9 **Distress Call**

Dilemma

This dilemma is cost –3 for each mission you have completed. All your personnel are stopped.

"Do not approach Earth. The transmissions of an orbiting probe are causing critical damage to this planet… Further communications may not be possible. Save your energy. Save yourselves. Avoid the planet Earth at all costs."

2 **Intoxicating Spirits**

Event

Commodity. *(When a player plays or takes command of this event, it is placed in that player's core.)* When an interrupt is played, if you command a Waiter personnel, you may give command of this event to an opponent to prevent that interrupt and place it in its owner's discard pile. While you command but do not own this event, each player's Waiter personnel is attributes +1.

1 **Military Assault Command Operations**

Event

Download a MACO. Destroy this event.

"You'll accept orders from me and me alone. Is that clear?"
"Yes, sir. And Captain, if I may? . . . "
"You already have the job, Sergeant. Don't talk yourself out of it."

2 •**Prejudice and Politics**

Event

Plays in your core.
Order – If your Praetor or Senator is on Romulus, reveal the top card of an opponent's deck. If it is a personnel, that opponent places that card in his or her hand. Otherwise, score 5 points, and that opponent places that card on the bottom of his or her deck. You may do this only once each turn.

"As for Senator Cretak, we all know she's an ambitious woman."

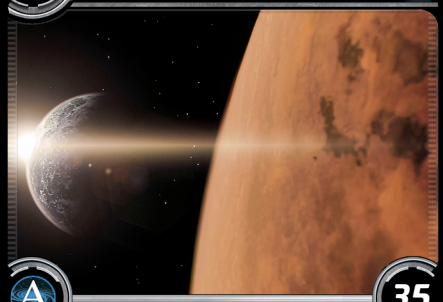
Natural Instincts

Interrupt

When your Bajoran Resistance personnel is facing a dilemma, name a skill that none of your personnel facing that dilemma has. That Bajoran Resistance personnel gains that skill until the end of that dilemma.

"You never would've found your way out of there if I hadn't left that marker on that rock." "I have a fine sense of direction. I knew exactly where I was that night. Exactly."

•**Remus**
Supervise Dilithium Mine



A 35

2 Geology, Leadership, Security, and Strength>34

Region: Romulus System.

"Almost nothing is known about the Reman homeworld, although intelligence scans have proven the existence of dilithium mining and heavy weapons construction."

1

4 •**Elim Garak**
Crafty Underling

Cardassian

Anthropology Law 2 Security 2 Treachery

When you play this personnel, if you command a Treachery personnel, he is cost –1. While this personnel is attempting a mission, you may discard an card from hand to make him gain a skill of your choice until the end of that mission attempt.

"Oh, she trusts you, as much as she trusts anyone. So who better to betray her?"

Integrity 2 Cunning 6 Strength 6

2 •**Revised Janeway**
Cold-Blooded Killer

Hologram

Leadership Officer Science 2 Treachery

While this personnel is facing a dilemma, you may discard a card titled Kathryn Janeway or Revised Janeway from hand to make her Cunning +5 and Strength +5 until the end of that dilemma.

"Don't look so shocked, ambassador. This is what you wanted, isn't it?"

Integrity 1 Cunning 6 Strength 5

2 •**B'Etor**
Romulan Conspirator

Klingon

Diplomacy Physics Programming Science 2 Treachery

When this personnel is about to be stopped by a dilemma, you may unstop a stopped personnel present. That personnel joins this mission attempt.

"The rewards could be greater than you can imagine."

Integrity 2 Cunning 6 Strength 6