

5 *Bocton Timetories*

Dilemma

Randomly select a personnel. Unless that personnel has **Anthropology**, your opponent chooses a personnel to be stopped.

4283

3 *Provent Pels*

Dilemma

Unless you have **Anthropology, 2 Diplomacy, and Honor** or an **Android** or a personnel who has **2 Anthropology** or a personnel who has **2 Exobiology** or a personnel who has **2 Anthropology** or a personnel who has **2 Transporters** or a personnel who has **2 Engineer**, all your personnel are stopped.

4265

3 *Spreuded You Poverasore*

Epoch 1000 Temp 0.7

Dilemma

Unless you have **Anthropology, Biology, and Integrity>36** or **Archaeology, Transporters, and Strength>36**, all your personnel are stopped. Then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile.

4358

Fotu Prowment Thosen

Epoch 264 Temp 0.8

Interrupt

Punishment. When your personnel is about to be killed, you may lose 5 points to make that personnel gain a skill from a personnel aboard an opponent's ship involved.

4303

Twon Command Pulginer

Epoch 356 Temp 0.7

Interrupt

While your personnel is about to be killed, you may discard a Paranoia card from hand instead.

4318

Shilan
Andious Your Klingon

Astrometrics, Engineer, Navigation, Security, and Cunning>38 **35**

At the start of your turn, if this mission is worth 45 or more points, each of your personnel present is attributes +1 for each of your headquarters missions.

2

4282

3 *Jis Kate*
Consul Sexon

Ferengi

Acquisition **Anthropology** **Diplomacy** **Exobiology** **Law** **Leadership** **Science**
Commander: Harmon. While you have a captive, place that personnel in his owner's discard pile.

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

4267

2 *Resco*

Ferengi

Acquisition **Anthropology** **Diplomacy** **Leadership** **Officer** **2 Treachery**
When you play this personnel, you may download a Thief personnel and place it on the bottom of your deck.

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

4270

1 *Uninigate Faran*

Epoch 149 Temp 0.8

Bajoran

Honor **Leadership** **Navigation** **Officer**
Genetically Enhanced. Thief. When you play this personnel, if you command a completed mission, he is cost -1.

INTEGRITY 3 **CUNNING 6** **STRENGTH 6**

4293

3 • *Abik*
Egineic Investigator

Epoch 149 Temp 0.8

Human

★ **Anthropology** ★ **Biology** ★ **Leadership**
 ★ **Officer** ★ **Transporters**

When you play this personnel, you may examine the top card of your deck. This personnel is attributes +1 and gains Leadership and 2 Telepathy or Science.

INTEGRITY 6 CUNNING 5 STRENGTH 6

4288

5 • *Cossitation*

Epoch 1000 Temp 0.9

Human

★ **Diplomacy** ★ **Engineer** ★ **Security**

When this personnel uses a skill, randomly stop one of your personnel present and draw a card for each headquarters mission you command. Destroy this event.

INTEGRITY 5 CUNNING 5 STRENGTH 4

4359

2 • *Data*
Founder Adanter

Human

★ **Acquisition** ★ **Anthropology** ★ **Diplomacy**
 ★ **Honor** ★ **Leadership** ★ **Officer** ★ **Security**

While this personnel is facing a dilemma, you may stop this personnel to prevent that.

INTEGRITY 4 CUNNING 6 STRENGTH 6

4221

4 • *Reginal*
superior

Epoch 1000 Temp 0.7

Klingon

★ **Astrometrics** ★ **Biology** ★ **Medical**
 ★ **Navigation** ★ **Physics**

When you play this personnel, if you command a ship, if this ship is staffed, you may take a card from an opponent's hand.

INTEGRITY 4 CUNNING 6 STRENGTH 4

4357

1 • *Burg Shull*

Human

★ **Exobiology** ★ **Medical** ★ **Science**

Dissident. While you command three personnel, you may stop this personnel and reveal the top card of your deck to place that card on the bottom of your deck in any order.

INTEGRITY 5 CUNNING 6 STRENGTH 6

4272

3 • *Desary*
Bactereng Keys

Epoch 149 Temp 0.8

Vorta

★ **Engineer** ★ **Programming** ★ **Treachery**

Commander: U.S.S. Defiant. When this personnel is about to be stopped by a dilemma, you may stop this personnel to prevent that.

INTEGRITY 5 CUNNING 5 STRENGTH 5

4296

6 • *Lah-Igt*

Epoch 149 Temp 0.8

Grand Class

★ **When you are about to play a Capture event, if you command a Region: Reuntermaged Honor and Security, reveal an opponent's hand. You may do this only once each turn.**

RANGE 8 WEAPONS 8 SHIELDS 9

4295

4 • *Expasian*

Epoch 876 Temp 0.7

D'deridex Class

Cloaking Device.

RANGE 7 WEAPONS 9 SHIELDS 9

4365

7 • *Lupha*
Evanca

Intisting Class

★ **When you discard a personnel that has a cost of 1 or more at this mission, each player chooses a personnel to be killed.**

RANGE 6 WEAPONS 5 SHIELDS 6

4280