.

#### In the Pah-Wraith's Wake - [Eve] 0

Pah-wraith. To play this event, you must command three [Baj] personnel. Remove two events in your discard pile from the game to destroy an event in an opponent's core. Destroy this event.

"I know this must be of little comfort, but I never intended you any harm."

0P 24 or 7C 22 or 0P 32

Negatives: Requires 3 Bajorans. Requires Events in discard pile. Removes 2 of your Events from the game.

Positives: Pah-Wraith Keyword. 0 Cost. Destroys Event in Opponents Core.

Extra: If you are running Bajorans and a lot of Events (like Days of Atonement, These Are the Voyages and Product Placement) it couldn't hurt to throw In the Pah-Wraith's Wake in a deck. Grav-Plating Trap and Amanda Rogers are also alternative choices. They work on Interrupts and Events (Non-Core Events, too) and don't require Events in the discard pile. In The Pah-Wraith's Wake can also be weakened by Dukat, Pah-Wraith Puppet who shows up a good deal of the time. Another useful thing about using In the Pah-Wraith's Wake is it powers up Winn Adami, Renegade Priest.

#### In Training - [P] 2

Consume: 2. (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) Randomly select a personnel who costs 1 or 2. All other personnel who cost 1 or 2 are stopped.

"Tighten the back of your tongue. ... Keep trying. You've almost got it."

4 R 18

Negatives: Planet only. Consumes 2 then overcome for 3 total under mission.

Positives: Stops. All but one 1 or 2 Cost Personnel.

Extra: In Training saw a lot of use when it first came out. At that time players were using a lot of low cost personnel to throw at Missions and this would easily stop most of those away teams. But since then many cards with high cost but cost reductions built in like Julian Bashir, Rebel Captain and Leonard H. McCoy, Experienced Advisor have entered the game. Plus, cards like Energize have also allowed for higher cost cards to be played at a reduced cost. This is one of those Dilemmas where other Dilemmas do practically the

same thing for less. Dual cards like Coolant Leak and In Development have pretty much taken over for it. They may cost more but both work in Space and on Planets and would leave only one Dilemma to be overcome under the Mission unlike the three In Training would eat up.

#### Incorporeal Parasite - [D] 4 Incorporeal Parasite

Your opponent names a number. If you have 4 or more personnel who have a cost equal to that number, choose one: randomly select two of those personnel to be killed; or all of those personnel are stopped. Otherwise, randomly select a personnel with a cost equal to that number to be stopped.

"...a creature without form, that feeds on horror and fear, that must assume a physical shape to kill."

29 V 6

**Positives:** Dual. Could Kill 2 personnel. Or Stop entire away team. Or if either of those fail stop A personnel randomly (if you choose a number opponent has.)

**Negatives:** You have to keep track of opponents personnel Cost as well as skills. If Opponent doesn't run a bunch of similar cost personnel the dilemma is not a good draw.

**Extra:** Good for putting opponent in a bind with 2 bad choices of either killing 2 personnel or stopping entire away team. 4 Cost feels about right, but it all depends on the opponent playing a bunch of similar cost personnel.

#### Indelicate Repairs - [Eve] 1 Indelicate Repairs

Reveal your hand. If you revealed four or more cards, choose an opponent to choose two of those cards. You may discard the chosen cards to draw cards until you have seven cards in hand. Destroy this event.

"But that's a completely improper procedure! You can't just dump that much raw energy into a bridge terminal without-

"We are not going to get out of this by playing it safe."

29 V 21

**Negatives:** Opponent chooses 2 cards to be discarded. The Player has to have 4 cards in hand to activate the event.

**Positives:** 1 Cost. Can draw the hand to 7 cards after 2 are discarded.

**Extra:** The Player has to give up 3 cards (the Event and two from hand) to draw 5. For 1 Counter cost that's not bad for getting a draw of up to 5 cards. For those running a Cardassian deck they might use this over all the "discard to draw" Events like "Observer" from the Obsidian Order or use it with those cards and burn through your draw deck even faster. These are the Voyages is the more popular draw engine card, but Indelicate Repairs is useful in Bajorian decks where the Player is wanting cards in the Discard Pile.

#### Insult - [Int] Insult

To play this interrupt, you must command three [Rom] personnel. Order - Choose an opponent to discard the top card of his or her deck. If it is not a personnel, discard the top

two cards of your deck. If it is a personnel who costs 1, you may place this interrupt on top of your deck instead of discarding it.

"I've smelled better viinerine on prison ships."

3 U 73

**Positives:** Forces opponent to discard the top card of deck. Could put Insult back on top of your deck if discarded card is a 1 Cost personnel.

**Negatives:** Could cost you 2 cards of your own if the revealed card is not a personnel (3 if you count Insult.) It is an equal loss for both players if it is a Non 1 Cost personnel (You lose Insult. Opponent loses top card.) Requires 3 [Rom] Personnel to activate.

**Extra:** Insult probably costs you as much to play as it costs your opponent. Insult works best with cards like Peacemaker or Predator? or Getting Under Your Skin rather than Prejudice and Politics. Peacemaker or Predator? allows you to rearrange the opponent's deck so you could get that 1 Cost personnel on top of his deck then an Event. Throw in Planned Provocation. Play Insult. Discard his top card and place Insult on top of your deck. Play Planned Provocation and discard his Event allowing you to redraw Insult. Maybe even playing it again if you set it up so another Personnel is next.

#### Investigate Alien Probe - [S] Investigate Alien Probe

[AQ] 30

Anthropology, Biology, Programming, and Integrity>25

Parvenium sector: "It appears to be a probe of some kind ??" but there is no record of this shape or design."

Any affiliation (except [Bor]) may attempt this mission.

Span 3

0 P 77 or 1 U 177

**Negatives:** Borg can't do this Mission.

**Positives:** Low Integrity requirement.

**Extra:** This Mission is a staple in most Bajoran decks and is one of the few missions that can be done with 3 Personnel ( Bareil Antos, Esteemed Vedek, Opaka, Healer & Odo, Vastly Outnumbered.) Add in Solbor, Faithful Attendant and it becomes a 35 Point Mission. Insurrection can make this harder to do, so pack a Self-Replicating Roadblock. Like most Missions, it is useful if its Skills and requirements meet the Player's needs.

#### Ja'chuq - [Int] Ja'chuq

When you win combat or an engagement involving your [Kli] Leadership personnel, choose one of your missions. The player to your left places the top card of his or her dilemma pile face up beneath that mission (that dilemma is overcome). Remove this interrupt from the game.

"It's a long, involved ceremony in which the challengers list the battles they've won, the prizes they've taken."

2 R 82

**Positives:** When you win a battle you can choose a mission to place a dilemma under.

**Negatives:** Requires winning a battle or engagement to activate text. Removed from game when played.

**Extra:** Ja'chuq is designed for Klingons, but others can use it if they get a Klingon affiliation Leadership in crew; either by running a second headquarters or playing something like: *Interstellar Treaty*. If you have three copies of it in your hand you can get 3 overcome dilemmas under a mission of your choice in one battle. This was a Rare so a lot of players may not have had access to multiples of it. It's possible that you don't see it in a lot of decks because it takes up valuable card slots and battle Klingons need to get to other more useful cards quickly. Also, after battle Klingons have wiped out a ship and crew they've got plenty of time to do missions and they don't need it. It's placed out of play after use, so no pulling it from the discard pile. For a little extra flair you can add Kerla, Military Advisor he will let you place yet another dilemma under a mission of your choice when winning an engagement.

**Jean-Luc Picard, Explorer** - [Fed] 4 **Jean-Luc Picard, Explorer**  
[Cmd] [TNG] Human  
Archaeology 2 Diplomacy Honor Leadership  
Officer  
Commander: U.S.S. Enterprise-E.  
Order - Place three cards from hand on the bottom of your deck in any order to draw a card.  
"...if you had lived my life, you would understand my responsibility to the Federation."  
Integrity 8 Cunning 6 Strength 6  
1 S 268

**Positives:** Five Skills. Strong Attributes. The Player can send cards back to draw deck to draw a card.

**Negatives:** 4 Cost. Using his Ability requires three cards to go to the bottom of deck.

**Extra:** With so many Picards to choose from Jean-Luc Picard, Explorer is one of the more Costly. The Jean-Luc Picard, Genial Captain has the same Skills and Attributes as the Picard, Explorer version for 1 less Cost. It comes down to which Ability suits the Player's needs most. If drawing lots of cards is a strategy the Player wants to use and they don't want to lose those cards to the Discard pile then the Picard, Explorer is the one to use. His Ability can be used over and over till the Player has less than three cards in hand.

**Julian Bashir, Nostalgic Doctor** - [Fed] 4 **Julian Bashir, Nostalgic Doctor**  
[Stf] [DS9] [Fut] Human  
Biology 3 Medical Science  
Genetically Enhanced. When your [Fut] personnel present is about to be killed by a dilemma, you may stop that personnel and discard a non-[Fut] personnel from hand to prevent that.  
"Maybe after we've got Captain Sisko back, we can all stop

by Morn's for a drink for old time's sake."  
Integrity 6 Cunning 8 Strength 4  
30 V 47

**Negatives:** 4 counter cost. Only 3 skills. Low Strength. To activate his ability you have to discard a non-future personnel from hand..

**Positives:** Good Cunning and Integrity . Useful skills. Can prevent Future personnel from being killed by dilemmas.

**Extra:** This version of Bashir is meant for decks running U.S.S. Relativity, Federation Timeship. You can use him in other decks if you want, but if you don't use a bunch of future icon people you can't take advantage of his ability. 4 counter cost for 3 skills seems a little steep, but his ability is certainly useful. The 4 cost can be offset by using Temporal Transporters to fish him out of the discard pile. His ability is useful for preventing kills of future icon personnel, but does nothing against stopper dilemma decks.

**Just Like Old Times** - [Eve] 1 **Just Like Old Times**

Assault. Plays in your core.

Order - Destroy this event to begin combat involving your Bajoran Resistance personnel. If you win, score 15 points.  
"The next time I start getting nostalgic for the old days, shoot me."  
1 U 92 or 0 VP 202

**Negatives:** Event destroyed when used. Bajorans Strength Attributes are rarely high.

**Positives:** Assault Keyword. Plays in Core and stays there till activated. Could Score 15 Points.

**Extra:** Scoring an extra 15 Points is a tremendous advantage. It could give the Player points for cards like, *At What Cost?*, or do a 35 Point Planet and a 35 Point Space then two *Just Like Old Times* and that would win the game. There are plenty of Keyword Bajoran Resistance Personnel available to throw into a deck to activate Combat. Lupaza, Resistance Fighter is probably the best since she has the option of downloading *Just Like Old Times*. The Player just has to stop the Opponent's Personnel on a planet and get a team together to go start Combat on them.

**Kira Nerys, Grudging Ally** - [Baj] 3 **Kira Nerys, Grudging Ally**  
[Cmd] [TN] Bajoran  
Diplomacy Leadership Programming Security  
When you play this personnel, you may remove a [TN] card in your discard pile from the game to remove the top card of an opponent's dilemma pile from the game. You may spend additional counters this turn equal to the cost of that dilemma.  
"This is not the Cardassian Occupation."  
Integrity 5 Cunning 6 Strength 6  
31 V 29

**Negatives:** When you play Kira, Grudging Ally her Ability

only works if the Player has a Terok Nor icon card in discard pile.

**Positives:** Terok Nor Icon. Kira, Grudging Ally may allow the Player to remove the top card of Opponent's Dilemma pile from the game. Then spend counters equal to removed Dilemma's cost.

**Extra:** The other Kira with the Terok Nor Icon (Kira Nerys, Reformed Collaborator) costs less, but is rather limited in skills. The Grudging Ally version has pretty standard skills and it lacks the Honor or Treachery that can sometimes be a problem with An Issue of Trust being in so many decks these days. When using Kira, Grudging Ally's Ability something like Tampering With Time could be useful in setting up a good Dilemma on Opponent's dilemma pile. The Dilemma being removed from the game (along with War of Attrition) also helps set up Undermined Defenses. This is not only a good way to get a useful character in play, but also to almost play it for free if you get the right Dilemma that costs 3 or more.

#### Kivas Fajo, Hoarder - [NA] 2

[Cmd] Zibalian

Acquisition Archaeology Biology 2 Treachery  
Commander: Jovis. Thief. When you play this personnel, you may download Greed. This personnel is Cunning +1 and Strength +1 for each dilemma you own in an opponent's core (limit +5).

"There are items here gathered from half the galaxy."

Integrity 2 Cunning 5 Strength 5

31 V 44

**Positives:** 2 Cost. Thief Keyword. The Player may download Greed when played. Kivas Fajo's Cunning and Strength go up for each Dilemma in Opponent's core.

**Negatives:** Low Integrity. Kivas Fajo's Ability doesn't increase his Integrity.

**Extra:** Kivas Fajo, Hoarder is designed to make Greed more useful which doesn't show up much, but at least Greed's text works well with this particular version of Kivas Fajo. When running a Thief deck the Player has the option of Kivas Fajo, Collector which costs more, but he'll help with certain commonly used Dilemmas, like Gomtuu, Shock Wave, but Kivas Fajo, Hoarder can pop his Cunning and Strength attributes, which could be key when solving Missions and getting past Dilemmas. Could be useful in decks using Species 8472 Dilemmas like On Guard or The Weak Will Perish not to mention non Species 8472 Dilemmas like Causal Recursion and Mugato.

#### Klag, Second Officer - [Kli] 3

[Cmd] Klingon

Diplomacy Honor Navigation Officer

While this personnel is facing a dilemma that requires Honor or Officer, he and each Honor personnel present cannot be randomly selected by that dilemma.

"If Klingon food is too strong for you, perhaps we can get

one of the females to breastfeed you."

Integrity 6 Cunning 6 Strength 7

0 VP 5

**Negatives:** There is nothing wrong with this card.

**Positives:** 3 Cost for four useful Skills, Strong attributes and strong Ability. His Ability gets all Personnel present with Honor or Officer past Dilemmas that require random selection of Personnel with those Skills.

**Extra:** The real reason to use this guy is his Ability which modifies the effects of An Issue of Trust and Personal Duty. These are two popular dilemmas and they can stop Mission Attempts by the Klingons unless Klag, Second Officer is there. His Skills and high Attributes are other good reasons to stock him and he is useful in most Klingon decks.

#### Kreetassa, Perform Intricate Ritual - [P]

Intricate Ritual

[AQ] 35

Honor, Law, Officer, and Integrity > 36 or Intelligence, Security, Treachery, and Strength > 36

At the start of your first turn, you may download up to two Rituals. Place one in your core and discard the other.

"Let me know if this fits with your definition of an appropriate apology." Any affiliation (except [Bor]) may attempt this mission.

Span 2

30 V 28

**Positives:** Any Affiliation (except Borg) may attempt. 2 span. Skills are fairly easy to come by. You can download a Ritual.

**Negatives:** You have to discard a ritual. You have to remember to do it at the start of your first turn.

**Extra:** This is great for getting out the Alvera Tree Ritual, Emanations or Klingon Tea Ceremony. Play the one you think you need most and discard the other. If your opponent is playing a deck that you think has a lot of downloads get the Klingon Tea Ceremony. If it's a Bajoran deck then get the Emanations to modify card retrieval. The Event you Discard can be brought back. There are plenty of mechanisms for getting the discarded Ritual back (or not, if you need an Event in your discard pile for the Dyson Sphere, Explore Mysterious Structure.) Technically while the Borg can not solve this Mission they can still use it and even solve it with Expand the Collective.

#### Leap of Faith - [Int] Leap of Faith

When your Kai, Prylar, or Vedek is randomly selected by a dilemma, if the cost of that dilemma is less than the cost of that personnel, he or she cannot be stopped by dilemmas until the end of this turn.

"Evil must be opposed."

30 V 22

**Positives:** Prevent stopping of Kai, Prylar, or Vedek for Rest of Turn.

**Negatives:** Only works on One personnel. Dilemma has to cost less than the personnel. The personnel has to be Randomly selected.

**Extra:** If one of your religious Personnel gets stopped by Show Trial or An Issue of Trust you could play this and that personnel could become unstoppable. So if you solve one mission and play Leap of Faith you could go to a second and the personnel could continue to unstoppable (although, the personnel is stopped by mission failure.) The problem is since the advent of Jonathan Archer, Damaged Captain a lot more people are stocking the dilemmas that choose personnel and Swashbuckler at Heart will take these interrupts right out of your hand.

**Left with No Choice** - [Int] Left with No Choice.

To play this interrupt, kill your non-[Voy] personnel aboard your U.S.S. Equinox. While your [Voy] Treachery personnel is facing a dilemma, take a Nucleogenic card from your discard pile into hand.

**Order** - Take a [Voy] Treachery personnel from your discard pile and place him or her on top of his or her owner's deck.  
"Does that logic comfort you?"  
29 V 30

**Positives:** Could get a Nucleogenic card from discard pile While Facing a Dilemma. Could return Treach [Voy] Personnel to the top of your deck.

**Negatives:** To activate text a Non-Voyager Personnel has to be killed. Limited Nucleogenic interrupts. Other cards bring back far more personnel than just one personnel.

**Extra:** Use of this card is limited to Equinox decks. This interrupt is split into two effects. The first effect pulls a Nucleogenic card from the discard pile while facing a dilemma (which is a rare effect), but there are around 2 targets for this: Relentless Attacks and Interspatial Fissures. Attacks give +3 attributes to a personnel and Fissures give an extra skill if some other Treachery personnel present has it. Both Interrupts have their limits, but the idea is to prevent the 5 point loss when a Equinox Personnel uses their abilities by discarding a Nucleogenic card instead. (Personnel like Noah Lessing and the Equinox Doctor are a couple examples.) The second half of Left With No Choice brings a personnel from the discard pile back, but something like Tacking into the Wind is another choice for card retrieval.

**Legal Inflexibility** - [P] 3 Legal Inflexibility

Unless you have 2 Transporters and Strength>32 or Law and Cunning>32, all your personnel are stopped. When this dilemma is overcome, if it was prevented, your opponent may choose one of your personnel involved in the mission attempt to be placed in your opponent's brig.

"There can be no justice so long as laws are absolute."  
30 V 5

**Positives:** Could stop all personnel. If prevented could capture a personnel.

**Negatives:** Planet Only. Without a thinner easily overcome.

**Extra:** For this card to be effective you need to throw a thinner of some sort of thinner like Slightly Overbooked in front of it. If your opponent uses something like Bridge Officer's Test you can capture someone. Legal Inflexibility's usefulness is greater against some affiliations than others. It is an occasionally useful card, but to be really effective other Dilemmas have to come before it.

**Leonard H. McCoy, Experienced Advisor** - [Fed] 4 â€¢Leonard H. McCoy, Experienced Advisor

[Stf] [TOS] [Pa] Human

â€¢Biology â€¢Exobiology â€¢Honor â€¢Medical

You may play this personnel at cost -2 to ignore his next ability. When you play this personnel, the next [TOS] personnel you play this turn is cost -3.

"You're pushing, Jim. Your people know their jobs."  
Integrity 7 Cunning 6 Strength 5  
20 V 23

**Positives:** 4 Cost may be downgraded to 2 Cost. If played for 4 Cost decreases the Cost of the next [TOS] Personnel -3. High Integrity. 4 Skills.

**Negatives:** Playing Leonard H. McCoy, Experienced Advisor locks you out of his other Persona.

**Extra:** For 2 extra cost the player may put out the next [TOS] personnel at cost minus 3. Giving a savings of 1 counter. While they have different Abilities both Leonard H. McCoy, Experienced Advisor and Leonard H. McCoy, Chief Medical Officer are the same card for Skills and Attributes. For 5 Counter cost Leonard H. McCoy, Chief Medical Officer would let you get rid of 2 overcome dilemmas your opponent has faced. The Experienced Advisor plays for less when his Ability is used and he can discount the next [TOS] Personnel which can get you moving in the game faster. Mixes well with James T. Kirk, Experienced Commander.

**Leskit, Embittered Warrior** - [Kli] 3 â€¢Leskit, Embittered Warrior

[Stf] Klingon

â€¢Honor â€¢Law â€¢Navigation â€¢2 Security

This personnel is Cunning +1 for each Maneuver event in your discard pile (limit +5). This personnel is Strength +1 for each Assault event in your discard pile (limit +5).

"Two years I spent on the Cardassian border. Two years fighting Guls and Legates and Glinns. They were cunning enemies."  
Integrity 6 Cunning 5 Strength 5  
30 V 52

**Positives:** If you are using combat Events you could maximize him to Cunning 10 and/or Strength 10.

Negatives: If you don't have combat Events in your discard pile Leskit is low Cunning and Strength Personnel.

Extra: Some Events like All-Out War count as both Maneuver and Assault so if you use them you get double duty out of Attribute popping, but with Dukat, Pah-Wraith Puppet out there it's possible you may not get to use his ability at all. A problem with Leskit, Embittered Warrior is his Skills seem are repeated on other more effective Klingons, but he does carry 2 Security which is good for the Brute Force Mission.

Leyton, Suspicious Executive - [Fed] 3 â€¢Leyton, Suspicious Executive

[Cmd] [E] Human  
â€¢Intelligence â€¢Officer â€¢Security â€¢Treachery  
Admiral. When this personnel is about to be stopped by a dilemma, you may discard a Paranoia card from hand to prevent that.

"With security the way it is now, a changeling could get anywhere on Earth, replace anyone... even you."

Integrity 4 Cunning 6 Strength 5  
31 V 40

Positives: Admiral Keyword. Could prevent him from being stopped by Dilemmas. Can use ability multiple times per turn.

Negatives: 3 Cost for only four skills. Low Integrity. The Player needs to have Paranoia cards in hand to use Ability.

Extra: Aside from having Intelligence instead of Leadership this version of Leyton is virtually the same as Leyton, Chief of Starfleet Operations. The only key difference is the Ability. The Chief of Starfleet Operation's Ability of Downloading a ship could be more valuable in gameplay than preventing a stop. The Player has to have some paranoia cards in hand to activate the Suspicious Executive's Ability which could be problematic, but preventing some stops could save the game. There are currently several Paranoia cards he works with: Desperate Counter, Hollow Hospitality, Martial Law, Peaceful Coexistence, The Big Picture and Power Loss. 3 Cost seems high for only four Skills and an Ability that might work, but when it works it will work well. Leyton, Suspicious Executive does mix well with Elim Garak, Federation Agent and his Ability of pumping up Intelligence Personnel Attributes.

Lupaza, Resistance Fighter - [Baj] 2 â€¢Lupaza, Resistance Fighter

[Stf] Bajoran  
â€¢Medical â€¢Programming â€¢Security â€¢Transporters  
Bajoran Resistance. When you play this personnel, you may download Just Like Old Times.

"It's just like in the old days. Every once in a while the Cardassians would get too close, and we'd turn around and give them a bloody nose."

Integrity 5 Cunning 6 Strength 5  
1 U 218

Positives: 2 Cost for 4 Skills and good Attributes. May

Download Just Like Old Times.

Negatives: Just Like Old Times Event requires Strength to pull off.

Extra: Her skills are diverse enough and Cost low enough to fit in any Bajoran deck and probably should be included in a lot of decks for that alone. Bajoran decks that are High Integrity are usually low in Strength, so to win a Battle with Just Like Old Times would be made easier by including Dilemmas that isolate a Personnel, like Arena The extra 15 points generated by Just Like Old Times could be very useful. Alternately, Lupaza could download JLOT just to discard it to draw two with Days of Atonement putting two Events in the Discard pile allowing Kulan and Treyam to play for free.

Luther Sloan, Man of Action - [Fed] 3 â€¢Luther Sloan, Man of Action

[Cmd] [DS9] Human  
â€¢Anthropology â€¢Intelligence â€¢Programming â€¢2  
Security â€¢2 Treachery

Order - Remove your event from the game and return this personnel to his owner's hand to destroy an opponent's event.

"We deal with threats to the Federation that jeopardize its very survival. If you knew how many lives we've saved, I think you'd agree that the ends do justify the means."

Integrity 2 Cunning 6 Strength 5  
0 VP 86 or 23 V 44

Negatives: Low Integrity. When his ability is used you have to return him to hand and place one of your events out of play.

Positives: Deep Space Nine symbol. 5 skills with a couple x2. If an Opponent's Event is trouble the Player can get rid of it.

Extra: If the Player is running a DS9 deck Luther Sloan, Man of Action should be an auto include. He has a good range of Skills and an Ability that can save the game if needed. He can even be downloaded by Jareh-Inyo, Federation President if there's 5 extra points around. The Player will need some Events that are helpful, but won't hurt anything if lost like Security Drills or Endangered to activate Sloan's Ability.

Machinations - [Eve] 2 Machinations

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.

"Yeah, the women are in charge."  
0 VP 21 or 2R 40

Negatives: When you use this event you have to place the

dilemmas you have drawn out of play as well as Machinations

Positives: If you draw a certain amount of dilemmas and you know there is one card in your dilemmas pile that will work better you can seek it out.

Extra: This event has been in a great many decks since it came out. Unexpected Difficulties is great when you need to redraw a bunch of dilemmas, but when you have a limited amount to draw Machinations is the card to use. The best part is when you have 0 to draw and spend you can use it to get a 0 Cost dilemmas like A Royal Hunt or Crew Advancement. So very useful.

#### Marla McGivers, Superior Woman - [Non] 3

Superior Woman

[Stf] [Pa] Human

Anthropology Archaeology Programming  
Treachery

While you command Khan Noonien Singh, you may play this personnel at cost -1 to Ceti Alpha V.

Order - Stop this personnel and your [Pa] Genetically Enhanced personnel present to draw a card.

"I promise. I'll do anything you ask.

Integrity 4 Cunning 5 Strength 4

29 V 43

Positives: 4 Skills (3 useful, 1 common.) Can get a card draw if you stop her and another Genetically Enhanced Personnel. May deploy -1.

Negatives: Has to deploy to Ceti Alpha V to get -1 discount. Below average attributes.

Extra: If you are using her it would mostly be for her skill set which is pretty good, but her attributes are not strong. The extra card draw is useful if you get her early enough and is also intended to stop key Personnel like Joaquin, Superhuman Lieutenant before a Mission attempt. Since Ceti Alpha V decks don't have a ship before that first solve it's essential to protect him. While she can report to Ceti Alpha V, Forge Settlement while Khan Noonan Singh is in play, technically Khan also allows her to report to Ceti Alpha V, Find Lifeless World as well.

#### McPherson - [Non] 4

McPherson

[Stf] [Pa] Human

Astrometrics Biology Science  
Genetically Enhanced. When you play this personnel, if you command Khan Noonien Sing, he is cost -2.

"By my estimate, there were some eighty or ninety of these young supermen unaccounted for when they were finally defeated."

Integrity 4 Cunning 7 Strength 8

29 V 44

Positives: 3 useful skills. High Cunning & Strength. Non-unique. Plays -2 if Khan Noonien Singh in play.

Negatives: 4 Cost without Khan Noonien Singh. Low Integrity.

Extra: McPherson's Skills of Astrometrics, Biology and Science are rare on one card. Despite his Non-Aligned status using him in other decks is hard without Khan Noonien Singh to discount him. Considering how easy McPherson was hyped by Marla McGivers, Superior Woman in the episode using her Ability of stopping Personnel on him would be quite apt. He is most useful when with Khan and in decks using the Traverse Ion Storm Mission.

#### Metron Arena, Resolving Standing Conflict - [P]

Resolving Standing Conflict

[AQ] 30

Leadership, 2 Science, and Cunning>32 or Officer, 2 Treachery, and Strength>32

When a card an opponent owns removes any number of non-[Bor] personnel you do not command in your discard pile from the game, place them on this mission. (You now command those personnel.)

The results will be final.

Any affiliation (except [Bor]) may attempt this mission.

Span 2

30 V 29

Negatives: Borg are specifically excluded from taking advantage of Mission's text.

Positives: The Player can prevent Opponent from placing Personnel out of play. You don't have to pay to replay personnel.

Extra: Here is a card made to modify the effects of b whose Ability removes Personnel in the Discard Pile from the game. Borg Personnel are excluded from by the game text, but the Borg usually run pretty big decks and don't need to use this mission anyway. Some battle or capture decks could just leave personnel at Metron Arena and wait. Dukat, Pah-Wraith Puppet would try to remove a Personnel from the game and have to be relocated Metron Arena. Then those Personnel could be targets for easy combat wins and/or capture of lone personnel with something like Odo, Impartial Investigator. The Non-Aligned Kieran MacDuff, Executive Officer is one of many Personnel that have Officer/2 Treachery Skills and is a good choice for this Mission.

#### Miles O'Brien - [Non] 4

Miles O'Brien, "Smiley"

[Cmd] [AU] Human

Engineer Leadership Physics Transporters  
When you play a ship at this mission, if you have played no other ships this turn, it is cost -1 for each of your Engineer personnel at this mission.

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Integrity 5 Cunning 6 Strength 6

0 VP 162 or 5 P 35

**Positives:** Non-aligned. Makes ships super cheap to play.

**Negatives:** 4 Cost. Engineers have to be present to get discount.

**Extra:** If the Player wants to get a bunch of ships in play on the cheap this guy certainly helps and since he's non-aligned he work in most decks. If the Player wants to use him for his skills (and completely average attributes) the 4 cost is large, but if they get him with enough Engineers then playing ships for free makes up for his Cost. Really, good for battle decks.

#### Mission Accomplished - [Eve] 2 Mission Accomplished

Plays in your core. When you complete a mission, if you command a staffed ship at that mission with its Commander aboard, score 5 points.

"Once again, we've saved civilization as we know it."  
4U 61

**Positives:** You can score 5 points when you complete a mission. Plays in Core.

**Negatives:** You have to maintain a staffed ship and an away team at the same time.

**Extra:** It's nice that it plays to the core and you don't have to have it in hand when solving the mission. You can also use it more than once that way. When doing space missions it is possible that your Commander could be lost during the mission attempt (unless you bring a 2nd ship.) Might be used best in decks with ships with low staffing requirements and matching Commanders (Cal Hudson, Convincing Recruiter and the Javert, Maquis Flagship and Neelix, Morale Officer and the Baxial, Salvage Ship.) Khan Noonien Singh, Bold Man is always good to bring along just in case the Matching Commander gets stopped and you need a spare Commander. Mission Accomplished is a little easier to use than Deploy the Fleet since that can only be used during card play phase. It's good for an easy 5 points.

#### Mond - [Baj] 1 Mond

[DS9] Bajoran

â€¢Anthropology â€¢Exobiology â€¢Physics

Prylar. This personnel is attributes +2 for each copy of him in your discard pile.

"Please enter. The Prophets await you."

Integrity 5 Cunning 5 Strength 5

30 V 36

**Positives:** 1 Counter Cost. Has [DS9] symbol. 3 useful skills. Attribute bump +2 for each Mond in discard pile.

**Negatives:** You've got to have multiple Monds to take advantage of ability. No Staffing icon.

**Extra:** Another Bajoran lacking a staffing icon. If you are planning to use a bunch of non-staffing Bajorians you will constantly have to check for ship staffing. Mond has average

attributes without the ability boost. To use his ability you have to have more than one in deck and sometimes multiples like that can get in the way. You can always use Days of Atonement to throw Mond in your Discard Pile and power up any other ones you Command.

#### N'Vek, Soldier of the Underground - [Rom] 2 â€¢N'Vek, Soldier of the Underground

Romulan

â€¢Astrometrics â€¢Biology â€¢Programming â€¢Science  
Dissident.

**Order** - If this personnel is present with another non-Treachery Romulan, place that Romulan on the bottom of its owner's deck to draw a number of cards equal to his or her cost. You may do this only once each turn.

Integrity 4 Cunning 5 Strength 6

1 R 364

**Positives:** Dissident Keyword. Four Skills and Attributes for 2 Cost. Could use the order to draw cards.

**Negatives:** Low Integrity. Using his Order requires sending a Personnel to the bottom of Draw deck.

**Extra:** He has good skills for a 2 cost Romulan and he is one of the few low Integrity Personnel that does not carry Treachery. You can use his Ability with some Personnel like T'Auethn, Obedient Centurian and use multiple copies of T'Auethn to keep recycling him to take cards away from opponent or Ptol and get card draws for more than the cost you payed to play the Personnel. When mixed with The New Resistance he could return Dissidents to the Draw Deck that could be played later for -3 (almost free) If the Opponent is playing Romulans as well, then those Personnel can be targeted by his Ability instead. Useful in most Romulan decks.

#### Nathan Samuels, Earth Minister - [Sta] 5 â€¢Nathan Samuels, Earth Minister

[Pa] Human

â€¢Diplomacy â€¢Law â€¢Leadership

When you play a non-Human [SF] 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

17 V 81

**Negatives:** Cost 5. Has to be present at reporting location. Stopped when he uses ability. No staffing icon.

**Positives:** Good Attributes. Reduces the cost of Non-Human [SF] personnel by 2. Has Law and 2 common skills.

**Extra:** To effectively use this personnel he has to stay at the headquarters (or Enterprise, Damaged Starship) and he is going to be stopped every other turn. Samuels has been heavily revised. Good for getting out Non-Human Starfleet Personnel (of which there are several) out with a Cost

reduction.

Nel Apgar, Temperamental Researcher - [Non] 2 â€¢ Nel Apgar, Temperamental Researcher

Tanugan

â€¢2 Physics â€¢Science â€¢Treachery

When you play this personnel, you may draw three cards, then place three cards from hand on the bottom of your deck in any order.

"Fine. Whatever. Starfleet will get its Krieger Wave converter. These things take time. I've had a few setbacks, that's all."

Integrity 3 Cunning 7 Strength 3

1U 338

Negatives: No Staffing icon. Low Integrity and Strength.

Positives: 3 Skills (2 of which are pretty useful.) Good Cunning. When played can draw 3 cards then return 3 cards to bottom of deck.

Extra: Apgar's ability is almost like getting 3 free draws, but you've got to have a couple cards in hand that you can't use so that have some you can put back. His Physics and Science can fill some skill holes that show up in some builds, but the lack of Integrity and Strength is no help with Dilemmas. Typically used in decks featuring Avert Danger and Geological Survey Missions.

Nilz Baris, Agricultural Undersecretary - [Fed] 1 â€¢ Nilz Baris, Agricultural Undersecretary

[Stf] [TOS] [Pa] Human

â€¢Anthropology â€¢Diplomacy â€¢Law

You may play this personnel at cost +3 to remove an event (or dilemma) on your non-headquarters mission from the game.

"I consider your security measures a disgrace. In my opinion, you have taken this important project far too lightly."

Integrity 5 Cunning 6 Strength 5

30 V 48

Positives: Normal cost 1. For 4 cost can remove an event or dilemma from mission. Three useful skills. Staffing icon.

Negatives: He's Unique.

Extra: With cards like Trap is Sprung and Insurrection out there his ability is more useful than ever. Too bad he's unique and you can't get more than one in play, but you could always use Pavel A. Chekov, Young Navigator to return him to hand and play him again if needed. For a 1 cost personnel with his skill/attribute set and staffing icon Nilz Baris is far above his Next Gen counterpart Seth Mendoza. Worth including in most Original series decks

Odo Founder, Adept Imposter - [Dom] 2 â€¢ Odo Founder, Adept Imposter

[Cmd] Changeling

â€¢Engineer â€¢Programming â€¢Security â€¢Treachery

Founder. Infiltrator. Shape-shifter. When you are about to

place an Infiltration card in your discard pile, if this personnel is present with an opponent's personnel, you may place that Infiltration card on top of your deck instead.

"Wait... it's me, Odo. ... Chief, remember the last time we went kayaking in the holosuites? You had lamb stew for lunch."

Integrity 3 Cunning 6 Strength 8

0 VP 120

Negatives: Could return Infiltration cards to the top of Draw Deck if with Opponent's Personnel. Low Integrity.

Positives: 3 Keywords. 2 Cost for 4 Skills, High Strength and Good Cunning. Command Icon.

Extra: Odo Founder, Adept Imposter is useful in most Dominion decks for his Cost/Attributes and his Engineering skill can help fly the U.S.S. Defiant, Commandeered Warship. There is a deck style out there involving Odo Founder Bashir Founder, Nefarious Saboteur, Psuedopod and multiples of Infiltrators that if played in the right way can destroy an Opponent's Personnel. He Has 3 Keywords that a lot of Dominion cards trigger off. If only he had some Integrity

Opaka, Healer - [Baj] 5 â€¢ Opaka, Healer

[DS9] Bajoran

â€¢2 Anthropology â€¢2 Diplomacy â€¢2 Honor â€¢2 Leadership

Kai. While this personnel is attempting a [GQ] mission, each Kai, Prylar, and Vedek at that mission may meet Cunning and Strength requirements of that mission using Integrity.

"My work is here now, Commander."

Integrity 10 Cunning 7 Strength 2

30 V 37

Positives: 10 Integrity. [DS9] icon. When in Gamma Quad each Kai, Prylar, and Vedek at that mission may meet Cunning and Strength requirements of that mission using Integrity.

Negatives: 2 Strength. The ability only works on the Mission solve and doesn't help get by dilemmas. No staffing icon.

Extra: All the Opakas have the same skills and the only difference is their skill levels. The high Integrity almost makes up for the incredibly low Strength. Opaka, Healer is the one to use if you are going to the Gamma Quad. Her ability works on herself as well as any other Kai's. The [DS9] icon is useful for Bajorians to help activate other certain cards like Holding Cell. As for missions, she has every skill you need for Pacify Warring Factions and almost all the skills for Parada II, Expose Security Threat.

Orb of Contemplation - [Equ] 2 â€¢ Orb of Contemplation

Artifact. (To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.) Orb. When your personnel present is about to be stopped or killed by a dilemma, if you have a copy of him

or her in your discard pile, you may return this equipment to its owner's hand to prevent that.

"But if you are Prophets, and you're listening, I just want to say..."

30 V 11

**Negatives:** It is Unique. You have to have a copy of a particular personnel in discard pile to save one attempting a mission.

**Positives:** Can prevent a personnel from being stopped or killed.

**Extra:** If the Player is using the Orb of Contemplation then Boon of the Celestial Temple better be in the deck. This card is mostly useful when you have some Personnel in your Discard Pile later in the game. The good thing about it is the Personnel it is used on continues with the crew attempting the mission (unlike the Emergency Transport Unit and Escape which stops the personnel they are used on.) Like all equipment it is vulnerable to Equipment Malfunction. Sadly, since it is unique you can't have multiples in play. Its use is variable depending on what the Opponent is running.

#### Orb of Prophecy and Change - [Equ] 2 â€œOrb of Prophecy and Change

Artifact. (To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.) Orb. When your personnel present begin a mission attempt, you may exchange a personnel present with a personnel of the same affiliation in your discard pile if both of them could be played at the same headquarters mission you command. You may do this only once each turn.

30 V 12

**Negatives:** Have to complete a mission requiring Acq, Anthro, or Arch. before playing. You have to give up a personnel to gain a personnel. Only works once each turn.

**Positives:** Artifact Keyword. You can gain back a personnel with a much needed skill.

**Extra:** This could be very useful if the Opponent is picking off one type of Skill. Start a Mission attempt and trade in some 1 Cost scrub for a high cost personnel with a Skill or Ability you need. Bajor, Blessed of the Prophets can allow just playing the Orb and not worrying about solving a mission, the only problem would be getting personnel in your discard pile. Better watch out for the Dukat, Pah-Wraith Puppet though, as he'll be taking those cards right out of the discard pile Include Boon of the Celestial Temple if playing Bajorans otherwise, Metron Arena, Resolving Standing Conflict will work. Hopefully, the Opponent isn't running some card that can be planted there and still pick people off like Odo, Impartial Investigator.

#### Orb of Time - [Equ] 2 â€œOrb of Time

Artifact. (To play this card, you must have completed a mission requiring Acquisition, Anthropology, or

Archaeology.) Orb. When your personnel present is facing a dilemma with a cost of 3 or more that does not require a skill, you may destroy this equipment to place the top card of the opponent on your left's dilemma pile beneath this mission.

"The Prophets will be guiding me."

30 V 13

**Positives:** Cost 2. Artifact and Orb Keywords. You could place a Dilemma under the mission without facing it.

**Negatives:** You have to be facing a Dilemma with a cost 3 or more that doesn't require a Skill to activate the Orb. It does nothing to the Dilemma you are facing. You have to destroy the Orb to activate text.

**Extra:** The Dilemma from the top of the Dilemma pile has to go under the mission being attempted, so it's only useful on the first or second attempt. Unless you are playing Bajor, Blessed of the Prophets you can't use it on your first Mission, so it's a bad draw early on. When in the Discard pile its Orb Keyword could pop the Orb Transport Vessel.

#### Orb Transport Vessel - [Baj] 5 Orb Transport Vessel

[Stf] [Stf]

Bestri Class

This ship is attributes +1 for each of the following keywords in your discard pile: Assault, Orb, and Prophet.

One of several specially modified Bajoran transport ships intended to carry cultural treasures, such as the Tears of the Prophets. Features multiple redundant security systems and a full contingent of militia officers.

Range 6 Weapons 5 Shields 5

30 V 53

**Negatives:** Low Range, Weapons & Shields.

**Positives:** You can make Range, Weapons & Shields better when Assault, Orb and Prophet keyword cards are in discard pile. Two staffing icons are all that is needed to pilot it.

**Extra:** One of the range of ships for the Bajoran Affiliation. If the Player gets some of those keyword cards in the discard pile (all to make the low stats a little better) they still have to watch out for Dukat, Pah-Wraith Puppet. Once he knocks those Keyword cards out of play the Player is stuck with a 6, 5, 5 ship. Other options include the Vedek Assembly Transport or the Bajoran Interceptor. Keep in mind a lot of popular Bajoran Personnel lack staffing icons, so remember to check staffing.

#### Order of the Bat'leth - [Eve] 0 Order of the Bat'leth

To play this event, you must command a [Kli] Honor personnel. Discard a card from hand to draw two cards. Destroy this event.

"Here in this hallowed hall, under the watchful gaze of our greatest heroes, you will receive the highest honor that can be bestowed upon a Klingon. â€! Glory to you and your house."

1 U 101

**Positives:** 0 Cost. Allows the Player to draw two cards.

**Negatives:** Requires a Klingon symbol Personnel with Honor to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

**Extra:** Every Affiliation gets some version of Order of the Bat'leth. (Bajoran=Days of Atonement, Borg=Severed Link, Cardassian="Observer" from the Obsidian Order, Dominion=Dispensing the White, Federation=Back-Flush Bussard Collectors, Ferengi=Delicate Negotiations [which is slightly different], Romulans=Tactical Planning and Starfleet=That's the Last Time.) It's a basic pitch two cards (the Event and a card from hand) to gain two cards. Could be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup.

#### Organized Crime - [Eve] 2 Organized Crime

**Crime.** To play this event, you must command six Thief personnel. Take command of an event that has no cards on it in an opponent's core. (Move that event to your core.) If that event costs 3 or more, that opponent scores 5 points.

Destroy this event.

"They were employing a high-energy transporter beam, designed to locate items of technological value, and remove them."

29 V 22

**Negatives:** You need 6 Thieves to activate it. Depending on Event cost could give Opponent 5 points.

**Positives:** Crime Keyword. Takes an Event away from opponent and lets you use it. 2 Cost.

**Extra:** Highly specialized card for decks running a lot of Thieves. Very good card for stealing opponent's events. The 2 Cost is great. You could steal something like Energize before any cards are placed on it. Give opponent 5 points. Then play Preposterous Plan a couple times then play Khan!

#### Otto - [Non] 4 Otto

[Stf] [Pa] Human

â€¢Geology â€¢Physics â€¢Transporters

Genetically Enhanced. When you play this personnel, if you command Khan Noonien Singh, he is cost -2.

"Improve a mechanical device and you may double productivity. But improve man and you gain a thousandfold."

Integrity 4 Cunning 7 Strength 8

29 V 47

**Negatives:** Cost 4 if Khan Noonien Singh not in play. Low Integrity.

**Positives:** Genetically Enhanced Keyword. Cost -2 if Khan Noonien Singh in play. 3 useful skills. Strong Cunning and Strength. Non-unique.

**Extra:** Mostly intended for Khan decks and since he's non-unique you can run 3. His high Strength and Cunning make him useful in any deck, but the 4 cost makes him unwieldy without Khan. (A better choice would be Sakonna, Puzzled Interrogator for non Khan decks.) The skills he carries are all useful. Particularly, if you are keeping the Khan theme and are attempting the Genesis Planet where his Geology and Transporters are required for the Solve. His 4 Cost makes him (and all the 4 Cost Khan Personnel from Unnatural Selection) a great target for Worf, Defiant Commander's Ability to raise Attributes.

#### Overwhelmed - [D] 4 Overwhelmed

Place this dilemma on this mission. When a personnel facing a dilemma at this mission uses his or her skills, he or she is stopped. At the end of this turn, return this dilemma to its owner's dilemma pile.

"Just a minute, Doctor. Why don't we go back to the beginning and take me through this step by step, nice and easy."

3 R 19 or 0 VP 76

**Negatives:** 4 Cost.

**Positives:** Dual. Placed on Mission then returned to Dilemma pile at the end of turn. Stops a Personnel who uses their Skills.

**Extra:** There are whole Dilemma piles built around this Dilemma, but they have fallen out of favor lately. Probably because when your Opponent gets down to 4 or less during the Dilemma draw/spend phase this becomes a bad draw and many of the Dilemmas that pair well with Overwhelmed don't do much damage to your Opponent's Personnel. Usually this combos well with some other Dilemma that also doesn't go under the mission like: Watch Your Step, Lack of Preparation, Alluring Spy and Urgency.

#### Paulson - [Fed] 1 Paulson

[Stf] [DS9] Human

â€¢Astrometrics â€¢Science â€¢Transporters

Starfleet posted a number of astrophysicists at Deep Space 9 to study the unusual properties of the stable Bajoran wormhole.

Integrity 6 Cunning 5 Strength 4

1 C 280

**Negatives:** Low Strength.

**Positives:** 1 Cost. Staffing icon and Deep Space Nine Symbol. 3 skills.

**Extra:** This is a good card to use if you need any of her Skills for your Missions. Since she's non-unique you can use more than one in play at a time. She carries the Deep Space Nine symbol and some cards like Holding Cell can target that.

#### Peaceful Coexistence - [Evt] 1 Peaceful Coexistence

Paranoia. Plays in your core. Each unique non-Bluegill [TNG]

personnel you own (except Androids and Holograms) gains Bluegill. Each of your Bluegill personnel are Integrity -1 and Strength +1.

The alien parasite bore a striking resemblance to the Trill symbiont in its ability to combine its physiology with its host. Unlike the Trill, the parasite could be separated without killing its host, and it completely subsumed its host's consciousness while joined.

31 V 18

**Negatives:** Each [TNG] that is unique is Integrity -1. Doesn't work on Holograms or Androids.

**Positives:** 1 Cost. Non-unique. Each Unique [TNG] You Own gains bluegill. Each unique [TNG] is strength +1.

**Extra:** Here's a look at the Paranoia Keyword in action. You know those [TNG] Feds with high Integrity and low strength, (I'm looking at you old man Leonard H. McCoy, Remarkable Man) suddenly they aren't as weak as they use to be. It's interesting to note this works on cards the Player owns (not commands) so if the Opponent assimilates or somehow takes command of one of the Player's bluegills the event continues to work on them and all cards in the draw deck and hand, for that matter (so Gregory Quinn, Alien Courier's ability is important.) Combine this with Benjamin Sisko, Acting Head of Starfleet Security and your [Fed] Security are all Integrity normal and strength +2. If the Player is using Earth, Cradle of the Federation it might be a dependable additional card. Decks that focus on Cunning Missions might benefit the most from Peace Coexistence since Strength Dilemmas are usually their biggest weakness.

#### Peacemaker or Predator? - [Eve] 1 Peacemaker or Predator?

Examine a number of cards from the top of an opponent's deck equal to the number of [Rom] Leadership personnel you command. Replace those cards in any order. Destroy this event.

"The mighty Federation will fall before us."

1 C 102

**Positives:** 1 Cost. You can examine and rearrange the top of your opponent's deck.

**Negatives:** Event destroyed after use. The cards you can rearrange has to be equal to the number of [Rom] Leadership personnel you have in play.

**Extra:** Peacemaker or Predator? lets you put exactly the cards you want on the top of your opponent's deck in the order you want, so if you remember Insult here's the card that will let you possibly find that 1 Cost personnel which allows Insult to go back on top of the draw deck. Mix in Planned Provocation and if you set up the cards in the correct order with Peacemaker or Predator? Insult could be played again right away. If your deck is loaded with Norams and other Leadership personnel you could really dig deep into your opponent's deck and burying his ship or some other cards turn after turn. Throw in some sort of retrieval and you could

do it several times.

#### Persis, Loyal Daughter - 2 ~~â€¢~~Persis, Loyal Daughter

[Stf] [Pa] Human

~~â€¢~~Astrometrics ~~â€¢~~Engineer ~~â€¢~~Programming Genetically Enhanced.

"That was different. This is our father."

Integrity 6 Cunning 8 Strength 8

0 AP 9

**Negatives:** Cost is high for only three skills. No ability.

**Positives:** Genetically Enhanced keyword. Three useful skills. High attributes.

**Extra:** Persis, Loyal Daughter is popular and works in most decks. Her 2 cost is great and her real advantage is her high attributes. Her skills help pass many popular dilemmas and her attributes are so high that she's key to meeting a lot of dilemma attribute requirements. Her Keyword and Past icon can be a help in the Genetically Enhanced deck archetypes. She's really good for the Salvage Borg Ship mission since she has most of the skills required to solve it.

#### Personal Duty - [S] 2 Personal Duty

Unless you have Leadership or Officer, all your personnel are stopped. If you have two more personnel who have Leadership or Officer, randomly select all but one of those personnel to be stopped.

"Data, this is something I have to do."

1 R 42 or 0 VP 33

**Negatives:** Space Only.

**Positives:** 2 Cost. Stops all but one Leadership or Officer.

**Extra:** Another one of the few dilemmas from the first expansion that still sees a lot of play. Personal Duty also weeds out a lot of Diplomacy since that skill is usually associated with Leadership and Officer. Great Dilemma that combines well with so many others like Gomtuu Shock Wave and Where No One Has Gone Before.

#### Phoenix, Risen From the Ashes - [Non] 3 ~~â€¢~~Phoenix, Risen From the Ashes

[Stf]

[Pa] Phoenix Class

While this ship is at a non-headquarters mission and does not have a Damage marker on it, each of your opponents needs an additional 10 points to win the game.

"When Zefram Cochrane made his legendary warp flight ... and drew the attention of our new friends, the Vulcans. We realized that we weren't alone in the galaxy."

Range 0 Weapons 0 Shields 0

13 R 120 or 0 VP 88

**Positives:** Could force the Opponent to have to score an additional 10 points (maybe do another Mission.)

**Negatives:** The Player has to figure out a way to get it off the Headquarters. The Phoenix is pretty much useless for personnel movement.

**Extra:** The classic play to use this card for the Cardassian, Romulan, Ferengi & Klingons is to solve the Commandeer Prototype Mission then just download the Phoenix. Then there is no worrying about getting it off the Homeward and forcing the Opponent to have to Score an extra 10 Points. For other affiliations there's things like Thon, Astrometrics Lab, Warp Speed Transfer, Exceed Engine Output (although the Player has to figure out how to remove it for the ship's Ability to work) and Quantum Slipstream Drive, so it can be pretty easy to move the ship at least once. It's a good card for making the Opponent do more Missions.

#### Planned Provocation - [Evt] 1 Planned Provocation

**Recall:** 1. (While this event is in your discard pile, you may play it from your discard pile at cost +1, then remove it from the game.) To play this event, you must command three [Rom] personnel. Choose an opponent to discard the top card of his or her deck. If that card was an event or an interrupt, you may draw a card. Destroy this event.  
"...the Romulans have rarely attacked first."  
30 V 16

**Negatives:** Intended for Romulans only. Removed from the game if played from discard pile.

**Positives:** 1 Cost. Can remove cards from Opponents draw deck. Could get you a card draw. Can be played from the Discard pile.

**Extra:** The Recall Keyword allows you to play this card directly from the discard pile. You could use Planned Provocation to reenergize a Gal Gath'thong deck. Forcing your opponent to discard most of their deck and locking them out of the game. You could play it from the discard pile or use something like Feast on the Dying just to bring it back and keep playing it that way. You may even get some card draws out of it. It certainly helps the Romulans with deck card denial. Mix in Peacemaker or Predator? to look at the opponent's top cards and rearrange them and throw down some Insults and you could really get rid of some cards that your opponent needs.

#### Plot Invasion - [P] Plot Invasion

[AQ] 30  
Transporters, Cunning>30, and (Leadership and Officer or 2 Security)  
You may attempt and complete this mission using your [Fed] personnel with these requirements: Intelligence, Leadership, Security, and Strength>30.  
Coridan: Plan surprise attack on this Federation world.  
[Bor] [Dom]  
Span 2  
3 U 99

**Negatives:** Dominion solving requires Cunning (not one of their aptitudes). Vulnerable to Insurrection.

**Positives:** Requires Low Cunning (for Dominion or Borg,) or Low Strength (for Federation.)

**Extra:** Basic, Simple mission that if it meets the decks Skill set could be a quick mission to solve. This Mission is seen in a lot of Borg decks, but rarely show up in a Dominion or Fed deck, probably because most Dominion decks are based around Strength and the Federation has so many other options. It can be made harder to solve by Insurrection which isn't much of a problem for the Borg (with the Invasive Drone and the Computation Drone) but the Dominion and Federation may have a harder time with that.

#### Pooling Resources - [Int] Pooling Resources

**Crime.**  
**Order** - Download Display of Wealth.  
**Order** - Discard a Crime card from hand to randomly select a non-ship card from an opponent's hand and place it on your Display of Wealth.  
"From now on, it's gonna be under one roof. You're gonna run it like a business. That means you're gonna make a profit."  
29 V 31

**Positives:** May download a Display of Wealth. Or Could randomly take a card from opponent's hand.

**Negatives:** You to have and discard a Crime card to activate 2nd option. So you lose two cards to get one from Opponent. The card from Opponent's hand is a random selection.

**Extra:** Pooling Resources is one of a few cards that trigger off Display of Wealth. Some of those other cards are: Mobar , Dala, Con Artist, Ariannus Passage, Loot Adrift Vessel, Combat Vessel, Heavily Armed, Coordinated Larceny and Translocation Raider. It is a sure way to get some cards out the Opponent's hand and onto Display of Wealth.

#### Prak - [Fer] 1 Prak

[Cmd] Ferengi  
Acquisition  
When you play this personnel, you may place a non-Artifact equipment from any player's discard pile on your Ferenginar. (You now command that equipment.)  
"Unfortunately, my entire crew is occupied with our repairs. I don't think there will be time to search our records."  
Integrity 5 Cunning 6 Strength 6  
30 V 51

**Positives:** Counter cost 1. Good Attributes. Command icon. Non-unique. Can take a card from any player's discard pile and play it at your Ferenginar, Financial Hub.

**Negatives:** Only 1 skill that's common on Ferengi. Lack of useful skills.

Extra: This would be good to get later in the game. The one skill is a major drawback, but many Ferengi cards trigger of the Acquisition Skill. The ability makes up for it, since some of the Ferengi cards work with equipment. Plus, you won't have to spend any counters for the equipment. Try mixing in Product Placement, Ferengi Computer and Vascular Pad and you could get some interesting results. Be careful when stealing opponent's equipment. Some OCD people get really twitchy and weird when you handle their cards.

#### Preposterous Plan - [Int] Preposterous Plan

Temporal. When an opponent scores 5 or more points, if he or she has not completed a mission, score 5 points.

Order - Destroy an opponent's Temporal event.

"You're proposing that we go backwards in time, find humpback whales, then bring them forward in time, drop them off, and hope the hell they tell this probe what to go do with itself?"

28 V 16

Negatives: Your opponent has to score points without a completed Mission to get the 5 points. Event destruction side is limited to Temporal Events.

Positives: Could destroy a Temporal event without any other other cost. Early in the game if your opponent scores 5 points you could piggy back and score 5 too.

Extra: This is a dual use Interrupt. The first half gives you 5 points if your opponent scores 5 points without having a completed Mission. So cards your opponent uses to score points like A Sight for Sore Eyes and Prejudice and Politics suddenly become useful for you. Or if you want to get tricky you could play a card like Guinan, Listener or Sense of Obligation that gives your opponent 5 points then score 5 yourself with Preposterous Plan. Just add At What Cost? and there's a plan that's not preposterous at all. The event destruction half is limited to Temporal events, so unless you know your opponent likes to play something like Machinations or Hindrance its use is variable.

#### Rejecting the Past - [D] 0 Rejecting the Past

This dilemma is cost +1 for each card in opponent's discard pile (limit 6). Randomly select two personnel to be stopped.

"I will no longer serve gods who give me nothing in return. I'm ready to walk the path the Pah-wraiths have laid out for me... Those who dare to try, the Federation and its Vedek puppets, the false gods and their precious Emissary, they'll all be swept aside like dead leaves before an angry wind."

30 V 9

Negatives: Six or more cards in discard pile makes it cost 6. Randomly Selects.

Positives: No cards in discard pile makes it free. Printed Cost 0. Could stop 2 personnel.

Extra: Good if drawn early and Uninvited or The Vault of Tomorrow could pull it out of the dilemma pile for you. The

less cards in discard pile the better it is. You can use the Dukat, Pah-Wraith Puppet to take the cards out of your discard pile instead of your opponents. There are several other ways to clean out your discard pile: Tapestry, "Rapid Progress" and B'tanay all could do the job. That could make it always useful. It's not much good against "Avoid Random Selection" decks.

#### Reliving the Past - [Eve] 0 Reliving the Past.

Temporal. Return two dilemmas beneath your incomplete non-headquarters mission to their owner's dilemma pile to score 5 points. Destroy this event.

"You deliberately stopped me, Jim. I could have saved her. Do you know what you just did?"

"He knows, Doctor. He knows."

28 V 11

Negatives: You have to give back two Overcome Dilemmas from under one of your incomplete Missions. You can't use it too early in the game.

Positives: 0 Counter Cost. Temporal Event. You can score 5 points. You choose the Dilemmas to return.

Extra: It's an easy way to score points, but at the cost of dilemmas that you've already overcome. It's good to use if you are using a strategy that requires some points to pay for a card play like At What Cost?. There are less costly ways to score points like Debate Over Dinner, Deploy the Fleet and Affiliation special scorers like A Sight for Sore Eyes.

#### Ro Laren, Maquis Sympathizer - [Baj] 3 ~~â€¢~~Ro Laren, Maquis Sympathizer.

[Cmd] [Maq] Bajoran

â€¢Leadership â€¢Navigation â€¢Programming â€¢Security  
â€¢Treachery

When this personnel uses a skill to complete a mission, you may choose an opponent to place two random cards from hand on top of his or her deck.

"When you sent me on this mission, I thought that I could do it. Now, I'm not sure where I stand."

Integrity 4 Cunning 6 Strength 6

2 C 109

Positives: Has both Command and Maquis icons. Works in both Bajoran and Maquis decks. 5 skills, Good Strength and Cunning for 3 Cost. If she uses a skill to complete a mission your opponent has to put 2 random cards from hand on their deck.

Negatives: Low Integrity.

Extra: This is a pretty strong card and other than the low Integrity there's nothing wrong with her. She's great in Maquis decks since she has all the skills For the Cause and for the Bajorans she carries some skills they are low on (Navigation, Treachery and Programming.) She is particularly good in Bajoran Resistance decks with her Strength and Skill set. If she uses more than one of her skills to complete a

mission she could take several cards out of the opponents hand.

### Rule of Acquisition #33 - [Int] Rule of Acquisition #33

Rule. When your [Fer] personnel is facing a dilemma, say "It never hurts to suck up to the boss" to choose one - make that personnel attributes +2 until the end of the turn; or replace all levels of any one skill in that dilemma's requirements with 3 Acquisition.

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0 VP 159 or 14 U 49

**Negatives:** Requires Ferengi personnel to activate. Only can be used when facing a Dilemma.

**Positives:** Rule Keyword. If the Player is short on an attribute that can pop a Personnel +2; or if the Dilemma requires some Skill they do not have you can replace it with 3 Acquisition.

**Extra:** Interesting to note one of the things required to activate this Interrupt is to actually say, "It never hurts to suck up to the boss." This has the Rule Keyword, so it can be targeted by cards like Grimp, Pessimist and Gint, Avaricious Author. When skill Dilemmas are being faced this is great to make up for some Skill the Players doesn't have. Since there is usually tons of Acquisition in most Ferengi decks coming up with 3 of that is usually easier than whatever Skill the Dilemma requires. Plus, the extra +2 attribute pop may be just enough get the Player up enough to meet Mission requirements (just remember to check attributes while facing that last dilemma.) Even though Rule of Acquisition #33 is mostly going to be in Ferengi decks Deep Space Nine, Terok Nor and Voyager all have Personnel that can activate it (eg. Leeta, Devoted Wife, Rom, Undercover Spy and Neelix, Grand Proxy.

### Russell Toddman, Security Conscious - [Fed] 3

Toddman, Security Conscious

[Cmd] [E] Human

Leadership Officer Security

Admiral. When you lose command of one of your events, you may take a [DS9] personnel you own that was on that event and place him or her at your headquarters mission where he or she could be played. (You now command that personnel.)

"...there's nothing we can do."

Integrity 5 Cunning 6 Strength 6

30 V 50

**Positives:** You can get [DS9] personnel in play for free. Good Attributes.

**Negatives:** Only 3 common skills. Ability only works on [DS9] personnel. He lacks the [DS9] icon.

**Extra:** When cards like Energize, Security Drills and Walk the Line expire you can put one of the personnel that was on it at your headquarters. You can only do one personnel, so

you couldn't take 4 personnel (e.g. if Energize expired having 4 Personnel.) You could throw some high Cost personnel on Security Drills while facing a dilemma just to force it to expire then get it in play for free. Toddman can't be played at the Mouth of the Wormhole, Deep Space 9, so choose your headquarters wisely, or stock Charles Whatley, Professional Admiral. Nice card for saving and getting personnel in play for free

### Seal the Temple's Door - 1 Seal the Temple's Door

Pah-wraith. Replicate - Place the top card of your dilemma pile face up beneath an opponent's incomplete non-headquarters mission. (You may place the top card of your dilemma pile face up beneath an opponent's incomplete non-headquarters mission when you play this event. If you do, put this event in your hand instead of destroying it.) To play this event, you must command three [Car] personnel. Draw two cards. Destroy this event.

8 C 42

**Negatives:** To Replicate requires placing a Dilemma under Opponent's incomplete Mission. Requires 3 Cardassian symbol Personnel to activate.

**Positives:** Pah-Wraith and Replicate Keywords. The Replicate function could be used several times in the card play phase. For 1 Cost the Player Can draw two cards.

**Extra:** The nice thing about this card as opposed to "Observer" from the Obsidian Order or The Pillage of Bajor or the several other cards that allow Cardassians to card draw is there is no discard added as an additional cost. The Player loses one card and gains two. That's pretty decent. People sometimes find the Replicate function odd or confusing, but remember it doesn't have to be used. This one is particularly costly since putting Dilemmas under unsolved Missions is usually bad (although there is some advantage to getting Dilemmas under the Opponent's Mission before they start attempting e.g. Chimeric Diversion.) Sarin, Charmer could even be killed to get a free Replicate and even more cards could be drawn (but that's a waste of a really useful Personnel.) It is better than it looks and may be the best option for a Cardassian draw.

### Security Precautions - [Eve] 2 Security Precautions

Decay: 2. (When there are two cards on this event, destroy it.) Plays in your core. Players may only score points from non-headquarters missions. When a player scores points from a mission, he or she cannot score more than the printed value of that mission. At the start of your turn, place the top card of your deck on this event. When this event is destroyed, remove it from the game.

29 V 24

**Positives:** Can keep Opponent from scoring extra points. Lasts for two Opponents turns.

**Negatives:** Discards two cards. Removed from game when destroyed. The Player can't score bonus points either.

Extra: The meta in your area really determines whether this is useful or not. If the Player is running into a lot of decks that depend on bonus points with cards like U.S.S. Enterprise-B, Ill-Prepared Successor or Getting Under Your Skin. This card can modify them a little bit. The timing of when to play it matters too. The Player might want to keep it in hand till Opponent is closer to finishing off a Mission. It won't do any good against a good speed deck that doesn't require bonus points. If that's the case then Security Precautions could just be in the way. The Player could get tricky with it and play a card that gives the Opponent 5 points like Sense of Obligation, but with Security Precautions in play the points would not count.

**Self-Replicating Roadblock - [Eve] 2 Self-Replicating Roadblock**

Plays on your non-headquarters mission (limit one per mission). When you play this event, name a dilemma or an event. The named event cannot be played on this mission. When the named dilemma is revealed here, return it to its owner's dilemma pile.

"We're going to mine the entrance to the wormhole - prevent the Dominion from bringing any more reinforcements to Cardassia."

30 V 17

Negatives: There's nothing wrong with this card.

Positives: 2 Cost. Works on Events Or Dilemmas. Prevent an Event from being played or a Dilemma from working at a mission.

Extra: An Event that is polarizing and can really alter a game. It works against Insurrection and Timescape police type Dilemmas, but the real complaint is it works against dilemma piles built around a single dilemma like Unfair Comparison, or Tragic Turn which aren't usually fun to play against, anyway. If the Player is wanting to run a Khan/To Rule in Hell deck this is essential for protection against something (like Biogenic Weapon) being placed on Ceti Alpha V, Forge Settlement. A good card that works in most decks.

**Serova, Warp Field Theorist - [NA] 3 Serova, Warp Field**

Theorist

[Stf] Hekaran

2 Astrometrics 2 Engineer 1 Physics 1 Science

While this personnel is facing a dilemma, each of your other Engineer personnel present is Cunning +1.

"That's your response? More research? More delays? I suppose I shouldn't have expected anything different."

Integrity 4 Cunning 7 Strength 4

1R 344

Negatives: Low Integrity and Strength.

Positives: 4 useful skills. 2 Double Skills. High Cunning. Enhances other Engineers +1 cunning when facing Dilemmas.

Extra: One of the few personnel with 2 useful double skills. She works well in Science Mission solving decks, especially with the chance to enhance other Engineers when facing dilemmas. The low Integrity and Strength is a huge drawback at times. She Has all the Skills and a good portion of the cunning for Avert Danger and Fissure Research.

**Seth Matthews, Red Squad Cadet - 0 Seth Matthews, Red**

Squad Cadet

[Stf] [E] Human

Cadet. While this personnel is facing a dilemma, he gains Exobiology and Science.

"We have cadets as young as seventeen who are doing the jobs of officers twice their age."

Integrity 5 Cunning 5 Strength 5

4 C 146

Negatives: No Regular Skills for mission solving. Only 2 skills when facing dilemmas.

Positives: 0 Cost. Staffing Icon. Attributes count for mission solving.

Extra: On the face of it Seth Matthews, Red Squad Cadet doesn't look that great, but he's good. If you have a deck where a few of the characters do not have staffing icons he's a big help staffing ships and if you keep him behind on the ship you'll have at least one staffing available if you lose a few personnel. He's a Zero cost personnel that gives you free attribute points and if you need to leave someone out of an attempt he's an easy choice. The real problem with him is you can almost never use his Exobiology or Science when facing dilemmas since those skills are absent from the dilemmas seeing play. Here's something fun to try: get Seth, and Ezri Tigan, Soldier of Fortune, on the U.S.S. Bozeman, Well-Preserved Antique. Then use Matthew Dougherty, Misguided Admiral to destroy a staffed ship and all your personnel are +3 attributes until the end of turn. Your total loss is 3 Cost.

**Severed Link - [Eve] 0 Severed Link**

To play this event, you must command a [Bor] Programming personnel. Discard a card from hand to draw two cards. Destroy this event.

"As you may recall, on several occasions, we have witnessed the Borg removing key circuits from injured comrades ???" no doubt separating them from the group consciousness."

3 C 55

Positives: 0 Cost. Allows the Player to draw two cards.

Negatives: Requires a Borg symbol Personnel with Programming to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

Extra: Every Affiliation gets some version of Severed Link. (Bajoran=Days of Atonement, Cardassian="Observer" from the Obsidian Order, Dominion=Dispensing the White,

Federation=Back-Flush Bussard Collectors, Ferengi=Delicate Negotiations [which is slightly different], Klingon=Order of the Bat'leth, Romulans=Tactical Planning and Starfleet= That's the Last Time.) It's a basic pitch two cards (the Event and a card from hand) to gain two cards. It's a good card to use to get Borg Personnel into the discard pile that the Borg Queen, Guardian of the Hive could switch out when facing Dilemmas. May be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup.

**Sha Ka Ree, Quest for Infinite Knowledge** - [P] @ Sha Ka Ree,

Quest for Infinite Knowledge

[AQ] 50

Anthropology, 2 Leadership, and (Honor and Integrity>44 or Treachery and Cunning>44)

Region: Great Barrier. When your personnel complete this mission, it is worth 10 less points unless you remove a ship in your discard pile from the game.

"Excuse me. I'd... just like to ask a question."

[Fed] [Kli] [Non] [Rom]

Span 4

30 V 31

**Positives:** 50 Point Mission. Skills for mission aren't that hard to come by.

**Negatives:** SPAN 4. Could be worth 10 less points if no ship in discard pile.

**Extra:** The Skills required are fairly easy to find in most affiliations. Personnel that are useful include: Kahless, The Greatest Warrior of Them All for the Klingons, William T. Riker, Skilled Commander for the Federation and T'Pol, Syrrannite for the Non-Aligned. Even if you can't remove a ship from the discard pile the 40 point worth makes it playable. Cards like U.S.S. Enterprise-J and dilemmas like Spatial Interphase can enhance your deck build with this Mission as well.

**Signs of Sentience** - [Int] Signs of Sentience

To play this interrupt, stop your Android and your non-Android present together.

Order - Take an Android from your discard pile and place it on the bottom of its owner's deck.

Order - Reveal your hand to destroy an event that costs less than the number of Androids revealed.

"Intelligence; self-awareness; consciousness."

29 V 32

**Positives:** Dual uses. Can retrieve an android to bottom of deck. Can destroy an opponents event without sacrificing another card.

**Negatives:** Limited use, mostly for Android decks.

**Extra:** This is a card designed purely for a certain deck

type full of androids. The first use of returning a android to deck bottom is limited to one personnel. There are a quite a few cards that return more personnel more effectively like Tacking into the Wind or even Back to Basics. The real reason to stock this Interrupt is the second function; which is to get rid of an opponents event. Other than stopping a couple personnel this is one of the few event destroyers that doesn't have an additional premium cost. (like losing 5 points-Kevin Uxbridge or destroying some additional card - Grav-plating Trap.) Could be useful for setting up (or beating) Blue Match/Red Match.

**Soul Searching** - [S] 3 Soul Searching

Place this dilemma in your core. Randomly select a personnel and place him or her on this dilemma. At the start of your turn, you may place the personnel on this dilemma at your headquarters mission and place this dilemma under your non-headquarters mission. If you do, the dilemma's owner scores 5 points.

"You will find a way... if you honor them both, you must."

29 V 8

**Positives:** Gets a Personnel out of away team. Doesn't go under a Mission till next turn and you get 5 points. Or remains in core and opponent never takes personnel back.

**Negatives:** Space only. This Dilemma could end up overcome at any Mission.

**Extra:** The interesting thing about this dilemma is the opponent "May" return his Personnel. So he could keep it in his core and not give you 5 points and not place it under a Mission. It's a slightly different version of Hard Time only this dilemma could end up overcome at a mission, or stay in core instead of placed out of play. Could be useful if the opponent isn't interested in giving any extra points, so the Personnel could just sit in the core. That doesn't happen with Hard Time . Good variation on a favorite dilemma.

**Sovak, Treasure Hunter** - 2 @ Sovak, Treasure Hunter [Stf]

Ferengi @ Acquisition @ Archaeology @ Programming @ Science @ Treachery Order - Discard a card from hand to examine a number of cards from the top of your deck equal to the discarded card's cost, then replace them in any order.

"Obviously you've never dealt with my people before."

Integrity 3 Cunning 6 Strength 5 **Negatives:** Low Integrity. **Positives:** 5 Skills for 2 Cost. You may discard a card a card to rearrange your draw deck's top X cards where X=the discarded card's cost. **Extra:** Sovak's skills of Acquisition and Treachery are pretty common for a Ferengi, but his Archaeology, Programming & Science are real effective. The low Integrity is useful only for something like Exploit "Drought". His ability when discarding something like Rule of Acquisition #141 can be good for getting to the cards you might need . He is a real mid-level card; the 2 cost makes him useful without being a burden, but the average attributes aren't a huge help when solving a mission.

### Sparber - [Fed] 2 Sparber

[Stf] [E] Human

Security Transporters Treachery

When you play this personnel, choose an event with no cards on it in a player's core. That event loses all of its game text (except keywords) until the end of this turn.

"All family members of Starfleet personnel are required to submit to blood screenings. No exceptions."

Integrity 4 Cunning 5 Strength 6

31 V 42

Negatives: Low Integrity.

Positives: Non-unique. When played you can make an Event lose its game text till the end of the turn.

Extra: This is a 1 Cost Personnel that costs 1 Extra for his Ability. If the opponent has an Event in his core that is affecting the Player Sparber can blank its game text, but only till the end of turn. The Player can use it on their own Events too like the Martial Law. But if the Event is placed on the Mission the Player is out of luck. There's no getting around Self-Replicating Roadblock with Sparber. Since he's non-unique the Player can use other copies on other turns and keep using him.

At first glance his skills are not too useful, but if you want to go to the Delta Quad and Obtain Advanced Technology he has all the skills for that (Also, a lot of the skills for Genesis Planet.)

Sparber's Ability only works on one copy of an Event, so if multiple copies of Events with the same title are in play the Player only gets to blank the text of one of those copies.

### Spiritual Exploration - [Eve] 2 Spiritual Exploration

Prophet. To play this event, you must command three [Ba] personnel. Plays in your core. When you place a [Ba] personnel from your discard pile at your Bajor, you may destroy this event to place an additional [Ba] personnel from your discard pile at your Bajor.

"A Bajoran draws courage from his spiritual life. Our life-force, our pagh, is replenished by the Prophets."

30 V 18

Negatives: Requires three Bajoran symbol Personnel to play. Destroyed when used.

Positives: Prophet Keyword. Places in Core and stays there till used. When you take a Personnel from discard pile and places him at Bajor you take an additional Personnel from the discard pile and place them at Bajor.

Extra: The nice thing about this card is it places in core, so the Player can use it pretty much anytime they replace a Personnel. It gives them a kind of "double dip." One idea is to use Kira Nerys, First Officer to replace someone by discarding a Bajoran amongst the four cards she needs to work. Pop Spiritual Exploration and pull the discarded Bajoran out of the discard pile. Works well with Peldor Joi too.

### Spock, Science Officer - 3 Spock, Science Officer

[Cmd] [TOS] [Pa] Human/Vulcan

Astrometrics Engineer Programming 2 Science

You may play this personnel at cost +2 to examine the top four dilemmas of an opponent's dilemma pile and remove one from the game. Replace the remaining cards in the same order.

"Fascinating."

Integrity 6 Cunning 8 Strength 7

12 R 85

Negatives: Intended for OS Feds only. "Science Officer" card title without Officer skill.

Positives: 4 useful skills and high attributes for 3 counter cost. For 2 extra counter cost you can get rid of a dilemma you don't like and then know the top 3 dilemmas your opponent draws.

Extra: This card title indicates a skill of Officer the personnel doesn't have. Which can be confusing (As does Spock, Experienced Officer.) You can't go wrong including this Spock in your OS decks. Take him to the Navigate Xindi Corridor mission and he has all the skills you need. If you have multiples you don't mind losing him in mission attempts since you could replay him and use his ability of removing dilemmas from the game over again. One of the best of the Spocks currently available.

### Staffing Shortage - [S] 3 Staffing Shortage

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.)

Randomly select a personnel. Unless that personnel has 2 levels of a skill, that personnel is killed. Otherwise, he or she is stopped.

"...we still need an astrogation plotter, a chief engineer..."

29 V 9

Positives: Persistent Keyword. Could kill if they lack a double Skill or stop a Personnel.

Negatives: Cost 3. Space only. Randomly selects.

Extra: The real problem with this card is the 3 Cost. These days there are Dilemmas that are 2 Cost that Stop or Kill like Back Room Dealings and Compassionate Interference. It is Persistent, so the Player could pull it back when the Mission is solved. Which is handy when facing a Space Mission heavy deck. Double Skill Personnel are fairly uncommon in most decks, so the Kill option is the more likely outcome.

### Starbase 718, Investigate Cryosatellite - [S] Starbase 718,

Investigate Cryosatellite

[AQ] 30

Engineer and (Leadership, Security, and Strength>32 or Medical, Science, and Cunning>32)

When your personnel complete this mission, you may place any number of unique personnel with a total cost of 6 or less

from your discard pile at your headquarters mission where they could be played.

"...each of them had been frozen after they died."

Any affiliation (except [Bor]) may attempt this mission.

Span 3

30 V 32

**Positives:** Could pull some personnel out of the discard pile for free. Skills easy to come by.

**Negatives:** Only worth 30 points. Only targets unique personnel.

**Extra:** This is one of those cards you want to check to have some personnel in the discard pile before solving. You could lose a personnel during the attempt and just get them back when you solve. (Bridge Officer's Test to kill someone and prevent stop. Then solve and replay them.) A good Space Mission for the Dominion or Klingon decks that has a Strength option to solve. The requirements are high enough you don't have to worry about Insurrection. Just take Lore, the One and Roga Danar, Decorated Subhadarand you will have double the Skills to solve and over half the required Strength.

#### Stripped Down - [D] 1 Stripped Down

Your opponent moves up to two dilemmas from beneath this mission to another of your non-headquarters missions.

"Is this really necessary?"

14R 15 or 0AP 11 or 0VP 20

**Negatives:** Has no effect on crew attempting mission. When encountered if no other Missions are solved the Dilemmas moved go to Opponents unsolved Mission.

**Positives:** Dual. 1 Cost. Can move 2 Dilemmas to another Mission (hopefully, one that's been solved.)

**Extra:** The idea of this Dilemma is good, but the advantage gained isn't a lot. While you are moving two Dilemmas away Stripped Down still gets overcome under the Mission, so there's really only a gain of one Dilemma removed. If no other Missions are completed Stripped Down would send Dilemmas to an Opponent's incomplete Mission giving him an advantage. This Dilemma does nothing to the crew attempting the Mission. When used with the Dilemma manipulators Leonard H. McCoy, Chief Medical Officer and Shran, In Archer's Debt it could become really effective.

#### Study Cometary Cloud - [S] Study Cometary Cloud

[AQ] 35

Astrometrics, Navigation, Programming, Cunning>34, and (Acquisition or Security)

Cruses system: Collect samples of the unusual particles in this system's Oort cloud. Conduct research on their military or commercial potential.

[Dom] [Fer] [Kli] [NA] [Rom]

Span 3

1 S 201

**Negatives:** Not intended for Borg use.

**Positives:** The Non-aligned requirement makes it open to other Affiliations. Skills required are pretty common.

**Extra:** The interesting thing about the first expansion is just how basic everything was and Study Cometary Cloud is a good example of a basic mission. A lot of personnel have Astrometrics, Navigation and Programming, so it's fairly easy to get those skills together and the non-unique Garren has the three main Skills. Throw in some Security or Acquisition and you are all set, or Zef'No, Professional Courier who has all four required Skills. Interesting to note, since this Mission has Acquisition listed in the Skill requirements, solving it opens the Player up to using Artifacts.

#### Swift Justice - [Evt] 2 Swift Justice

**Punishment.** To play this event, you must command Cardassia Prime and no other headquarters missions. Plays in your core. When you play a Capture card, you may draw two cards, then discard a card from hand. You may do this only once each turn.

"Enough. This is already the longest trial in the history of Cardassia. Let's try to speed things up, shall we?"

30 V 19

**Negatives:** For Cardassian use only. If you use it you will have to discard a card from hand. Once per turn usage.

**Positives:** Non-unique. Plays in core. Gives you card draws for playing Capture cards.

**Extra:** There a few different versions of this card that all give you card draws. Things like: "Observer" from the Obsidian Order, The Pillage of Bajor, and Cardassian Protectorate (Plus, probably some other variations out there.) If you need some more of that here it is. Playing to the core makes it always useful compared to the one time use you get from Observer. Plus, if you use multiples you can activate the draw for each one you have in play. The problem is loading your deck with capture tech to activate Swift Justice makes it harder for you to get to the cards you need to do missions. This is a Punishment card that Jasad trigger off of to make your ships much stronger.

#### Tactical Advantage - [Evt] 1 Tactical Advantage

Plays in your core. When you win an engagement involving your [Rom] ship, choose one (or choose two if the losing ship was [Fed]): return an event in an opponent's core to its owner's hand; examine an opponent's hand and choose a non-ship card to be discarded; or remove a card in an opponent's discard pile from the game.

"You're too slow, old man..."

29 V 25

**Positives:** 1 Cost. Plays in core and is not discarded when used. Could Get rid of an opponent's: Event, or a card from hand, or card in discard pile.

Negatives: Unique. Lacks Maneuver Keyword. Romulan use only. Requires Engagements.

Extra: If the Player is running a Romulan battle deck it might be worth throwing in, but you've got to hit the Opponent every turn to make this effective. Although, if they are playing Federation it's double the trouble for them. The low cost is nice with Event destruction so prevalent low Cost Events prove to be valuable.

#### Tactical Planning - [Eve] 0 Tactical Planning

To play this event, you must command a [Rom] Security personnel. Discard a card from hand to draw two cards. Destroy this event.

"We know that the Founders' planet lies at approximately these coordinates within the Omarion Nebula. As you can see, there are no Jem'Hadar bases nearby."

1 U 112

Positives: 0 Cost. Allows the Player to draw two cards.

Negatives: Requires a Romulan symbol Personnel with Security to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

Extra: Every Affiliation gets some version of Tactical Planning. (Bajoran=Days of Atonement, Borg=Severed Link, Cardassian="Observer" from the Obsidian Order, Dominion=Dispensing the White, Federation=Back-Flush Bussard Collectors, Ferengi=Delicate Negotiations [which is slightly different], Klingon=Order of the Bat'leth, and Starfleet=That's the Last Time.) It's a basic pitch two cards (the Event and a card from hand) to gain two cards. Could be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup.

#### Tajor - [Car] 1 Tajor

[Stf] Cardassian

Intelligence Medical Treachery

Glinn. When you discard this personnel from the top of your deck, you may place him on your Cardassia Prime. Military aide that helped plan the aborted sneak attack at Minos Korva. His superiors were less than pleased when his commander, Gul Lemec, failed to prevent the Enterprise from successfully defending the Federation border.

Integrity 5 Cunning 5 Strength 5

30 V 43

Positives: 1 Cost for 3 Skills and Attributes. Non-unique. Staffing icon. Glinn Keyword. Could play for free if discarded from top of deck.

Negatives: Completely average.

Extra: If he is discarded with one of the many Cardassian discard a card mechanics he could be put on Cardassia Prime as a free placement. Tajor carries the rare Medical for a

Cardassian and is helpful getting by Dilemmas that require it. One of the highest Integrity Personnel to also carry Treachery. Good all around Personnel that you can use in multiples.

#### Temporal Test Subject - [Eve] 0 Temporal Test Subject

Temporal. Discard an [AU], [Fut], or [Pa] personnel from hand to take an [AU], [Fut], or [Pa] personnel from your discard pile into hand. Destroy this event.

"I was sent against my will! I'm not from your part of space. I come from a trans-dimensional realm. I don't know why I was sent here."

5 P 15

Negatives: Temporal Test Subject only retrieves one card. You give up two cards to get one back. Only works on personnel with one of the time icons.

Positives: 0 Cost. Temporal Keyword. Returns a personnel of player's choice to Hand.

Extra: Temporal Test Subject is good for personnel retrieval. There are a lot of cards that do better retrieval, but most of those return them to the draw deck. This brings them back to your hand. The real strength is it doesn't cost any counters and returns the card to hand so you can play it right away. The Temporal keyword makes it a valid trigger for something like Ohhhh! Nothing Happened!. It's a marginal card could work well in some decks like Starfleet, OS Feds or Mirror, where most of the personnel carry one of the time icons. It could bring back the one guy you need right away.

#### Terminal Resignation - [P] 5 Terminal Resignation

Choose a Commander that corresponds with your ship that is at this mission to be killed. If no personnel were killed by this dilemma, your opponent chooses two personnel to be stopped.

"I've never liked saying goodbye, so I'll make this brief, but I want you all to know that serving as your captain has been the most extraordinary experience of my life."

29 V 11

Positives: Could kill a Commander. If that fails the Player stops 2 personnel.

Negatives: 5 Cost. Planet only. If there is more than 1 Commander Opponent chooses who dies.

Extra: Other than the Enterprise-D and Defiant the more than 1 Commander option won't come up much when facing Terminal Resignation, but it's good to remember if you'd rather lose Jean-Luc Picard, Genial Captain than Beverly Crusher, Encouraging Commander. When using it on an Opponent it is a good way to stop Personnel like James T. Kirk, Experienced Commander or Jonathan Archer, Damaged Captain before any random selection Dilemmas the Player wants to use come next. The Cost 5 is a little pricey, but if the kill fails the Player can then choose 2 personnel to be stopped. A Good Dilemma.

### That's the Last Time - [Eve] 0 That's the Last Time

To play this event, you must command three [SF] personnel. Discard a card from hand to draw two cards. Destroy this event.

"You know you and cheddar don't get along."

8 C 45

Positives: 0 Cost. Allows the Player to draw two cards.

Negatives: Requires three Starfleet symbol Personnel to activate. The Player has to Discard a card from hand. Event is Destroyed after use.

Extra: Every Affiliation gets some version of That's the Last Time. (Bajoran=Days of Atonement, Borg=Severed Link, Cardassian="Observer" from the Obsidian Order, Dominion=Dispensing the White, Federation=Back-Flush Bussard Collectors, Ferengi=Delicate Negotiations [which is slightly different], Klingon=Order of the Bat'leth, and Romulans=Tactical Planning.) It's a basic pitch two cards (the Event and a card from hand) to gain two cards. Could be useful in large decks when the Player is drawing lots of cards that aren't really needed or occasionally in minimum size decks where the Player wants to speed through the draw deck to get everything they need for some particular setup. It's occasionally useful, but not seen much.

### The Crystalline Entity - [Eve] 2 The Crystalline Entity

Plays in your core.

Order - If you command another event, give command of this event to the player on your right to destroy an event (move this event to his or her core).

"It needs a lot of power to keep going, so it strips every form of life from the worlds it encounters and converts it all into energy."

3 R 60

Positives: Can destroy Events. Plays in core, but works on Events not in Core.

Negatives: Requires command of another Event to be put into play. If the Player uses it the Opponent gets command of it and can use it on them.

Extra: Back in the day this was one of the early options for Event destruction and using it would be a double edge sword. If the Player cut some Opponent's Event then they would get control of it and could take out one of the Player's Events later (1962 Roger Maris works much the same way.) As a Player you do not want to give your Opponent that option and these days there are many better options for Event destruction. The Fegrengi might get the best use of this card as long as they are using Nog, Bar Owner and a lot of Events. It is interesting to note that when first used this can take out one of the Players own events and it works on Non-core events as well. There is a tech maneuver having three The Crystalline Entity's in the deck playing two of them on the Opponent then using One-Upmanship to shuffle them back into the deck before they come back on the Player.

### The Needs of the Few - [S] 2 The Needs of the Few

Your opponent chooses an Engineer or Security personnel to be stopped. If you command a completed planet mission, that personnel is killed.

"So when they reach us in two days, we'll have been out of air for eleven hours. You ever try holding your breath for eleven hours?"

29V 12

Positives: An Engineer or Security of your choice can be stopped. Or killed if opponent has completed a planet mission. Lets you look at opponents Eng & Sec personnel.

Negatives: Space only.

Extra: Despite the card titles The Needs of the Many is thematically different from The Needs of the Few. This is useful if you want to thin out Engineers or Security. Space only use limits it a bit, but you can stop or possibly kill Opponent's Personnel like Jonathan Archer, Damaged Captain or Reyga, Young Scientist. Solid card.

### The Nth Degree - [S] 4 The Nth Degree

Unless you have 2 Engineer and 2 Leadership or Cunning>36, all your personnel are stopped and, if there are no other dilemmas on this mission, place this dilemma on this mission. Add Science to each of this mission's requirements.

"I couldn't even guess at your IQ level now." "Probably somewhere between 1200 and 1450."

30 V 10

Positives: Could add Science to Mission Requirements. Could Stop Away team. If conditions are not met goes on top of mission and stays there.

Negatives: 4 Cost. Only works on Space Missions. Requires thinner dilemma previous to encountering.

Extra: Her sister card is Chained Environment which works on Planets and also adds Science to the mission requirements. There are two problems with this card: First is its cost. 4 cost is the correct cost, but high which limits its effectiveness. The second is effectiveness of this Dilemma requires it to be drawn in the first attempt, so that a thinner dilemma like Coolant Leak needs to be played in front of it, so that enough personnel can be stopped to prevent overcoming it easily when encountered. It could work well in a dilemma pile that targets Science. Where you constantly remove Science with something like Unscientific Method then your opponent doesn't have the Science needed to pass the mission.

### The Pillage of Bajor - [Eve] 1 The Pillage of Bajor

To play this event, you must command three [Car] personnel. Examine the top three cards of your deck. Take two of those cards into hand and discard the other. Destroy this event.

"â€they've spent the last half century robbing the planet of every valuable resource - before abandoning it."

**Positives:** Gives you a greater chance of getting a card you need. Out of the top three cards you get to choose the two to keep and one to discard.

**Negatives:** Kind of costly. May have to discard a card you could use.

**Extra:** The Pillage of Bajor is mostly for Cardassian use. In a general Cardy deck Observer from the Obsidian Order is a better choice. The advantage of The Pillage of Bajor is in a slim speed deck using it with Observer to tear through the draw deck. You use a counter and discard two cards to gain two with this card. Observer uses no counters and discards two cards to gain two. If you really wanted to tear through your deck you could also throw in Cardassian Protectorate. Get enough cards in your discard pile and Back to Basics is easier to activate sooner.

#### The Weak Will Perish - [D] 3 The Weak Will Perish Species 8472.

Randomly select a personnel. Unless that personnel has Telepathy or Strength>6, place this dilemma in your core. That personnel is killed. Balance of Terror September 2014 0 VP 164 **Positives:** Dual Dilemma. Species 8472 Keyword. Kills Someone. Goes in Opponent's core unless the random selection has Telepathy or Strength >6. **Negatives:** Only takes out 1 personnel Randomly. **Extra:** This is a deceptively good card. Deceptive in the sense that at first glance it just kills a random personnel and resolves, but there is a very good chance that it won't be overcome and instead of going under the mission it may end up in the opponent's core. Plus, it pretty much kills someone no matter what. (Excluding tricky things like James T. Kirk, Experienced Commander.) There are only 20 personnel with Telepathy and personnel with strength of 7 or greater, while much more abundant, can be easily missed when random selection occurs. Even if you do get someone with Good Strength or Telepathy the only bad thing for the dilemma owner is that it goes under the Mission and not the core. Odds are good that The Weak Will Perish will get you one step closer to the 8 you need for Terrasphere 8, Starfleet Command Re-creation. If you mix this with the Tragic Turn you actually might want to get a Telepathy or Strength >6 personnel since the extra kill only occurs when a dilemma is overcome

#### These Are The Voyages - [Eve] 1 These Are The Voyages

Draw a number of cards equal to the cost of one of your personnel, then place three cards from hand on the bottom of your deck in any order. Destroy this event.

"...of the Starship Enterprise. Its five-year mission: to explore strange new worlds; to seek out new life and new civilizations; to boldly go where no man has gone before."

0 VP 117

**Positives:** 1 Cost. Could draw up to 7 cards. Can target any personnel. After the draw you can return 3 cards you don't need to deck.

**Negatives:** There's nothing wrong with this card.

**Extra:** This card is a mainstay of many, many decks. While Chakotay, First Officer (with 7 Cost) is the only personnel that can take full advantage of These Are The Voyages the most likely personnel used with this Event are the 6 Cost Lwaxana Troi, Extravagant Ambassador, Julian Bashir, Rebel Captain and Gint, The First Grand Nagus. Great way to mill through your deck to get to the cards you might need.

#### To Rule in Hell - [Eve] 1 To Rule in Hell

To play this event, you cannot command a headquarters mission. Plays on your Ceti Alpha V. When a card instructs you to place a personnel on your headquarters mission, that personnel may be placed at this mission. When you command four completed [AQ] planet missions and have 120 or more points, you win the game. You may play [NA] Genetically Enhanced personnel and equipment at this mission.

29 V 26

**Positives:** Creates an whole new sub affiliation.

**Negatives:** Getting off Ceti Alpha V and getting a ship are essential for playing this sub-affiliation and the Player could end up stranded there if the Opponent takes out certain cards.

**Extra:** You can win the game with the victory conditions on the card (which is really hard getting 120 points) or be sneaky and solve Genesis Planet then destroy it to have a completed Space Mission. Then win the game with the standard 1 Planet, 1 Space and over 100 points victory conditions. The obstacle to overcome here is how to get a ship. Everything relies on getting Joaquin, Superhuman Lieutenant in play, so that when Ceti Alpha V, Forge Settlement is solved you can get a ship. Which has got to be in someone's discard pile. It all depends on getting the right cards at the right time which is hard to set up. If you have Joaquin in play and want to protect him during the first mission attempt you could use Marla McGivers, Superior Woman to stop him before the mission attempt to keep him safe, but once again it requires getting one of the Khan Noonien Singhs in play. (He allows McGivers to play at Ceti Alpha V and allows a few 4 Cost Genetically Enhanced Personnel to play at Cost -2. Eg. McPherson.) There's not a wide selection of personnel for this deck, but Udar, "Smike" will allow Arik Soong, Father of Many to play as well. Be sure to pack Event destruction like Grav-Plating Trap so Events like Biogenic Weapon won't lock this affiliation out of the game. Make plans for that if you are using this sub affiliation.

#### Togaran - [Non] 2 Togaran

[Cmd] Tamarian

â€¢Honor â€¢Leadership â€¢Officer â€¢Security  
â€¢Transporters

"Kiteo. His eyes closed. Chenza at court. The court of silence. ... Chenza!"

Integrity 6 Cunning 5 Strength 6

0 D 26

**Positives:** 2 Cost for 5 Skills. Non-unique. Command Icon. Good Attributes.

**Negatives:** Many personnel have the Leadership, Officer, Security skill combo.

**Extra:** Very useful personnel that works in most decks. Suffers from so many personnel having the same skill set (for those playing Starfleet you could use McDermott he is almost exactly the same as Togaran with 1 less Strength point and a Past Icon.) This Personnel is useful when facing the popular Whisper in the Dark Dilemma. Take him to Advanced Combat Training with a Medical Personnel and you have all the Skills you need to solve.

Torga IV, Strained Negotiations - [P] â€¢Torga IV, Strained Negotiations

[GQ] 35

Anthropology, Diplomacy, Officer, and (Honor and Integrity>34 or Strength>34 and a Vorta)

When your personnel complete this mission, choose one: each player scores 5 points; or each player loses 5 points.

"Don't you trust me?"

[Dom] [Fed]

Span 2

29 V 37

**Negatives:** Opponent could gain 5 points. You could lose 5 points.

**Positives:** You could gain 5 points. Opponent could lose 5 points. 2 Span.

**Extra:** This mission had an alternate personae: Torga IV, Salvage Dominion Ship. If you are building a Gamma Quad deck be sure to check that you don't use both. When a Player does use this mission they could be prepared and have Preposterous Plan or Khan! so the Opponent won't gain anything. You could also use U.S.S. Enterprise-A, Chariot of "God" and push the point total to 40 or 45 depending on which point option you choose. It's not a "may" action, so you have to choose to score or lose points. This Mission could be easily completed with 5 Personnel (or 4 Personnel if the Player chooses wisely) and is safe from Insurrection.

Tox Uthat - [Equ] 3 â€¢Tox Uthat

Artifact. (To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.) While your personnel present is facing a dilemma, you may place this equipment on the bottom of your deck to end your mission attempt. That dilemma and all remaining dilemmas in the dilemma stack are returned to their owner's dilemma pile.

"Show me where you've hidden the Tox Uthat."

12 R 21

**Negatives:** To play a Mission that requires Acquisition,

Anthropology or Archaeology has to be solved. This Equipment is placed on the bottom of deck when used. Unused dilemmas return to owner's dilemma pile. 3 Cost.

**Positives:** You can end a Mission Attempt before dealing with harsh Dilemmas.

**Extra:** The Player's Personnel using this Equipment are not stopped when the using the Tox Uthat. When facing some tough dilemma like Where No One Has Gone Before or Whisper in the Dark you have the option of ending the Mission Attempt and not facing a tough Dilemma. It could save you being stopped for a couple turns, but the 3 Cost is more than some Players want to spend and they have to have a Mission solved to play it (unless you are using Bajor, Blessed of the Prophets.) One strategy of the Tox Uthat is to attempt big, process a Dilemma or two to get some under, then use the Tox Uthat against Where No One Has Gone Before, Gomtuu Shock Wave or Whisper in the Dark to get a second go with a smaller team at mission that already has some under.

Translocation Raider - [Non] 4 Translocation Raider

[Stf] [Stf]

Unknown Class

When an engagement involving your ship with your Thief aboard begins at this mission, you may discard a Crime card from hand to have this ship join that engagement. When you win an engagement involving this ship, you may randomly select a non-ship card from the loser's hand and place it on your Display of Wealth.

"Who are they and why are they shooting at us?"

Range 6 Weapons 5 Shields 5

29 V 54

**Positives:** 4 Cost. Only need 2 staffers to fly it. You could use it to get a card on Display of Wealth and/or have a second ship come and join in an engagement.

**Negatives:** The Ships attributes are not strong. You have to have a Crime card to activate another ship joining engagement.

**Extra:** Like Coordinated Larceny this is another card designed to be used with Display of Wealth. The ship isn't strong or fast, but I'm guessing it is that way so another ship has to be present to win engagements. A Few Minor Difficulties could screw up multiples of this ship, so you might want to keep that in mind if you want to use it. It's really not quick enough get you around or capable enough to fight by itself, and the limitation of discarding a Crime card to activate joining engagement makes it hard to use.

Trap Is Sprung - [Eve] 2 Trap Is Sprung

Capture. To play this event, you must command three [Car] personnel. Plays on an opponent's mission with no dilemmas beneath it. When an opponent's personnel begin a mission attempt here, you may destroy this event to randomly select one of those personnel to be placed in your brig.

"The enemy knows if they don't act soon, it'll be too late."

**Positives:** Capture Keyword. 2 Cost. Non-unique. Plays on Mission. When Opponent attempts a mission one of the crew is captured.

**Negatives:** Requires 3 Cardassians. Destroyed when used. Mission it is played on can't have any dilemmas under it.

**Extra:** One of the interesting things about this Event is if the Opponent attempts with 8 personnel the Player can capture some Personnel taking the crew down to 7, but they still get to draw and spend 8. If the Player runs three they can either pile them all on one mission, or spread them out on three separate Missions. Using this is bound to Capture someone and if the Player randomly selects a scrub Personnel then the Inequitable Exchange Dilemma could switch them out for a main Personnel. Trap Is Sprung is vulnerable to Event destruction and other cards like Rescue Captives and Number One, Reputable Officer can always pull personnel out of the brig.

U.S.S. Defiant, Repurposed Warship - [Fed] 7 â€¢ J.S.S. Defiant,

Repurposed Warship  
[Cmd] [Cmd] [Cmd] [Stf]  
[DS9] Defiant Class

Cloaking Device. When you play this ship, if each of your non-headquarters missions is a [GQ] mission, you may spend 5 additional counters this turn.

"Despite the continuing threat posed by the Dominion, I've convinced Starfleet that we must continue our exploration of the Gamma Quadrant."

Range 8 Weapons 10 Shields 10  
0 VP 83

**Positives:** Cloaking Device Keyword. The Player could get 5 additional counters when played. High Weapons/Shields.

**Negatives:** Requires 4 personnel (3 with [Cmd] ) to staff. Ability requires all non-headquarters missions to be [GQ].

**Extra:** Essentially, this gives you a Defiant that plays for 2 Cost. The Gamma Quadrant requirement Ability is good if the Player is going there anyway. It's best remember to run a bunch of Command Star Icon guys, otherwise you could be destaffed and stranded. Captain on the Bridge could be a big help since the Defiant has so many Commanders. The Red Alert Event can help by pushing the Staffing Icon Personnel up to a Command Icon level. The Defiant is one of the few Federation Ships that has a cloaking device, so you could use cards that target that Keyword. If the player is using all Gamma Quadrant Missions this is the Defiant to use.

U.S.S. Enterprise-J - [Eve] 1 â€¢ J.S.S. Enterprise-J

Plays in your core. Each of your personal at a mission that is worth 40 or more points is attributes +1.

"You're on Enterprise. Enterprise-J to be exact, a distant relative of your ship. We're four hundred years in the future. I've brought you to a monumental moment in history, the

battle of Procyon Five, where the Federation engaged the Sphere Builders. ... You are the only one who can convince them of what I have told you. It is crucial to history that you do not sacrifice yourself."

14 R 43

**Positives:** 1 Cost. Plays in the core and stays there. Each of your personal at a mission that is worth 40 or more points is attributes +1.

**Negatives:** Not any good at missions worth 35 points or less.

**Extra:** With U.S.S. Enterprise-J personnel get +1 attribute bump and can solve two 40 point missions easily. Then get the rest of the points they need with bonus points to win the game. Players who use this usually run two or three of Enterprise-J's, so even if you take one out there's usually another around. If a card alters the point value of a mission, any cards that reference that value will use the new amount, so things like Raise the Stakes can pop up 35 point missions so Enterprise-J will work on them and personnel will get the attribute boost.

U.S.S. Relativity, Federation Timeship - [Fed] 0 â€¢ J.S.S.

Relativity, Federation Timeship  
[Cmd] [Stf] [Stf] [Stf] [Stf] [Stf]  
[Voy] [Fut] Wells Class

Temporal. At the start of each of your turns, place each non-[Fut] personnel you command in his or her owner's discard pile. You may play [Fut][Fed] personnel and equipment aboard this ship. When a card instructs you to place this ship at your headquarters mission, you may place it at your [Fed] space mission.

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Range 8 Weapons 9 Shields 8  
28 V 53 or 0 VP 163

**Positives:** Temporal Keyword. 0 Cost. [Fut] Federation Personnel and equipment play directly to it.

**Negatives:** The ship causes Personnel without the future icon to be discarded at the start of the turn. Non-Aligned Personnel can not play to ship.

**Extrz:** Really clever card that helps build a Federation sub affiliation. Those random [Fut] Federation personnel now have a specific use. You can use Prevent Historical Disruption to download Relativity. Since Relativity has the Temporal Keyword it will work with cards like: Ohhhh! Nothing Happened! and Temporal Transporters. Another big plus is it carries the Voyager icon, so cards like Finding Our Way and A Few Minor Difficulties can include or exclude Relativity. If the Player really wants to keep some Non [Fut] icon personnel in the game they can use The Play's the Thing to give the Personnel some extra time. Also, since the cost of discarding non-future icon personnel is prohibitive it is unlikely the Opponent will want to commandeer it.

**Udar, "Smike" - [Non] 2**

[Pa] Human

â€¢Honor

Genetically Enhanced. While this personnel is on a planet or aboard a ship, you may play Arik Soong on that planet or ship. When this personnel is facing a dilemma, if your [NA] Genetically Enhanced personnel present is selected, you may replace him or her with this personnel.

"I won't betray my brothers and sisters."

Integrity 7 Cunning 5 Strength 5

29 V 50

Negatives: One Skill. No staffing icon.

Positives: High Integrity. Allows Arik Soong to be played wherever he is. He may replace any [NA] Genetically Enhanced personnel that has been selected by a dilemma.

Extra: Meant to be used with Arik Soong, Father of Many in To Rule in Hell decks. He's a sort of mobile outpost for Soong allowing him in play anywhere he is. If some [NA] GE Personnel is selected for a Dilemma and you don't want to lose that Personnel in steps Udar. Then if the Dilemma causes you to lose command of Udar in steps Soong in to save him. He's one of the few personnel in the game that is useful strictly for his abilities, but is not much use outside of decks loaded with [NA] GE personnel.

**Under Suspicion - [Evt] 2**

Infiltration. Plays in your core. When the player on your right begins a mission attempt, for each of your Infiltrators at that mission, you may draw one extra dilemma and spend one extra in total cost on dilemmas.

"â€¢we've got a problem. Any one of us could be the changeling. You, Kira, Eddington. Even me."

3 U 66

Positives: 2 Cost. Infiltration Keyword. Plays in Core and is not destroyed when used. Works for all Affiliations. The Player can Draw and Spend one extra Dilemma for each Infiltrator at a Mission.

Negatives: Requires a lot of Infiltrators to be effective.

Extra: This is good for the Dominion with all their Infiltrators and the Player can also use those Personnel to solve Missions. Under Suspicion is vulnerable to Event destruction, so depending on this working requires packing some protection (like Grav-plating Trap etc.) One of the things that would make this interesting is loading a Cardassian deck with a bunch of cheap personnel and then moving them on one of the Opponent's Missions with the Naprem. Beam them down and just park them there. As long as the Naprem is there they are all Infiltrators.

**Unexpected Difficulties - [Eve] 0**

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!"

2 C 69 or OP 33 or OVP 15

Negatives: There's nothing wrong with this card.

Positives: If you get a crappy draw you can destroy this event to get a new dilemma draw.

Extra: A perfect 10. That's the reason it's used in so many decks today. It's open to any affiliation and gives you options when creating a dilemma stack for your opponent to face. Got a bad draw? With Unexpected Difficulties you can throw those useless dilemmas back and try again. A Great card that has been in just about every deck people build.

**Untapped Influence -**

**Untapped Influence - [Int] Untapped Influence** While your Terok Nor [TN] personnel is facing a dilemma, choose a dilemma an opponent owns that has been removed from the game. That personnel may gain a skill required by that dilemma or add that dilemma's cost to his or her attributes until the end of the mission attempt. "...what good is power if you're not willing to use it?" 31 V 26 Negatives: An opponent's dilemma has to be removed from the game before Untapped Influence can be used. Positives: Your [TN] personnel can gain a skill, or gain attributes based on the cost of the dilemma. Effect last till the end of the mission attempt. Extra: This is meant mostly for Terok Nor decks, but some Bajoran and Cardassian decks might be able to make use of it as well. Can be used with War of Attrition to get dilemmas out of play. The new Kira Nerys, Grudging Ally is good for that, but your opponent could always use a dilemma that goes out of play too. Hard Time a dilemma good in so many dilemma piles might become a bit more risky. That extra attribute pop could be just the thing you need to solve the mission at the end of the attempt (remember to play Un Infl while facing the last dilemma.)

**Unyielding - [Eve] 2**

Decay: 3. (When there are three cards on this event, destroy it.) Plays in your core. When your [Bor] personnel is about to be stopped by a dilemma, you may place a [Bor] personnel from hand on this event to prevent that.

"When they decide to come, they will come in force. They do nothing piecemeal."

5 P 18 or 0 VP 118

Negatives: You have to have Borg Personnel in hand to activate. You have to lose Borg Personnel to Decay.

Positives: Non-unique. Could prevent a Borg Personnel from being stopped by a Dilemma.

Extra: Super useful card for the Borg player to prevent those annoying stops from something like Chula: The Chandra, or An Issue of Trust. Since it's Non-Unique you can have more than one in play at a time. As long as you keep a

few Personnel in hand you could prevent a massive stop. Once they Decay into the Discard pile they can always be brought back with Back to Basics, Tacking Into the Wind or the Borg Queen, Guardian of the Hive could allow you to switch out some non-useful Personnel for one that has Decayed into the Discard Pile

#### Upstaged - [D] 3 Upstaged

Choose two personnel. While facing the next dilemma revealed during this mission attempt, those personnel cannot be selected and cannot use their abilities, attributes, or skills.

"What about my performance?"

"I'm not a drama critic."

29 V 15

Positives: Dual. Kinda stops 2 personnel for one dilemma.

Negatives: 3 Cost. Doesn't really stop 2 personnel. Your opponent gets to choose the personnel.

Extra: Upstaged is useful against large mission attempt. It is designed to be placed in front of something like Gomtuu Shock Wave or Whisper in the Dark. The Opponent's choices are not a random selection which gets around the "avoid random selection" abilities that Jonathan Archer, Damaged Captain and Remata'Klan, Unit Leader promote. The Cost of this card is high for its effects, so it has to be used wisely. The opponent gets to choose the personnel and they are usually going to choose the least useful Personnel, but that will leave higher priority targets more vulnerable to following Dilemmas like Fractured Time and Biochemical Hyperacceleration.

#### Vacuum-Desiccated Remains - [Evt] 0 ~~â€¢~~Vacuum-Desiccated Remains

Commodity. (When a player plays or takes command of this event, it is placed in that player's core.) While you command but do not own this event, each player's Ferengi gain [Pa].

When a Ferengi dies, his body is dehydrated and apportioned into flat, circular containers to be sold as collectibles. The remains of noteworthy individuals can become quite valuable.

31 V 22

Positives: 0 Cost. Each player's Ferengi Species Personnel can gain [Pa] icon.

Negatives: It is Unique. Has to be moved to Opponents core to gain effect.

Extra: Why is the Past icon on Ferengi good? Well it's for Grish and the other unidentified pirates from the Enterprise episode "Allegiance." The big problem with Vacuum-Desiccated Remains is another card is required to move the Vacuum-Desiccated Remains to your Opponents core. There are a few different options to do that. The best probably being Rule of Acquisition #194 or Generous Offer. The Play's the Thing is a easier path to adding the Past icon

but it only works on personnel with cost of 3 or more. Vacuum-Desiccated Remains works on all Ferengi in play and it gives the Player more options in exploiting the Past Icon icon Ferengi. It's important to note this only works on Ferengi Species Personnel, not Ferengi Affiliation Personnel, so it won't work on Ferengi Affiliation Jadzia Dax, Tongo Player, but will work on Bajoran Affliction Rom, Diagnostic and Repair Technician.

#### Vengar - [Car] 2 Vengar

[Stf] Cardassian

~~â€¢~~Anthropology ~~â€¢~~Diplomacy ~~â€¢~~Law ~~â€¢~~Navigation

When you play this personnel, he is cost -1 for each opponent that has an interrupt in his or her discard pile.

The Cardassian education system is one of the most extensive in the galaxy, teaching a wide range of subjects. A student's failure is neither expected nor tolerated.

Integrity 5 Cunning 6 Strength 6

30 V 44

Negatives: If drawn early the cost -1 discount may not apply.

Positives: 4 useful skills. Strong Attributes. Could play for 1 or 0 Cost.

Extra: A Cardassian without Treachery or Officer is such a gift. The skills are all useful. Plus, Integrity 5 on a Cardassian is high for an affiliation known for low Integrity. Rigel X, Locate Mysterious Contact is one of the missions for which he is suited. Will be useful in most Cardassian decks.

#### Vengar - [Car] 2 Vengar

[Stf] Cardassian

~~â€¢~~Anthropology ~~â€¢~~Diplomacy ~~â€¢~~Law ~~â€¢~~Navigation

When you play this personnel, he is cost -1 for each opponent that has an interrupt in his or her discard pile.

The Cardassian education system is one of the most extensive in the galaxy, teaching a wide range of subjects. A student's failure is neither expected nor tolerated.

Integrity 5 Cunning 6 Strength 6

30 V 44

Negatives: If drawn too early the -1 Cost discount may not apply.

Positives: Non-unique. 2 Cost for 4 Skills and Attributes. Cost could be 1 if the Opponent has put an Interrupt in Discard Pile.

Extra: He carries 4 useful Skills and has Good Attributes. Integrity 5 on a Cardassian is high for an affiliation known for its low Integrity. Useful in most Cardassian decks especially if they are attempting the Assess Contamination Mission.

#### Waken Superior Sleeper - [Eve] 1 Waken Superior Sleeper

Choose one: download a [Pa] Genetically Enhanced personnel, or take a [Pa] Genetically Enhanced personnel from your discard pile and place him or her on the bottom of his or her owner's deck. Then, if you command Khan Noonien

Singh, you may shuffle this event into your deck. Otherwise, destroy this event.

"The battle beings again. ...it's not a world we win, it's a universe."

29 V 27

**Positives:** 1 Cost. Lets you download a Past Icon symbol/GE personnel. Lets you save a Past Icon symbol/GE personnel from discard pile. May reshuffle into deck if Khan Noonien Singh in play.

**Negatives:** Limited amount of Past Icon/Genetically Enhanced Personnel. If you don't Command Khan Noonien Singh Event is Destroyed.

**Extra:** Vitally important for any To Rule In Hell decks. Essential for getting certain Personnel with special Abilities or finding certain Skills. There are around 12 targets for this card (2 of which are Khan Personas.) A good card for early or late in game actions. Early on it's great for getting out Khan Noonien Singh or the very important Joaquin, Superhuman Lieutenant. Later, if the player has multiples it could keep recycling to prevent a deck out.

#### War Games - [D] 4 War Games

Your opponent chooses one of his or her completed missions. Unless you have the skills needed to complete that mission, all your personnel are stopped.

"If the M-5 works under actual conditions as well as it has under simulated tests, it will mean a revolution in space technology as great as warp drive."

29 V 16

**Positives:** Dual. If you complete a mission with hard to find skills could stop opponents away team. Useful if drawn later in the game.

**Negatives:** Useless if drawn early in the game. Cost 4.

**Extra:** A problem with this dilemma is drawing it early before you've solved a mission making this a blank draw that you can't use. If the right Missions are chosen it could be useful. If you solve a mission which has dual conditions like Investigate Sighting the opponent has the choice of the requirements on the Mission to get past. So even if it was solved with 2 Telepathy they could get past with Exobiology and 2 Treachery. Missions that require the rarely needed Acquisition, Intelligence, Law and Telepathy like Assess Contamination with its 2 Anthropology and Law requirement are the best Missions to use with War Games. Ferengi with their Acquisition heavy Missions might be the best Affiliation to use with War Games.

#### War of Attrition - [Evt] 2 ~~War of Attrition~~

To play this event, you must command three [Dom] [TN] personnel. Plays in your core. At the start of each player's turn, he or she removes the top card of his or her dilemma pile from the game.

"Over fifty ships lost, our spacedocks on Torros Three

destroyed. A victory perhaps, but a costly one."

31 V 23

**Positives:** 2 Cost. Plays in core and stays in play. Removes the top card from Opponent's Dilemma pile every turn.

**Negatives:** Removes the top card from the Player's Dilemma pile every turn.

**Extra:** Here's the card that lets you get to the 10 cards needed to activate Undermined Defenses. The real downside here is the Player is losing cards from their Dilemma pile as well, but if that is known going in the Player can make a larger Dilemma pile. If the Opponent is running one of those small well tuned Dilemma piles that run around a particular theme they may be in trouble. Also, there's nothing stopping the Player from Grav-Plating Trapping their own War of Attrition if they start losing too many Dilemmas. The fun card to include here is Tampering With Time since it's been errataed to a start of turn action, the Player can choose the order in which they occur. So Tampering with Time then War of Attrition to equal the Players choice of what Opponent's Dilemmas go out of play. Throw in Gem and Ohhhh! Nothing Happened! and they could get rid of any Dilemmas that could get in the way. The game to watch out for is when both Players are using War of Attrition and each is discarding 2 cards at the start of every turn.

#### William T. Riker, Exchange Officer - [Kli] 2 ~~William T. Riker, Exchange Officer~~

[Cmd] Human

~~Anthropology Leadership Navigation Officer~~

While this personnel is facing a dilemma, you may discard a card from hand to make him gain a skill from your Klingon present until the end of that mission attempt.

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Integrity 6 Cunning 6 Strength 6

0 VP 161 or 4 R 155

**Positives:** 4 Skills and good Attributes for 2 Cost. When facing a Dilemma he can gain a Skill from a Klingon present until end of Mission attempt.

**Negatives:** The Player has to discard a card from hand to activate Ability.

**Extra:** The best non-Klingon Klingon card. He's in many Klingon decks; not only because of his Ability, but because of his good Skills and Attributes (although his Strength is a little low for a Klingon.) Since he can discard any card he could discard a Personal and then play The Promise for some extra Skill gaining.

#### Winn Adami, Renegade Priest - [Baj] 3 ~~Winn Adami, Renegade Priest~~

Bajoran

~~Diplomacy Law Leadership 2 Treachery~~

Kai. When a card in your discard pile is removed from the game, this personnel is attributes +1 until the end of this turn

(limit +6).

Order - Remove an Orb or Prophet card in your discard pile from the game to draw a card.

"The Pah-wraiths, they are the true gods."

Integrity 2 Cunning 6 Strength 4

30 V 38

**Positives:** You can remove Orb & Prophet cards to get a draw. Every card you remove pumps her attributes +1. Could maximize her attributes to Integrity 8, Cunning 12 and Strength 10.

**Negatives:** Her regular attributes are low. Other than Law her skills are repeated on a lot of other Bajorian mains. No staffing icon.

**Extra:** While her ability could really pump her attributes it eats up a lot of cards and card slots. Load up your deck with lots of Orb and Prophet cards overdraw your hand and discard down to seven with those cards. Then on the next turn use Winn's ability several times to both draw and place cards in the discard pile out of play pumping up her attributes at the same time. Remember Winn Adami, Kai of Bajor carries the exact same skills for 1 less counter cost. If you are going to pay 3 for this personnel Winn Adami, Religious Opportunist may be the better choice depending on the deck you want to run. The Bajorans best flavor isn't the discard pile raiding but may be their ability to download characters with other characters and Winn Adami, Devious Manipulator version can get you some treacherous Bajorans you need for missions.

you may discard a Capture card from hand to place that personnel in your brig.

"It's all right. You're safe."

Integrity 4 Cunning 6 Strength 6

30 V 45

**Negatives:** Low Integrity. No Staffing Icon. Requires Capture cards in hand to activate her ability.

**Positives:** 2 Cost for 4 useful Skills. Good Strength and Cunning. Ability to Capture Personnel that are killed at her location.

**Extra:** If you get this personnel with opponents crew and are running a Kill Dilemma pile you could capture a whole bunch of personnel. The problem would be having lots of Capture cards that get in the way when you are drawing for cards. You could even use this personnel in Dominion decks play her to Anything or Anyone then move her to opponents ship and wait till his next mission attempt. The drawback would be your opponent could just trade ships. There's still the planet missions you could just park her at as well. With this personnel cards like Enemy in your Midst and Set Up are suddenly options for Cardassians. Yteppa and Goran are the only two Cardassian Infiltrators, but if you need more you can always use the Naprem ship to make everyone on a Planet an Infiltrator.

#### Worn-Out Welcome - [D] 3 Worn-Out Welcome

Randomly select a personnel to be stopped. Unless you have Anthropology and 2 Diplomacy or Transporters and 3 Treachery, place that personnel on one of your headquarters missions.

"I think it's time we left." "I couldn't agree more."

6 P 13

**Positives:** Could stop one personnel. Then Could send him away.

**Negatives:** Cost 3. Requirements are usually easily met.

**Extra:** This dilemma is costly for its effects. There are 2 cost dilemmas that exist which stop one personnel (like Guess Who's Coming to Dinner?) that have better effects. Another problem is that if a dilemma randomly selects personnel there are decks built to work against random selection. Any random selection dilemma has to be examined closely before adding it to a dilemma pile. The most effective use of Worn-Out Welcome is in combination with Overwhelmed.

#### Yteppa, Obsidian Order Asset - [Car] 2 Yteppa, Obsidian Order Asset

Kobliad

Exobiology Intelligence Security Transporters Infiltrator. When an opponent's personnel present is killed,