9 Porthos

Dilemma

Persistent. *(When your personnel complete this mission, this dilemma's owner may discard a non-personnel card from hand to return this dilemma to their dilemma pile.)* This dilemma is cost –3 for each planet dilemma beneath this mission. Your opponent chooses two personnel with Diplomacy or Leadership to be stopped.

"Where no dog has gone before."

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58 V.1

3 •Orb of the Emissary

Equipment

Artifact. *(To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.)* **Orb.** While your personnel present is facing a dilemma, you may download a Prophet card. You may do this only once each turn.

"The Kosst Amojan tried to stop you with a false vision. But you did not waver. You fulfilled your destiny."

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58 V.2

1 •Barge of the Dead

Event

Plays in your core. When your Klingon is killed, you may place him or her on this event. (You no longer command him or her.) When your Treachery Klingon is about to be stopped by a dilemma, you may place a personnel from this event in their owner's discard pile to prevent that.

"Our dishonored souls are being taken to Gre'thor."

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58 V.3

0 •Rishon Uxbridge

Event

Plays in your core. When a card an opponent owns is about to prevent or destroy an event you own that costs 4 or more, you may destroy this event to prevent that.

"Kevin and I first saw each other on a ship at sea… Two hours after I met him, I asked him to marry me. And he knew I was serious. I don't think that he has ever recovered from that day."

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58 V.4

2 •Rousing Reminiscence

Event

Plays in your core. When a dilemma your Dissident with 2 Leadership is facing requires an opponent to choose any number of your personnel, you may reveal three Dissidents among the eligible personnel to make the selection random instead. You may do this only once each turn.

"What happened to that brave officer I served with?"

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58 V.5

2 •They're Still Coming Through!

Event

To play this event, you must command To Rule in Hell. Plays in your core. Cards you own cannot make you lose command of this event. You cannot begin a mission attempt with fewer than six personnel.

Order – Lose 5 points to unstop up to four of your Genetically Enhanced personnel. You may do this only once each turn.

"My door. Locked from outside, a guard posted."

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58 V.6

2 •Undaunted

Event

Decay: 3. *(When there are three cards on this event, destroy it.)* Plays in your core. When your Dissident is killed by a card an opponent owns, you may place him or her on this event to download a Dissident.

"Yes, the organized resistance is gone, but there's an entire civilian population out there that is fed up with living under the occupation."

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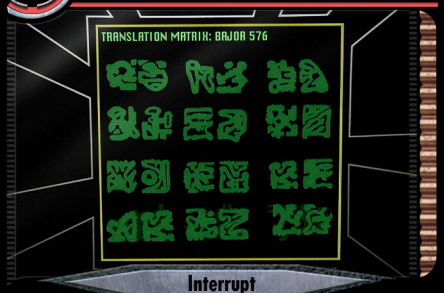
58 V.7

Cryptic Revelation



Interrupt

Pah-wraith. Prophet. To play this interrupt, you must command three personnel.

Order – Examine the top three cards of your deck. Take one card into hand, place one card on the bottom of your deck, and remove one card from the game.

"During the Reckoning, the Bajorans will either suffer horribly or eat fruit."

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58 V.8

Stella!

Interrupt

When an event or interrupt is played, reveal three Androids from hand and kill your non-Android personnel to prevent that event or interrupt and place it in its owner's discard pile.

"Harcourt."
"No. Number five hundred? No, no, no."
"What have you been up to?"
"Kirk. It's inhuman. Mercy."

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58 V.9

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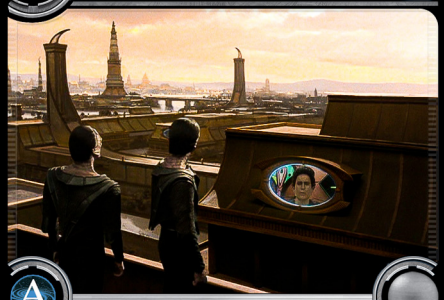
•Cardassia Prime
Bastion of Resistance



You may play Dissidents, Dissidents, ships, and equipment at this mission.

Region: Cardassia System. You cannot command another headquarters mission.
Order – If you command two completed missions worth 30 points each, flip this mission.

Cardassian Headquarters

2

58 V 10

•Cardassia Prime
Storm the Castle

10

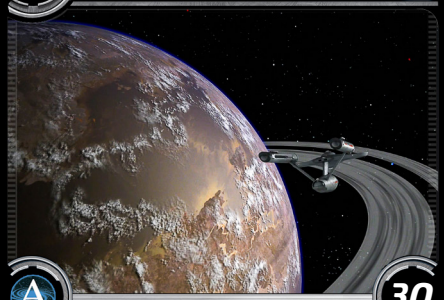
2 Leadership, a Hand Weapon, Cunning>20, and 4 Dissidents

Region: Cardassia System. You may play Dissidents, Dissidents at cost +1, and equipment at this mission. When you complete this mission, score 5 points for each copy of For Cardassia! you own that has been removed from the game.

2

58 V 10*

•Exo III
Seek Lost Scientist



30

Archaeology, Medical, Security, and (Cunning>32 or Strength>32)

While this mission is complete, the first Android played each turn is cost –1.

"Doctor Roger Korby has been located, he and part of his expedition remaining alive due to the discovery of underground ruins…"

Any affiliation (except) may attempt this mission.

2

58 V 11

•Jouret IV
Assimilate Colony

40

Astrometrics, Biology, Geology, Physics, Transporters, and Cunning>44

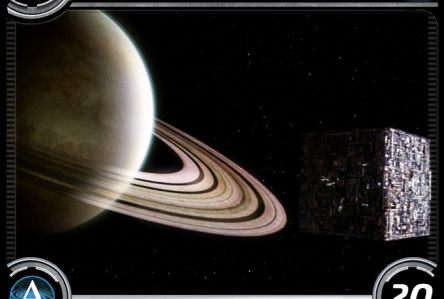
When you complete this mission, you may take command of an event in an opponent's core that has no cards on it. (Move that event to your core.)

"No sign remains of the nine hundred inhabitants."

2

58 V 12

•Saturn
Continue Invasion



20

Engineer, Programming, Security, and Strength>26

Region: Sector 001. When you complete this mission, you may download Population 9 Billion – All Borg. When you play Population 9 Billion – All Borg, if this mission is complete, it is cost –1.

"We will proceed to Earth…"

3

58 V 13

•The Celestial Temple
Seek Prophetic Guidance

30

Archaeology, Leadership, Science, and Integrity>32

Region: Bajor System. When you complete this mission, you may download two different cards. Those cards must be Orb or Prophet cards.

"At least five of the Orbs were found in the Denorios Belt."

3

58 V 14

3 •Akorem Laan
Misguided Mystic

Bajoran

Biology Diplomacy Honor Leadership Navigation

When this personnel is facing a dilemma, you may discard a Prophet card from hand to exchange one of your personnel present with your personnel at another mission. You may do this only once each turn.

"I am merely fulfilling the will of the Prophets."

Integrity 6 | Cunning 6 | Strength 4

58 V 15

3 •Benjamin Sisko
Corporeal Intercessor

Human

Anthropology Engineer Leadership Officer Security

Commander: *U.S.S. Defiant*. When a dilemma is about to be revealed, if this personnel is attempting a mission, you may stop him and discard a Prophet card from hand to place that dilemma on the bottom of the dilemma stack.

"I need a miracle. Bajor needs a miracle."

Integrity 6 | Cunning 6 | Strength 6

58 V 16

3 •Kasidy Yates
Resolute Bride

Human

Engineer Honor Navigation Transporters

While this personnel is facing a dilemma, you may discard a Prophet card from hand to make her gain a skill on a personnel in your discard pile until the end of that mission attempt.

"I do."

Integrity 6 | Cunning 6 | Strength 4

58 V 17

2 • Ke Hovath
The Sirah

Bajoran

Anthropology Geology Honor Physics

Order – Exchange an Orb from hand with a personnel in your discard pile. You may do this only once each turn.

"Wait, there is no need to run. A new voice appears to challenge the Dal'Rok."

Integrity 6 | Cunning 6 | Strength 6

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58 V 18

3 • Odo
Stalwart Ally

Changeling

Anthropology Exobiology Navigation Programming Security

Shape-shifter. You may play this personnel at your Cardassia Prime. When any number of your Dissidents present are about to be stopped by a dilemma that costs 6 or more, you may discard a Decay card from hand to prevent that.

"We have a mission to accomplish."

Integrity 8 | Cunning 7 | Strength 6

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58 V 19

1 Borven

Cardassian

Anthropology Navigation Programming

Dissident. When you play this personnel, discard a card from hand. When you play this personnel, you may download Rousing Reminiscence or Undaunted.

"We will be fighting to win back our homes and our freedom, and that will make us even stronger."

Integrity 5 | Cunning 5 | Strength 5

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58 V 20

1 Bronok

Cardassian

Biology Engineer Medical

Dissident. Smuggler. While this personnel is attempting a mission worth 30 or fewer points, he is attributes +1.

"To defeat an occupying army takes careful planning and secrecy."

Integrity 6 | Cunning 6 | Strength 6

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58 V 21

2 Brun

Cardassian

Archaeology Astrometrics Leadership Science Transporters

Dissident. Gul. When you play this personnel, you may discard a Dissident from hand to make him cost –2.

"With a victory or two all Cardassia will rise up with us."

Integrity 6 | Cunning 6 | Strength 6

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58 V 22

4 • Quark
In Love

Ferengi

Acquisition Anthropology Diplomacy Engineer Programming

Dissident. Smuggler. To play this personnel, you must command three Dissidents. When your Dissident present is selected by a dilemma, you may replace him or her with this personnel. You may do this only once each dilemma.

"If anyone tries to harm her, they're going to have to deal with me."

Integrity 6 | Cunning 6 | Strength 4

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58 V 23

1 Rekelen

Cardassian

Archaeology Diplomacy Exobiology Medical Navigation

Dissident. When you play this personnel, discard a card from hand.

"They've already tried to kill us once. They're sure to try again."

Integrity 6 | Cunning 6 | Strength 4

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58 V 24

2 Vornar

Cardassian

Astrometrics Engineer Geology Physics

Dissident. When you play this personnel, you may discard a card from hand to download *Niala*.

"Good luck, Legate Damar."

Integrity 5 | Cunning 5 | Strength 6

NOT ENDORSED BY CBS OR PAR. PIC.

58 V 25

3 • Alyssa Ogawa
Chief Medical Officer

Human

Anthropology Biology Exobiology 2 Medical

While this personnel is facing a dilemma, you may discard two cards from hand to exchange your personnel present with an personnel who has the same cost from your discard pile.

"Geordi's dead."

Integrity 6 | Cunning 5 | Strength 4

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58 V 26

2 Andro

Cardassian

Astrometrics • 2 Navigation • Officer

Order – Discard the top two cards of your deck and place this personnel on top of his owner's deck to unstop up to two of your stopped personnel present who each has a cost of 3 or more.

"Aye, sir."

Integrity 5 | Cunning 5 | Strength 5

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58 V 27

4 •Deanna Troi

Par'Mach'kai

Betazoid/Human

Anthropology • Diplomacy • Honor • Telepathy

While your personnel present who costs 3 or more is facing a dilemma, you may destroy your Quantum Incursions to have him or her gain a skill of your choice until the end of that dilemma.

"I heard what happened on the bridge. Are you all right?"

Integrity 6 | Cunning 5 | Strength 4

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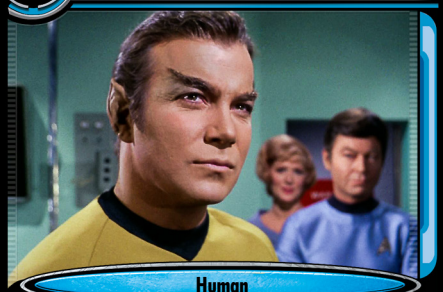
58 V 28

2 •James T. Kirk

Self-Proclaimed Enemy Spy



Human

Intelligence • Leadership • Officer • Programming • Security

Infiltrator. Thief. You may play this personnel at cost +2 aboard your or ship to reveal an opponent's hand. Then, choose a non-unique, non-Artifact equipment revealed to be placed aboard that ship. (You now command that equipment.)

"There's an enemy spy aboard."

Integrity 6 | Cunning 6 | Strength 6

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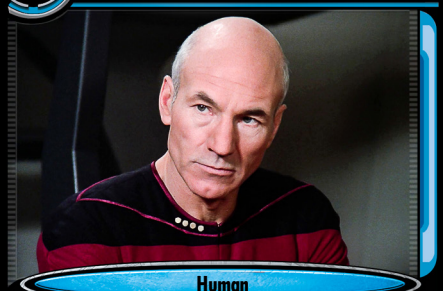
58 V 29

3 •Jean-Luc Picard

Defense Counsel



Human

Anthropology • Honor • Law • Officer

Commander: *U.S.S. Enterprise-D.* When a dilemma is about to capture or kill your Android present, you may stop this personnel to prevent that.

"Your Honor, Starfleet was founded to seek out new life. Well, there it sits. Waiting. You wanted a chance to make law. Well, here it is. Make a good one."

Integrity 8 | Cunning 6 | Strength 6

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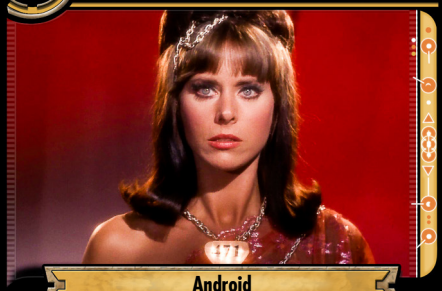
58 V 30

1 Alice 471



Android

Anthropology • Archaeology • Diplomacy • Science

When this personnel is about to be stopped by a dilemma, you may reveal three Androids from hand. If you do not, kill this personnel.

"Illogical. Illogical. All units relate. All units. Norman, coordinate. Unhappiness does not relate. We must study this."

Integrity 5 | Cunning 5 | Strength 7

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58 V 31

4 •Harcourt Fenton Mudd

Swindler, Conman, Liar, Rogue

Human

Acquisition • Anthropology • Archaeology • Treachery

Thief. When you play this personnel, if you command three Androids, you may download a ship. While this personnel is present with an Android, he cannot be stopped by dilemmas that cost 2 or less.

"So here I am on a planet with over two hundred thousand . . . androids. . . "

Integrity 2 | Cunning 7 | Strength 5

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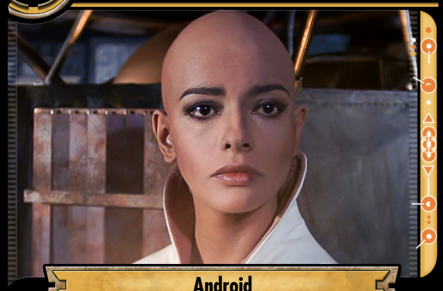
58 V 32

3 •Ilia

Probing Simulacrum



Android

Navigation • Officer • Telepathy

When you play this personnel, if you command three Androids, you may shuffle two personnel from your discard pile into your deck.

"V'Ger is that which seeks the Creator. I am ready to commence my observations."

Integrity 5 | Cunning 7 | Strength 7

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58 V 33

2 •James T. Kirk

Dubious Duplicate

Android

Diplomacy • Leadership • Officer • Treachery

Commander: *U.S.S. Enterprise.* You may play this personnel at cost +3 to download two cards. Those cards must be Android, non-Artifact equipment, Infiltration, or Punishment cards.

"Mind your own business, Mister Spock. I'm sick of your half-breed interference, do you hear?"

Integrity 5 | Cunning 6 | Strength 6

NOT ENDORSED BY CBS OR PAR. PIC.

58 V 34

3 •Joachim

Sensible Challenger

Human

Engineer • Navigation • Officer • Science • Security

Genetically Enhanced.

Order – Lose 5 points to reveal cards from the top of an opponent's dilemma pile equal to the number of your completed planet missions. Remove each revealed dilemma that has a copy beneath your planet mission from the game. That opponent shuffles their dilemma pile.

Integrity 4 | Cunning 8 | Strength 7

NOT ENDORSED BY CBS OR PAR. PIC.

58 V 35

2 **Kravin**

Suliban

● Leadership ● Medical ● Programming ● Science ● Treachery

Genetically Enhanced. Shape-shifter. While this personnel is facing a dilemma, you may discard a card from hand to make him attributes +1 until the end of that dilemma. You may do this only once each turn.

"The Suliban don't share humanity's patience with natural selection."

Integrity 3 | Cunning 6 | Strength 6

NOT ENDORSED BY CBS OR PARAMOUNT

58 V 36

4 •**Ling**

Herculean Adjutant

Human

● Archaeology ● Diplomacy ● Geology ● Medical

Genetically Enhanced. While you command To Rule in Hell, this personnel cannot be killed by dilemmas. When your ● Genetically Enhanced personnel present is about to be captured or killed, you may stop this personnel to prevent that.

"Yes, it appears we will do well in your century…"

Integrity 4 | Cunning 7 | Strength 8

NOT ENDORSED BY CBS OR PARAMOUNT

58 V 37

3 •**Norman**

Locus of the Hive Mind

Android

● Engineer ● Leadership ● Programming ● Science ● Security ● Treachery

Infiltrator. Thief. When you are about to reveal three Androids from hand to use the game text of a card you own, you may kill this personnel to pay that cost.

"We only wish to make you happy and comfortable, Captain. If we are to serve your kind, we must understand you."

Integrity 4 | Cunning 6 | Strength 8

NOT ENDORSED BY CBS OR PARAMOUNT

58 V 38

3 •**Pavel A. Chekov**

Hapless Puppet

Human

● Astrometrics ● Navigation ● Officer ● Physics ● Transporters ● Treachery

Infiltrator. While you command Khan Noonien Singh, you may play this personnel at cost –1 at Ceti Alpha V.

"We have received new orders."

Integrity 3 | Cunning 5 | Strength 6

NOT ENDORSED BY CBS OR PARAMOUNT

58 V 39

3 •**Roger Korby**

A Shadow of His Former Self

Android

● Archaeology ● 2 Medical ● Programming ● Science ● Treachery

Order – Name a unique personnel you command (except a Hologram). While that personnel is present, their species becomes Android. This effect lasts until this order is executed again.

"I'm the same! A direct transfer. All of me, human, rational, and without a flaw."

Integrity 4 | Cunning 7 | Strength 6

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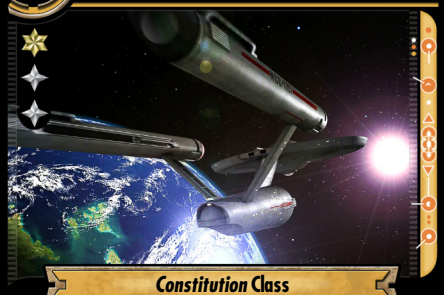
58 V 40

4 •**U.S.S. Enterprise**

Superior Starship



***Constitution* Class**

To command this ship, you must command To Rule in Hell. This card cannot be removed from your discard pile by cards an opponent owns. When this ship is about to move from your completed planet mission, subtract 2 from the Range required.

"My vessel was useless. I need you and yours to select a colony planet, one with a population willing to be led by us."

Range 8 | Weapons 6 | Shields 6

NOT ENDORSED BY CBS OR PARAMOUNT

58 V 41