You may play ships, Dissident personnel, Human personnel, and equipment at this mission. Region: Sector 001. At the start of your turn, you may download two Damage cards and place them on an opponent's ship at a Region: Sector 001 mission.

• Mars
  Orpheus Mining Facility

At the start of your turn, you may download two Damage cards and place them on an opponent's ship at a Region: Sector 001 mission.

• Terra Prime Headquarters

You may encounter Enterprise crewmembers who've already been assimilated. Don't hesitate to fire. Believe me, you'll be doing them a favor.

• Edward Jellico
  Brusque Martinet

Order – Stop your personnel present with a skill required by this mission to make each player reveal the top three cards of their deck. Discard all interrupts revealed this way. You may do this only once each turn.

• Miral Paris
  Daughter of B'Elanna

When this personnel enters play, you may take a non-Artifact equipment that costs 2 or less from your discard pile and place it present with this personnel.

“I told him if he didn’t show you more respect, I would break his arm.”

• Vorik
  Unflappable

While this personnel is attempting a mission, you may destroy your Decay event to make him attributes +1 for each card that was on that event until the end of the mission attempt (+4).

“I agree the situation is dire, but losing our cool will not help matters.”

• Sirella
  Forbidding Matriarch

When your Host or Honor Klingon personnel present is stopped by a dilemma, you may make this personnel attributes +1 (limit +3) until the end of this turn.

“A Klingon woman would find it difficult to gain my favor. For an alien, it will most likely be impossible.”

• Cyrano Jones
  Troublesome Peddler

When a Commodity or Crime event you own is destroyed by a card an opponent owns, you may stop this personnel to take that event into your hand instead.

“Surely we can come to some sort of mutual understanding.”

• Leonardo da Vinci
  Renaissance Man

When you play this personnel aboard your ship, you may choose one: remove a Damage card from that ship; or download a non-Hand Weapon equipment.

“When one's imagination cannot provide an answer, one must seek a greater imagination.”

• Lily Sloane
  Voice of Reason

While this personnel is facing a dilemma, you may place a Damage card from hand on your ship at this mission to make a personnel present attributes +4 (limit +12) until the end of that dilemma.

“Wait a minute! This is stupid. If we can get off this ship and blow it up, let's do it.”
• V'Las
  Treacherous Administrator
  Vulcan
  • Diplomacy • Intelligence • Law • Leadership
  • Security • 2 Treachery
  While present with two personnel or two Vulcans, this personnel cannot be stopped or killed by dilemmas that cost 3 or less.
  "We're dealing with radical insurgents. They're to be eradicated. Do I make myself clear?"

• Daniel Greaves
  Strongman
  Human
  • Leadership • 2 Navigation • Security
  • 2 Treachery
  Assassin. Dissident. Order – If this personnel is present with six Dissident personnel, return him to his owner's hand to destroy an opponent's event.
  "We did what we had to do, not what we wanted to do."

• Emanuel Stevens
  Humane Caregiver
  Human
  • Integrity 6 C • Cunning 5 • Strength 6
  • Biology • Medical
  Dissident. While this personnel is present with a stopped Dissident personnel, he is attributes +1 and gains Geology.
  "Terra Prime has supporters everywhere."

• John Frederick Paxton
  Man of His Word
  Human
  • Acquisition • 2 Anthropology • Geology
  Dissident. While this personnel is facing a dilemma that requires a skill, if you do not command an Officer personnel, you may kill your Dissident personnel to replace all levels of that skill with 2 Geology.
  "If you are so eager for a bloodbath, a bloodbath is what you will get."

• Susan Khouri
  Humane Caregiver
  Human
  • Integrity 5 C • Cunning 5 • Strength 6
  • Biology • Medical
  Dissident. When your Paranoia event is about to be destroyed, you may kill this personnel to return that event to its owner's hand.
  "I feel no differently about it than anyone else that I've treated."

• Paul Mayweather
  Burdened with Command
  Human
  • Acquisition • Astrometrics • Navigation
  • 2 Anthropology
  Commander: E.C.S. Horizon. Dissident. When you play this personnel, if you command three Dissident personnel, he is cost –3. When this personnel uses a skill to complete a space mission, score 5 points. You may do this only once each turn.
  "Terra Prime has supporters everywhere."

• Judith Hume
  Humane Caregiver
  Human
  • Integrity 5 C • Cunning 5 • Strength 6
  • Biology • Medical
  Dissident. When your non-unique Human aboard this ship is killed by a dilemma, if you do not command a Officer personnel, you may place a non-unique Human from hand aboard this ship. That personnel joins the mission attempt.
  "If you are so eager for a bloodbath, a bloodbath is what you will get."

• Modular Transport
  J Class
  Modular Transport
  • Range 5 • Weapons 4 • Shields 5
  Privately-owned freighter licensed by the Earth Cargo Authority. Rumor has it Zefram Cochrane signed the inside of each ship's reactor casing.

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