

4 Nesting Symbiote



Dilemma

Unless you have **Geology, Law, Medical, Navigation, and Integrity**>32 or four personnel with different costs, all your personnel are stopped.

"Their nervous systems appear to be linked to the organism's. They're sharing autonomic functions, neural impulses."

2 Captive Audience



Event

Capture. To play this event, you must command three personnel. Plays in your core. When an opponent's personnel uses a skill to complete a mission, if your personnel with that skill is at that mission, you may destroy this event to place the opponent's personnel using that skill in your brig.

"...I'll let you know when my head stops spinning."

3 Dreadnought



Event

To play this event, you must command three personnel. Plays on an opponent's mission. When an opponent's personnel are about to fail a mission attempt at this mission, you may remove this event from the game to randomly select one of those personnel to be killed.

"...carrying a charge of a thousand kilos of matter and another thousand of antimatter."

1 Interlink Module



Event

Plays in your core. While your three Interlink personnel are attempting a mission, you may discard the top card of your deck to make each of your Borg gain a skill required by your completed mission until the end of that mission attempt. You may do this only once each turn.

Function: Expedite skill dissemination. Enhance.

Klingon-Occupied Outland
Enact Poetic Revenge



A **30**

Exobiology, Leadership, Navigation, Treachery, and Cunning>34

Temporal. When you complete this mission, flip it over.

"So what's he planning to do? Contact his younger self and warn himself about Kirk?"
"He could be planning to kill Kirk."

2268 Deep Space Station K-7
Dispose of Explosive Tribble



A **0**

Anthropology, Biology, Security, and Cunning>24

Temporal. When this side is revealed, name a personnel. Each personnel with that card title loses all skills, abilities, and attributes. At the start of each opponent's turn, if their personnel here have this mission's printed requirements, flip this mission.

No personnel may attempt this mission.

Tholia
Conquer Inferior Species



A **35**

Astrometrics, Geology, Security, Transporters, Strength>34, and 3 MACOs

Mirror. While you command three personnel, each MACO you own gains .

"Long live the Empire!"

Els Renora
Sharp-Tongued Arbiter



Bajoran

Anthropology Honor 2 Law

You may play copies of Legal Proceedings from your discard pile as if they were in your hand.

"I am 100 years old. I do not have time to squander listening to superfluous language. In short, I intend being here until supper, not senility."

INTEGRITY 7 CUNNING 6 STRENGTH 2

Memad



Cardassian

Astrometrics Exobiology Physics

Glinn. At the start of your first turn, if you command Cardassia Prime, you may discard this card from hand to download an Assault or Maneuver event.

"A man shouldn't allow his enemies to outlive him."

INTEGRITY 4 CUNNING 6 STRENGTH 6

3 • Hawk
Conn Officer



Human

★ **Astrometrics** ● **2 Navigation** ● **Officer**
 ● **Security** ● **Transporters**

When the ship this personnel is aboard is about to move between your Earth and a non-Region: Sector 001 mission, if all of your non-headquarters missions are in the same region, subtract 2 from the Range required.
"Long-range sensors are still offline."

INTEGRITY 6 **CUNNING 6** **STRENGTH 6**

2 • Michael Eddington
Here to Make Friends



Human

★ **Engineer** ● **Intelligence** ● **Physics** ● **Security**

Order — Discard a personnel from hand to choose an opponent's Assassin, Infiltrator, Smuggler, Thief, or non-unique personnel present to be placed on your Holding Cell. You may do this only once each turn.
"No one'll get near the cloaking device without us knowing about it."

INTEGRITY 4 **CUNNING 6** **STRENGTH 6**

2 • Phillipa Louvois
J.A.G. Officer for Sector 23



Human

★ **Diplomacy** ● **2 Law** ● **Science**

When you play this personnel, each player draws a card. Then, if you command an Android, you may draw a card.
"Then I will rule summarily based upon my findings. Data is a toaster. Have him report to Commander Maddox immediately for experimental refit."

INTEGRITY 6 **CUNNING 6** **STRENGTH 5**

4 • Spock
Statesman



Human/Vulcan

★ **Diplomacy** ● **Engineer** ● **Officer** ● **Physics**
 ● **Science**

When you play this personnel, if each of your non-headquarters missions is a mission, you may download U.S.S. Enterprise-A.
"There's an old Vulcan proverb. 'Only Nixon could go to China.'"

INTEGRITY 7 **CUNNING 8** **STRENGTH 7**

1 • One Zero
Efficient



Bynar

★ **Engineer** ● **Programming**

When you play this personnel, you may discard a random card from hand to download Zero One. When you play this personnel, you may examine your deck and remove up to four non-personnel cards from the game, then shuffle your deck.
"I thought we'd..."

INTEGRITY 4 **CUNNING 6** **STRENGTH 2**

2 • Professor Honey Bare
Way Too Smart for You



Hologram

● **Geology** ● **Physics** ● **2 Science**

When this personnel is killed by a dilemma, each player kills each copy of Jadzia Dax that they command.
"I've programmed the laser sequence and I'm making some last minute adjustments to a South American site."

INTEGRITY 5 **CUNNING 7** **STRENGTH 4**

1 • Zero One
Efficient



Bynar

★ **Engineer** ● **Programming**

When you play this personnel, you may discard a random card from hand to download One Zero. When you play this personnel, you may examine your dilemma pile and remove up to four dilemmas from the game, then shuffle your dilemma pile.
"...have more time."

INTEGRITY 4 **CUNNING 6** **STRENGTH 2**

2 • Praxus



Romulan

★ **Intelligence** ● **Medical** ● **Navigation** ● **Science**

This personnel is attributes -1 for each card in the opponent on your left's hand (limit -3).
"Our reflection no longer follows us."

INTEGRITY 8 **CUNNING 8** **STRENGTH 8**

5 • Aurulent
On a Treasure Hunt



Na'Far Class

At the start of your turn, if this ship is staffed at a non-headquarters mission, you may choose one: take command of a Commodity in an opponent's core; or give command of your Commodity to an opponent.
"Tell them we want a hundred thousand."

RANGE 7 **WEAPONS 5** **SHIELDS 6**