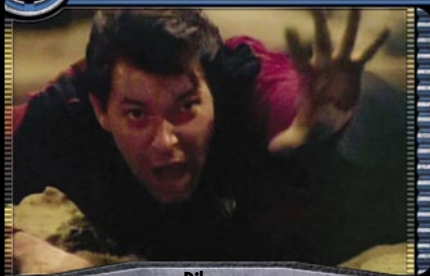


2 All-Consuming Evil



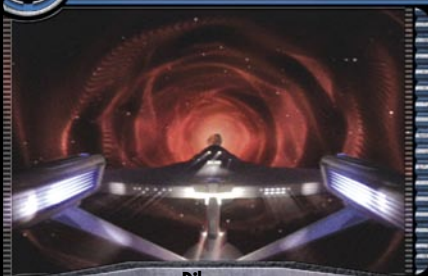
Dilemma

Place this dilemma on top of its owner's dilemma pile. When this dilemma is placed beneath a mission by a Consume dilemma, your opponent names a skill. Randomly select a personnel that is attempting that mission with **that skill** to be killed.

"Help! Data, something's got me!"

16 V 1

3 Artificial Wormhole



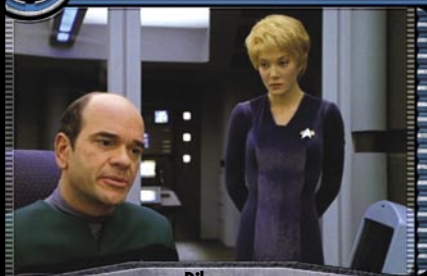
Dilemma

Your personnel cannot gain skills while facing this dilemma. Unless you have **2 Leadership and 2 Officer, or Engineer, Programming, and Cunning>33**, or **this ship's Commander** aboard your opponent may take a ship at a mission and place it at a different mission. That ship's Range for this turn is used.

"Get us back on impulse power! Full reverse!"

16 V 2

3 Best Interests at Heart



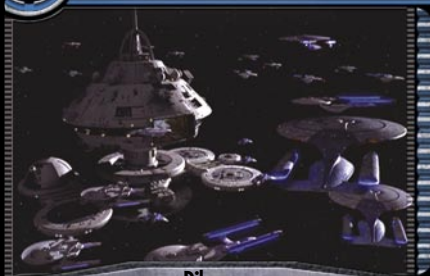
Dilemma

Randomly select three personnel. If the **total cost of those personnel is 4 or less**, lose 5 points and your opponent scores 5 points. Otherwise, randomly select one of those personnel to be stopped.

"Gallivanting around after hours is beside the point. The fact is, you're becoming increasingly unpredictable, given to swings of mood and emotion."

16 V 3

0 Bold Plan



Dilemma

Consume: 3. (Your opponent places the top three cards of his or her dilemma pile face up beneath this mission.) Your opponent may return up to two dilemmas from beneath any of your non-headquarters missions to their owners' dilemma piles.

"In fact, I'm presenting a plan to Starfleet Command at oh-eight-hundred tomorrow."

16 V 4

1 Chula: Unfortunate Roll



Dilemma

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

"Find cover if you can."

16 V 5

2 In-Fighting



Dilemma

Your opponent names a skill. Unless you have **three or less of that skill**, randomly select a personnel with that skill to be killed.

"Gowron must answer a challenge to his authority."

16 V 6

2 Klingon Law



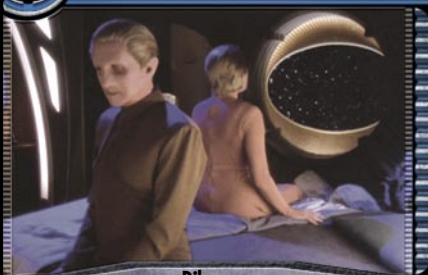
Dilemma

Unless you have **Integrity>40 or Leadership, Programming, and Cunning>28**, randomly select a personnel to be stopped, and your opponent may draw a card for each Chancellor personnel and High Council Member personnel he or she commands.

"D'Ghor, you cannot challenge this man in Council without just cause."

16 V 7

3 Let Them Worry



Dilemma

Unless you have **3 Honor or Medical, Physics, and Strength>28**, randomly select a personnel to be stopped, and if your opponent commands 3 Shape-shifter personnel, all your personnel are stopped.

"... none of that has anything to do with you. You're a changeling. You're timeless."

16 V 8

2 One to One



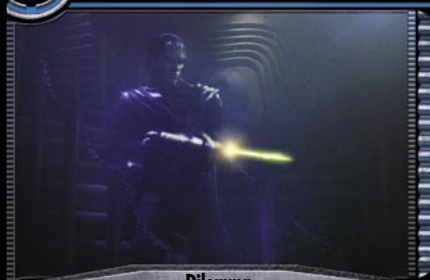
Dilemma

Randomly select two personnel. If they **both are ♀** or **both are ♂**, they are stopped.

"You wouldn't hear me out."
"I heard you, Lieutenant. And I rejected your plan."

16 V 9

2 Patriotic Spirit



Dilemma

Unless you have **3 Officer or Honor, Leadership, and Strength**>28, randomly select a personnel to be stopped, and randomly select a personnel to be stopped for each Glinn personnel your opponent commands.

"... I pledge my life to free Cardassia ..."

16 V 10

3 Savagery to Match Their Numbers



Dilemma

Unless you have **Strength**>40 or **Officer, Security, and Cunning**>28, randomly select a personnel to be stopped, and choose a number of personnel who have a total cost equal to or greater than the number of Alpha personnel your opponent commands to be killed.

"Two columns? How're we going to hold off two columns?"

16 V 11

2 Skeptical Superiors



Dilemma

Unless you have **3 Leadership or Astrometrics, Programming, and Cunning**>28, randomly select a personnel to be stopped, and randomly select a personnel to be stopped for each Admiral personnel your opponent commands.

"But what if you're wrong and the Dominion doesn't commit its forces to protect Deep Space Nine? What if they launch a full-scale assault on Earth instead?"

16 V 12

3 Strategic Superiority



Dilemma

Unless you have **3 Diplomacy or Weapons**>8, randomly select a personnel to be stopped, and choose a number of personnel who have a total cost equal to or greater than the number of General personnel your opponent commands to be killed.

"Captain, your shields have been weakened, your station boarded ... Surrender while you can!"

16 V 13

3 The Beast at El-Adrel



Dilemma

Your personnel cannot gain skills while facing this dilemma. Unless you have **2 Diplomacy and 2 Leadership, or Engineer, Transporters, and Cunning**>33, or a **Hand Weapon**, all your personnel are stopped.

"You knew there was a dangerous creature on this planet."

16 V 14

4 The Clown: On His Throne



Dilemma


Consume: 2. (Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.) Place this dilemma on this mission. Your opponent names an attribute (Integrity, Cunning, or Strength). Replace attributes in this mission's requirements (and alternate requirements in game text) with the named attribute. At the end of this turn, remove this dilemma from the game.

16 V 15

4 The Seen and the Unseen



Dilemma

Unless at least half your personnel are not , stop all your personnel, lose 5 points, your opponent scores 5 points, and this dilemma returns to its owner's dilemma pile.

"The Lysians have identified Commander MacDuff as a Sataman, an alien race that's been at war with the Lysians for decades."

16 V 16

0 Time for Action



Dilemma

For each headquarters mission your opponent commands, this dilemma is cost +2. Randomly select a personnel. Unless he or she has at least one skill listed in this mission's requirements, stop that personnel and for each headquarters mission you command, randomly select another personnel to be stopped.

"Ensign, alert all ships. We're moving out."

16 V 17

4 Treachery Running Deep



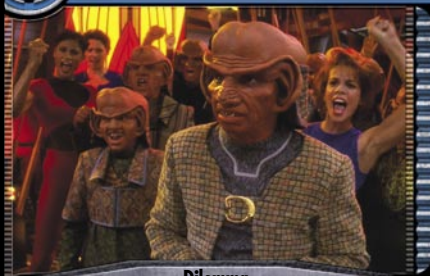
Dilemma

Unless you have **3 Anthropology or Physics, Treachery, and Cunning**>28, randomly select a personnel to be stopped, and discard a card from hand for each Praetor personnel and Senator personnel your opponent commands.

"I support all diplomatic overtures. But if you will excuse me, Praetor, I have an appointment with the Tholian ambassador."

16 V 18

3 Unionize



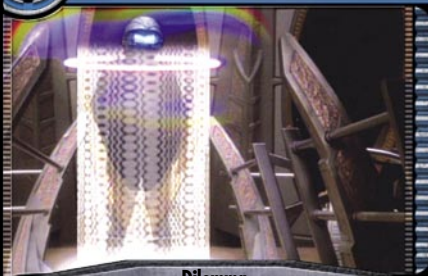
Dilemma

Unless you have **3 Security or Anthropology, Diplomacy, and Integrity** >24, randomly select a personnel to be stopped, and you must destroy any number of events in your core that have a total cost equal to or greater than the number of Dabo Girl personnel and Waiter personnel your opponent commands.

"... we're all on strike."

16 V 19

2 Unwanted Guests



Dilemma

Your opponent randomly discards a personnel from his or her hand. Unless you have **that personnel's skills**, all your personnel are stopped.

"I'm picking up transporter locks. They're beaming on board."

16 V 20

0 Delivery Boy



Event

Q. Temporal. Plays in your core. When you are about to play a Q event or a Temporal event, you may destroy this event to play that event at cost -3.

"Is there a John-Luck Pickard here?"

16 V 21

1 Hindrance



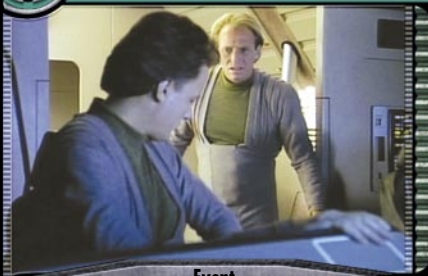
Event

Temporal. Plays in your core. When personnel that the player on your right commands begin a mission attempt, you may kill one of your unique personnel who costs 3 or more to draw three extra dilemmas and spend three extra in total cost on dilemmas.

Unfamiliar territories can often offer unforeseen complications.

16 V 22

2 Keeping Track of You



Event

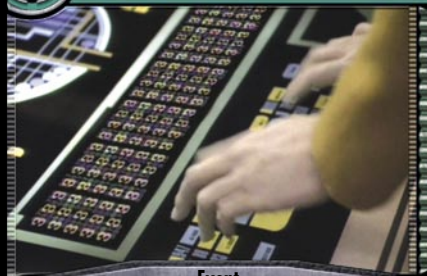
Q. Q. When you are about to play this event, choose one: it gains the gametext of a non-unique Q event you command; or it gains the gametext of a non-unique Q event an opponent commands.

"Ugh, what a dreadful color!"

"Teah..."

16 V 23

3 Subliminal Signal



Event

Temporal. Plays in your core. When a dilemma that has a cost of 3 is revealed from your dilemma stack, you may place the top card of your dilemma pile face up beneath the mission being attempted to make that dilemma cost -3.

"All these 'threes' can't be coming up by accident."

16 V 24

4 The Undiscovered Country



Event

Plays in your core. When a personnel that the player on your right commands begins a mission attempt, before you have drawn dilemmas, you may destroy this event to name a personnel. Each opponent's personnel with that card title is stopped.

"You have a simple choice now — living with it below the sea with Louis or above the clouds on your Enterprise."

16 V 25

Reprogrammed



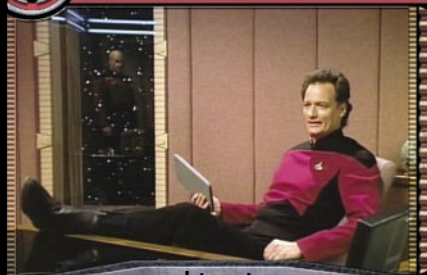
Interrupt

When an opponent plays an interrupt, if one of his or her personnel is facing a dilemma you own, discard a personnel from hand to prevent that interrupt and place it in its owner's discard pile.

"Doctor, have you been messing around with your program?"

16 V 26

Uninvited



Interrupt

Q. When personnel that the player on your right commands begin a mission attempt, search your dilemma pile for a dilemma that costs 1 or less and place it aside. Shuffle and replace your dilemma pile. After you have chosen dilemmas for your dilemma stack, place that dilemma on top of your dilemma stack.

"I was hoping for something more along the lines of 'Welcome back, Q. It's a pleasure to see you again old friend.'"

16 V 27

• **Aid Maritime Sovereignty**



35

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

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

The Waters: "They only discovered the waters three hundred years ago."

Any affiliation may attempt this mission.

2

16 V 28

• **Inversion Mystery**



30

Astrometrics, Diplomacy, Engineer, and Cunning > 28

Nebula. When you complete this mission, name a dilemma. When your personnel face that dilemma, you may prevent it and overcome it.

Inversion Nebula: "Astro-theory never predicted this would be so lovely. Beauty and mystery; a tantalizing combination."

Any affiliation may attempt this mission.

4

16 V 29

4 • **Kira Nerys**
Defiant Leader



Bajoran

• Honor • Leadership • Officer • Programming

Commander: U.S.S. Defiant. When you play this personnel, if you command Bajor, you may destroy an event. When an opponent plays an interrupt, if you command Mouth of the Wormhole, you may return this personnel to her owner's hand to prevent that interrupt and place it in its owner's discard pile.

"... there's more going on out here than 'military exercises.'"

INTEGRITY 6 CUNNING 6 STRENGTH 6

16 V 30

2 • **Tabor**
Apoplectic Bajoran



Bajoran

• Engineer • Physics • Programming • Science

While you have six or more personnel in your discard pile, this personnel is Cunning +2, Strength +2, and cannot be stopped by dilemmas.

"I can still remember the sounds his instruments made ... He operated on my grandfather. Exposed his internal organs to nadian radiation. It took six days for him to die."

INTEGRITY 5 CUNNING 5 STRENGTH 5

16 V 31

2 • **Two of Two**
Adaptation Drone



Borg

• Anthropology • Exobiology • Science

Drone. When this personnel begins a mission attempt, you may name a dilemma that is beneath one of your missions. When he faces that dilemma, you may prevent that dilemma and overcome it. This effect lasts until the end of this turn.

Task: Analyze and identify obstruction. Negate.

INTEGRITY 5 CUNNING 5 STRENGTH 5

16 V 32

2 • **Telle**
Macet's Aide



Cardassian

• Medical • Programming • Science
• Transporters • Treachery

Glinn. When this personnel is about to face a dual dilemma that was just revealed from an opponent's dilemma stack, you may discard three cards from hand to exchange that dilemma with a dual dilemma beneath this mission that this personnel has not faced this turn.

INTEGRITY 4 CUNNING 5 STRENGTH 6

16 V 33

3 • **Arak'Taral**
Suspicious Second



Jem'Hadar

• Astrometrics • Officer • Physics • Transporters

When this personnel is an eligible target for a random selection, you may exclude a personnel present from that selection.

"You're not like the other human. You don't like helping us ... Good. I don't like it either."

INTEGRITY 5 CUNNING 5 STRENGTH 8

16 V 34

2 • **George Primmin**
Starfleet Security



Human

• Anthropology • Officer • Programming
• Security

When this personnel is about to be stopped by a dilemma, name a unique personnel. That personnel cannot be killed or stopped by dilemmas until the end of this turn.

"You can't just go storming onto their ship without their permission."

INTEGRITY 6 CUNNING 5 STRENGTH 6

16 V 35

2 • **Helen Noel**
Enterprise Psychiatrist



Human

• 2 Anthropology • Biology • Diplomacy • Medical

You may play this personnel at cost +3 to reveal the top four dilemmas of an opponent's dilemma pile and remove each dilemma that has a cost of 1 or more and does not require a skill from the game. The remaining dilemmas return to their owner's dilemma pile.

"Doctor Helen Noel, Captain. We've met."

INTEGRITY 5 CUNNING 6 STRENGTH 4

16 V 36

2 • Ro Laren
Headstrong Ensign



Bajoran

Navigation • Officer • Programming

While this personnel is facing a dual dilemma, she cannot be randomly selected by dilemmas.

"The point is, with all due respect, you're trying to turn me into your idea of a model officer."

INTEGRITY 4 CUNNING 6 STRENGTH 6

16 V 37

4 • Reyga
Young Scientist



Ferengi

2 Astrometrics • 2 Engineer • 2 Science

While this personnel is facing a dilemma that has a cost of 1 or more and does not require a skill, you may remove two Rule cards from beneath your Ferenginar from the game to prevent and overcome that dilemma.

"All I want is to be acknowledged ... respected as a scientist."

INTEGRITY 5 CUNNING 7 STRENGTH 5

16 V 38

3 • Klag
Second Officer



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 breast-feed you."

INTEGRITY 6 CUNNING 6 STRENGTH 7

16 V 39

3 • Ajur
Temporal Thief



Vorgon

2 Anthropology • Archaeology • Treachery

Thief. When you play this personnel, you may search your dilemma pile for a dilemma that costs 3 or more and set it aside. Shuffle and replace your dilemma pile and place that dilemma on top of your dilemma pile.

"For years we looked through the archives of the many cultures that reside in this part of the galaxy."

INTEGRITY 3 CUNNING 6 STRENGTH 5

16 V 40

3 • Boratus
Temporal Thief



Vorgon

Archaeology • 2 Security • Treachery

Thief. When you play this personnel, you may search your dilemma pile for a dilemma that costs 3 or less and set it aside. Shuffle and replace your dilemma pile and place that dilemma on top of your dilemma pile.

"We've traveled three hundred years into the past to find you."

INTEGRITY 3 CUNNING 6 STRENGTH 5

16 V 41

6 • Lore
Brother and Son



Android

Engineer • Navigation • 2 Programming • 2 Treachery

While this personnel is facing a non-Consume dilemma, he cannot be killed or stopped.

"Lore is far from the maniacal android you have made him out to be."

INTEGRITY 1 CUNNING 10 STRENGTH 10

16 V 42

3 • Neral
Seasoned Politician



Romulan

Anthropology • Archaeology • Diplomacy • 2 Leadership • Treachery

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

"Formerly Proconsul and now Praetor of the Romulan Star Empire."

INTEGRITY 3 CUNNING 6 STRENGTH 4

16 V 43

3 • Masaro
Idealistic Saboteur



Human

Engineer • Physics • Programming • Treachery

Infiltrator.

Order — If you command four different species, kill this personnel to examine the top four dilemmas of an opponent's dilemma pile and remove one from the game. The remaining dilemmas return to their owner's dilemma pile.

"I never wanted anyone to get hurt."

INTEGRITY 3 CUNNING 6 STRENGTH 6

16 V 44

7 • Husnock Ship



Husnock Class

This ship does not have to be staffed to move to an opponent's mission. When this ship is about to move to an opponent's mission, subtract 4 from the span total required. When personnel that the player on your right commands begin a mission attempt at this mission, you may draw an extra dilemma and spend one extra on dilemmas.

"The warship, another recreation, twice tried to chase us away but failed."

RANGE 4 WEAPONS 0 SHIELDS 10

16 V 45