“The ship! I must have the ship!”

Starships are the heart of every crew and the center of every adventure, and they finally take center stage in *Tacking Into the Wind*, the eighth standard *Second Edition* Virtual Expansion from The Continuing Committee. This fifty-four (54) card virtual expansion contains a ship for almost every affiliation and sub-affiliation, including the debut of the long-awaited U.S.S. Enterprise-A and U.S.S. Enterprise-B. This expansion features ships or ship-related story on nearly every card and for nearly every deck imaginable. It'll be time to revisit old and forgotten deck types with fresh eyes (and fresh engines) when *Tacking Into the Wind* sets sail.

**Congratulations** – Second Edition Continental Championships were held in Sydney, San Diego, and Vienna. Here are the 2011 Second Edition Champions for each continent:

Australia: Chris Clarke
North America: Nathan Wineinger
Europe: Stefan Slaby

**Coming Next** – Second Edition looks ahead to a new team-based expansion planned for late 2011. This sequel to *Allegiance* will introduce new teams for affiliations without them, and further develop the existing teams!
Reveal the top card of your deck. Unless it has a cost of 4 or more, randomly select a personnel to be stopped.

Your opponent chooses a number of personnel equal to the number of stuffing requirement icons on this ship. Choose one of those personnel to be stopped.

"Now, let's get that battleship and we can all go home."

Unless you have Navigation, Security, Transports, and Strength>30 or 2 Physics, Treachery, and Cunning>30, all your personnel are stopped and this dilemma is placed on your ship.

"They modified the bow to puncture our hull."

Your opponent chooses a number of personnel equal to the number of staffing requirement icons on this ship. Choose one of those personnel to be stopped.

"You will tell the department heads that, as of now, the Enterprise is on a four-shift rotation. I don't want to talk about it. Get it done."

Unless you have Medical, Security, and Transports or a staffed ship at this mission, all your personnel are stopped.

"We may be here for a very long time, Doctor."

Unless you have Anthropology, Diplomacy, Exobiology, and Integrity>30 or Leadership, Transports, Treachery, and Strength>30, all your personnel are stopped and this dilemma is placed on your ship at this mission.

"The ship! I must have the ship!"

Unless you have 2 Navigation and Programming or Engineer and Cunning-40, your opponent may place this dilemma on one of your missions. All your personnel are attributes −1. At the end of each of your turns, if you have a staffed ship at this mission, you may remove this dilemma from the game.

"The only difference is that they never leave their homes."

Choose a personnel to be stopped. Unless this ship has four or more stuffing requirement icons, choose a personnel to be stopped. Unless this ship has a Q icon in its stuffing requirements, your opponent chooses a personnel to be stopped.

"Those departure orders. Twelve hours? Starfleet cannot be serious."

Unless you have 2 Navigation, Programming or Engineer and Cunning-40, your opponent may discard a non-personnel card from hand to return this dilemma to his or her dilemma pile.

"Sorry to wake you, sir."

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.) Choose the corresponding Commander of this ship or a personnel who has a Q and Officer to be stopped. If you cannot, all your personnel are stopped.

"Sorry to wake you, sir."

Choose a personnel to be stopped. Unless this ship has four or more stuffing requirement icons, choose a personnel to be stopped. Unless this ship has a Q icon in its stuffing requirements, your opponent chooses a personnel to be stopped.

"Now we have two more hours. Starfleet cannot be serious."

Unless you have Navigation, Security, Transports, and Strength>30 or 2 Physics, Treachery, and Cunning>30, all your personnel are stopped and this dilemma is placed on your ship.

"They madness the how to puncture our hull."

"We modified the bow to puncture our hull."
Unless you have **Engineer**, **Officer**, and **Programming** or a **Cloaking Device** ship at this mission, all your personnel are stopped.

> "I’m reading a subspace distortion bearing zero zero one mark one five."

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**Dilemma**

**Consume:** 1. (Your opponent places the top card of his or her dilemma pile face up beneath this mission.)

Your opponent chooses two personnel to be 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 killed.

> "Kirk and Spock have committed sacrilege."

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**Equipment**

To play this equipment, you must command an **Engineer** personnel. When you play this equipment, you may download **Engage Cloak**. While this equipment is aboard your staffed ship, this ship gains **Cloaking Device**.

> "Victory is finally within my grasp. I want this operational within the hour."

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**Event**

Reveal your hand. If you do not command a ship and you do not reveal a ship from hand, this event is cost –3. Download a ship. Destroy this event.

> "Care to do the honors?"

> "It's almost a shame to break this over the hull."

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**Event**

To play this event, you must command a ship at a non-headquarters mission with its corresponding Commander aboard. Take up to four cards that are personnel or ships from your discard pile and place them on the bottom of your deck. Remove this event from the game.

> "What the hell's going on? When do I get paid off?"

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**Event**

Destroy a non-ship you own to spend a number of additional counters equal to the cost of that ship. Remove this event from the game.

> "Code zero, zero, zero… destruct… zero."

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**Event**

To play this event, you must command three personnel. Plays in your core. When an engagement begins, you may place a card from hand beneath your **Ferenginar**. When you win an engagement, you may place this card beneath your **Ferenginar**.

> "War is good for business."

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**Event**

Plays in your core. Add to the staffing requirements of each of your ships. Each of your staffed ship is attributes +1. Following the devastation of Wolf 359, Starfleet began aggressively equipping and retrofitting its remaining ships with phaser upgrades and power supply recalibrations.

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**Event**

Plays in your core. When personnel that the player on your right commands begin a mission attempt, unless he or she has a ship at that mission with four or more staffing requirement icons, you may destroy this event to draw three extra dilemmas and spend three extra in total cost on dilemmas.

> "It’s almost as if it means to grab us."

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**Event**

Plays in your core. Add to the staffing requirements of each of your ships. Each of your staffed ship is attributes +1. Following the devastation of Wolf 359, Starfleet began aggressively equipping and retrofitting its remaining ships with phaser upgrades and power supply recalibrations.

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Plays in your core. Add to the staffing requirements of each of your ships. Each of your staffed ship is attributes +1. Following the devastation of Wolf 359, Starfleet began aggressively equipping and retrofitting its remaining ships with phaser upgrades and power supply recalibrations.
Interrupt

When an opponent's personnel begins a mission attempt, take your staffed Cloaking Device ship from an opponent's mission and place it at that mission. Remove this interrupt from the game.

"There! That distortion, see it?"

Assimilate Starship

Engineer, Programming, and Cunning-42 or Security, Transports, and Strength-40

When you complete this mission, you may choose an opponent, place a ship you do not command from his or her discard pile at this mission, and take command of that ship. (It becomes: ).

Borg Space: Locate advanced technology. Acquire.

Evaluate Soliton Wave

Any affiliation (except ). You may attempt this mission.

While your personnel are attempting this mission aboard a ship with a printed attribute, this mission is worth 10 more points.

Bilana III: "We are going to witness a moment in history."

Repair Null Space Catapult

Astrometrics, Engineer, Physics, Cunning-34, and (Diplomacy or Treachery)

When your personnel complete this mission, you may take an event from your discard pile into hand and/or place your staffed ship here at a different mission.

Interstellar space: "Can we ask you what it's supposed to do?"

Kasidy Yates

Freighter Captain

Human

Acquisition, Engineer, Leadership, Navigation, Transporters

Commander: Khosha. While this personnel is attempting a mission, if your staffed ship is at this mission, she is attributes +2 and gains Honor and Navigation.

"Did you think I'd give up a great opportunity just because you got cold feet?"

Dukat

Ambitious Commander

Cardassian

Acquisition, Leadership, Navigation, Officer, Programming

Commander: Grommall, Gul. While this personnel is facing a dilemma, you may discard a ship from hand to make him gain a skill from your personnel present until the end of that mission attempt.

"Well, Major, it seems fate has smiled on our little plan."

Tora Ziyal

Ambitious Daughter

Bajoran/Cardassian

Anthropology, Biology

When this personnel is about to be stopped by a dilemma, you may discard a ship from hand to prevent that.

"I’m going to help my father, I have to be prepared for anything."

Damar

Ambitious Glinn

Cardassian

Astrometrics, Engineer, Officer, Physics, Security

Glinn. Order – Discard a  ship from hand to draw three cards.

"Or, we’re approaching the outpost on Korma… or what’s left of it."

Kira Nerys

Ambitious Ally

Bajoran

Diplomacy, Honor, Law, Programming

Security, Transporters

You may play this personnel aboard your ship. When you play this personnel, you may download a ship.

"If you need a hammer and you don’t have one, use a pipe."

Damar

Ambitious Glinn

Cardassian

Acquisition, Officer, Programming, Treachery

"Sir, we’re approaching the outpost on Korma… or what’s left of it."

Dukat

Ambitious Commander

Cardassian

Acquisition, Leadership, Navigation, Officer, Programming

Tora Ziyal

Ambitious Daughter

Bajoran/Cardassian

Anthropology, Biology

When this personnel is about to be stopped by a dilemma, you may discard a ship from hand to prevent that.

"I’m going to help my father, I have to be prepared for anything."
**Gelnon**
**Accurate Estimator**

**Vorta**

**Human**

**John Harriman**
**Captain of the Enterprise**

**Ro Laren**
**Apologetic Defector**

**Ronald Tracey**
**Delusional Captain**

**Tom Paris**
**Competitive Pilot**

**Bractor**
**Suspicious Leader**

**Duras**
**Devious Challenger**

**Tugat**

**Human**

**Cardassian**

**Ferengi**

**Klingon**

**Human**

**Human**

**Human**

**Human**

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*Gelnon*

> Accurate Estimator

*Vorta*

> Diplomacy Law Leadership Silence Treachery

*Commander: Ammu’a’lar, When you play a unique 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."

*Benjamin Maxwell*
**Misguided Maverick**

*Human*

*Commander: U.S.S. Phoenix.*

> While your staffed ship is at this mission, you may exclude this personnel from random selections.

> "I took the initiative. I did what had to be done."

*John Harriman*

**Human**

*Commander: U.S.S. Enterprise-B.*

> When this personnel is facing a dilemma, if your staffed ship is at this mission, you may discard a random card from hand to make this personnel gain a skill from a personnel aboard that ship until the end of that mission attempt.

> "Well, then… I guess it's up to us."

*Ro Laren*

**Bajoran**

*Commander: Cosette.*

> When you complete a Region: Demilitarized Zone mission involving this personnel, each player may take up to two events with different card titles from his or her discard pile into his or her hand.

> "Tell him I’m sorry."

*Ronald Tracey*

**Human**

*Commander: U.S.S. Exeter.*

> You may play this personnel at cost +1 to download a non-Artifact equipment.

> "I caution you, gentlemen, don’t fight me here. I’ll win. Or at worst, I’ll drag you down with me."

*Tom Paris*

**Human**

*Commander: Delta Flyer.*

> When you play this personnel, if you command four space missions, he is cost –3.

> "How can we put the new Delta Flyer through her paces without taking a few risks?"

*Bractor*

**Ferengi**

*Commander: Kreechta.*

> While this personnel is aboard a ship, if you command three Rule events, that ship is attributes +2.

> "You are a fool."

*Duras*

**Klingon**

*Commander: I.K.S. Vorn, High Council Member.*

> While this personnel is facing a dilemma, if your staffed ship is at this mission, you may meet Diplomacy and Honor requirements of that dilemma using Treachery instead.

> "Advise my counselors on the Vorn to convene. There is much to discuss."

*Tugat*

**Cardassian**

*Commander: Delta Flyer.*

> While this personnel is attempting a mission, if you discard a ship from hand, you may reveal him to make him attributes +1 until the end of the turn (limit +4).

> "Yes, sir."

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*NOT ENDORSED BY CBS OR PAR. PIC.*
•Kreechta
Prepared for War

When your personnel complete a mission, if this ship and your three Treachery personnel are at that mission, you may stop this ship to score 10 points. You may do this only once each turn.

"Our probes indicate you were aware of our approach, yet took no action."

•Delta Flyer
Rebuilt "Hot Rod"

To play this ship, you must command four space missions. While you do not command a headquarters mission, you may play this ship at the same mission as your U.S.S. Voyager. "Modified exhaust ports, accelerated drive coils. Your vessel must be fast."

•U.S.S. Phoenix
Wayward Starship

When your personnel fail a mission attempt at a space mission, if this ship is at that mission, you may discard the top three cards of your deck to take a card in your discard pile into hand. You may do this only once each turn.

"You have a dangerous man out there with a huge arsenal at his command. If he is intent on revenge against my people, he must be stopped…"

•U.S.S. Enterprise-B
Ill-Prepared Successor

When your personnel complete a mission, if this ship and your three Treachery personnel are at that mission, you may stop this ship to score 10 points. You may do this only once each turn.

"We don’t have a tractor beam. … It won’t be installed until Tuesday."

•U.S.S. Exeter
Fleet’s Finest

To play this ship, you must command four personnel. You may play this ship at cost +2 to take up to two equipment cards from your discard pile into hand.

"She was patrolling in this area six months ago. I hadn’t heard of any trouble."

•U.S.S. Enterprise-A
Chariot of "God"

When your personnel complete a mission, if this ship is staffed and at that mission, score 5 points. You may do this only once each turn.

"My brothers, we have been chosen to undertake the greatest adventure of all time…"

•Starship Defiant
Ripe for the Taking

To play this ship, you must command four personnel. You may play this ship at cost +3 to destroy an event (or destroy two Maneuver events). Order – Place a card from hand on the bottom of your deck.

"Imagine the technology we can find on that ship. New tactical systems, advanced bio-weapons. Engines that can reach speeds we can only dream of."

•I.K.S. Vorn
Ship of Traitors

Cloaking Device. While your three Treachery personnel are aboard, this ship is attributes +2. While your three Treachery personnel are aboard, each of your Treachery personnel at this mission is attributes +1.

"The Council must have a leader now!"

•Goraxus
Lying in Wait

Cloaking Device. When you win an engagement involving this ship, randomly select an opponent’s personnel involved to place in your brig. Order – Discard a Capture card from hand to begin an engagement involving this ship.

"How will we be certain your procedure has been successful?"

•Delta Flyer
Rebuilt "Hot Rod"

Delta Flyer Class

To play this ship, you must command four space missions. While you do not command a headquarters mission, you may play this ship at the same mission as your U.S.S. Voyager. "Modified exhaust ports, accelerated drive coils. Your vessel must be fast."

•U.S.S. Phoenix
Wayward Starship

Nebula Class

When your personnel fail a mission attempt at a space mission, if this ship is at that mission, you may discard the top three cards of your deck to take a card in your discard pile into hand. You may do this only once each turn.

"You have a dangerous man out there with a huge arsenal at his command. If he is intent on revenge against my people, he must be stopped…"

•U.S.S. Enterprise-B
Ill-Prepared Successor

D’Kora Class

When an engagement involving this ship ends, you may unstopp each of your personnel and ships involved and restore all Range those ships have used this turn. You cannot begin any other engagements this turn.

"Our probes indicate you were aware of our approach, yet took no action."

•U.S.S. Exeter
Fleet’s Finest

Constitution Class

When an engagement involving this ship ends, you may unstopp each of your personnel and ships involved and restore all Range those ships have used this turn. You cannot begin any other engagements this turn.

"Our probes indicate you were aware of our approach, yet took no action."

•U.S.S. Enterprise-A
Chariot of "God"

Constitution Class

When your personnel complete a mission, if this ship is staffed and at that mission, score 5 points. You may do this only once each turn.

"My brothers, we have been chosen to undertake the greatest adventure of all time…"

•Starship Defiant
Ripe for the Taking

Constitution Class

To play this ship, you must command four personnel. You may play this ship at cost +3 to destroy an event (or destroy two Maneuver events). Order – Place a card from hand on the bottom of your deck.

"Imagine the technology we can find on that ship. New tactical systems, advanced bio-weapons. Engines that can reach speeds we can only dream of."

•I.K.S. Vorn
Ship of Traitors

K’Vort Class

Cloaking Device. While your three Treachery personnel are aboard, this ship is attributes +2. While your three Treachery personnel are aboard, each of your Treachery personnel at this mission is attributes +1.

"The Council must have a leader now!"

•Goraxus
Lying in Wait

D’deridex Class

Cloaking Device. When you win an engagement involving this ship, randomly select an opponent’s personnel involved to place in your brig. Order – Discard a Capture card from hand to begin an engagement involving this ship.

"How will we be certain your procedure has been successful?"