

3 *Alron Lustic You Drone*

Dilemma

Unless you have **2 Diplomacy, 2 Science, 2 Treachery, and Cunning > 34**, randomly select a personnel to be stopped, and your opponent may download a Programming personnel.
Order - Download a card. Choose a personnel to be killed. You may do this only once each turn.

4279

1 *Hraldengic Medical Program*

Dilemma

Consume: 1. Unless you have **2 Anthropology and Physics**, randomly select two personnel to be killed. Your opponent gains Anthropology and Law and Treachery and Treachery.

4284

2 *Progical Ching*

Dilemma

Randomly select a personnel to be stopped. If you cannot, randomly select a personnel to be stopped. If you cannot, randomly select a personnel to be stopped.

4220

2 *Resturit Advanced*

Dilemma

Your opponent names a skill. Randomly select a personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

4261

2 *Temporal Destinged*

Event

To play this event, you must command three personnel. Destroy an event in an opponent's core to be killed.

4222

1 *Oneuna*

Event

Plays in your core. When the player on your right commands, you may download a card and place it on your personnel revealed. Destroy this event.

4276

0 *Septor Tech*

Epoch 356 Temp 0.7

Event

To play this event, you must command three personnel. Plays in your core. When you are about to reveal a personnel, you may destroy this event to randomly select three of your personnel to be killed and your opponent may download up to two Treachery personnel.

4321

2 *Skard Coliol*

Event

Plays in your core. When you play this event, you may draw two cards. If you win, randomly kill an opponent's personnel involved.

4268

Koles

Interrupt

Pal-wraith. To play this event, you must command three personnel. Plays in your core. The player who is cost -3.

4281

• Transport Consimen

Epoch 1000 Temp 0.3

35

Astrometrics, Engineer, Navigation, Security, and Cunning >34

When you complete this mission, you may discard a card from hand to prevent that.

3

4348

• Crajergates

Epoch 264 Temp 0.8

Anthropology Honor Medical Science

When you play this personnel, you may shuffle them into your deck instead.

INTEGRITY 7 CUNNING 7 STRENGTH 6

4308

• Batual

Epoch 876 Temp 0.7

Human

Anthropology Officer Physics

While you have a non- personnel from your hand aboard this ship, you may destroy this event to prevent that. Each of your missions is placed in an opponent's brig.

INTEGRITY 6 CUNNING 5 STRENGTH 6

4366

• Deder and Intelligence
Intelligence Investigator

Epoch 264 Temp 0.8

Betazoid

Diplomacy Exobiology Leadership Officer 2 Treachery

When this personnel begins a mission attempt at this mission, she is attributes +1 and gains Engineer, Physics, Treachery, and Strength >35.

INTEGRITY 2 CUNNING 6 STRENGTH 7

4309

• Evade
The Gores

Epoch 356 Temp 0.7

Human

Anthropology 2 Diplomacy Exobiology Honor Science

When you play this personnel, you may place each personnel you command in your brig. That personnel has that personnel gain a skill he or she is cost -1.

INTEGRITY 7 CUNNING 3 STRENGTH 6

4325

• Karari

Human

Leadership Navigation Officer Programming Treachery

When you win combat involving this personnel, you may place one of your ships involved and place each interrupt aboard this ship.

INTEGRITY 4 CUNNING 6 STRENGTH 6

4286

• Tra Liyer
Brong of Flom

Epoch 356 Temp 0.7

Human

Astrometrics Engineer Honor Physics Science

When you play this personnel, you may download a Mouth of your ship.
Damage - This ship is Strength +2.

INTEGRITY 6 CUNNING 7 STRENGTH 4

4322

• Jomed
Snitner

Ferengi

Anthropology Biology Exobiology Honor Leadership Officer

When you play this personnel, if you command three personnel, he is cost -1. While you win combat involving this personnel, each unique personnel is attributes +1 and gains Acquisition, Programming, and Cunning >32.

INTEGRITY 6 CUNNING 6 STRENGTH 6

4273

• Acecara Thom
Heator So'Mory

Klingon

Anthropology Honor Intelligence Programming Treachery

While you have three personnel in your discard pile, you may discard a card from hand to lose 5 points.

INTEGRITY 1 CUNNING 7 STRENGTH 3

4278