

2 *Artificate*

Epoch 264 Temp 0.8

Dilemma

Unless you have **2 Engineer** and **2 Honor** or **Security** and **Strength**>35, all your personnel are stopped.

4260

2 *Decal Phase Intergoty*

Epoch 264 Temp 0.8

Dilemma

Your opponent chooses a personnel who has **Leadership** or **Treachery** to be stopped.

4274

2 *Miristarc Folter*

Epoch 264 Temp 0.8

Dilemma

Unless you have **2 Security** or a personnel who has **2 Honor** or **Science**, randomly select a personnel to be killed.

4301

2 *Overship*

Epoch 1000 Temp 0.7

Dilemma

Randomly select two personnel. If the total cost of those personnel is 4 or less, they are killed.

4354

2 *Phunale Places*

Epoch 876 Temp 0.7

Dilemma

Unless you have **Astrometrics**, **Navigation**, **Officer**, and **Transporters** or a personnel who has **2 Security**, randomly select a personnel to be stopped. If you have three **Treachery**, randomly select a personnel to be stopped.

4364

2 *Purturs Dreater*

Epoch 1000 Temp 0.7

Dilemma

Unless you have **2 Anthropology** and **2 Leadership** or **Security**, **Treachery**, and **Cunning**>38 or **2 Security**, and **Strength**>36, all your personnel are stopped.

4355

2 *Path*

Epoch 1000 Temp 0.9

Event

Destroy this event to begin combat involving your **Leadership** personnel. If you win, randomly kill an opponent's personnel involved.

4362

1 *Sok Butgter*

Epoch 264 Temp 0.8

Event

To play this event, you must command three **Personnel**. Plays in your core. When your **Personnel** is facing a dilemma, he is attributes +1 and gains **Geology**, **Biology**, and **Officer**.

4305

1 *Elay Presider*

Epoch 356 Temp 0.7

Interrupt

When your **Personnel** is about to be stopped by a dilemma, you may discard a card from hand to prevent that.

4320

Intergite Species

Epoch 356 Temp 0.7

Interrupt

When an opponent's personnel is about to be killed, you may discard a card from hand to take an interrupt from your discard pile into hand.

4319

Anfessian Relect

Epoch 356 Temp 0.7

35

Geology, 2 Programming, Security, and Cunning >34

When you complete this mission, if you have six or more cards in your discard pile, you may draw two cards. That opponent shuffles and replaces his or her deck.

3

4324

Stardand Chancellor

Epoch 264 Temp 0.8

30

Leadership, Navigation, 2 Science, and Cunning >30 or Astrometrics, Exobiology, Security, and Cunning >36

4

4306

4 • Bustling Mess

Epoch 149 Temp 0.8

Bajoran

Anthropology ♦ Diplomacy ♦ Exobiology ♦ Honor ♦ Leadership

Bajoran Resistance. When you play this personnel, you may draw a card.

INTEGRITY 6 CUNNING 5 STRENGTH 4

4269

3 • Investigate Romedistic

Epoch 149 Temp 0.8

Engineer ♦ Honor ♦ Law ♦ Leadership ♦ Officer

General.

INTEGRITY 7 CUNNING 5 STRENGTH 6

4290

4 • Sharital Wolve
Readslic Dairor

Klingon

Law ♦ Leadership ♦ Navigation ♦ Officer ♦ Transporters

Commander: U.S.S. Defiant. When you play this personnel, if you have completed a mission, score 5 points.

INTEGRITY 6 CUNNING 5 STRENGTH 7

4263

3 • Berzin
Assis tant Parading

Epoch 876 Temp 0.7

Jem'Hadar

Diplomacy ♦ Law ♦ 2 Leadership ♦ Science

When you play this personnel, you may reveal the top three cards of an opponent's deck.

INTEGRITY 6 CUNNING 7 STRENGTH 7

4363

1 • Berath

Epoch 1000 Temp 0.5

Human

Astrometrics ♦ Navigation ♦ Officer

While this personnel is facing a dilemma, if your personnel is about to be killed, you may discard a card from hand to draw a card.

INTEGRITY 4 CUNNING 6 STRENGTH 6

4351

3 • Felan Tran
Temporal Security

Human

Acquisition ♦ Anthropology ♦ 2 Archaeology ♦ Diplomacy ♦ Law ♦ Medical ♦ Programming

When you play this personnel, you may draw a card for each headquarters mission you command.

INTEGRITY 6 CUNNING 6 STRENGTH 6

4262