

**5 Preventable Disaster**

**Dilemma**

Unless you choose to destroy your Temporal event, randomly select a personnel for each Pursuit card your opponent commands; that opponent may select one of those personnel to be killed. Then, unless you have **2 Astrometrics and 2 Science**, all your personnel are stopped.

*"I miscalculated the Slipstream threshold and transmitted the wrong phase corrections to Voyager. Boom!"*

110 03 02

**3 •Dekyon Field Emitter**

**Equipment**

When you are about to place an event in your discard pile, you may remove this equipment from the game to place it in your hand instead.

*"Let's test the emitter."  
"Dekyon field active. Particle flux nominal. We're in business."  
"All we need now is a message."*

110 03 02

**2 Delegation**

**Event**

To play this event you must command **3** personnel. Plays in your core. When you play a personnel, reveal the top card of your deck. If it is a Glinn, place that personnel at your headquarters mission. When your Glinn uses a skill to complete a mission, you may destroy this event to score 5 points.

110 02 16

**3 •Tortious Act**

**Event**

**Crime.** Plays in your core. When an opponent's personnel begin a mission attempt, you may discard a crime card from hand to shuffle your dilemma pile, draw three extra dilemmas and spend three extra on dilemmas.

*"SLAVES ARE LOOSE! SLAVES ARE LOOSE!"*

110 02 12

**•Test Federation Resolve**

**A** **25**

**Leadership, Navigation, Officer, Security, and Cunning-32**

**Region: Neutral Zone.** When you complete this mission, name a card type and reveal an opponent's hand to score 5 points for each card of that type revealed.

*Sector Z-6: "Our gift to the homeland – another war."*

**3**

110 02 03

**2 Assessment Drone**

**Borg**

**Intelligence**

**Drone.** When this personnel begins a mission attempt, you may remove him from the game to download another non-unique drone of cost equal to or less than the number of dual dilemmas beneath this mission. Place that drone at this mission, and it joins the mission attempt.

*Task: Analyze past threats. Reallocate personnel appropriately.*

**INTEGRITY 5 CUNNING 5 STRENGTH 5**

110 02 15

**4 •Man of Questionable Methods  
Cardassian Torturer**

**Cardassian**

**Intelligence Medical Science Transporters 2 Treachery**

While this personnel is facing a dual dilemma, stop this personnel and kill your captive to reveal the top card of your opponent's dilemma pile. If it is a dual dilemma, prevent and overcome this dilemma.

**INTEGRITY 2 CUNNING 6 STRENGTH 5**

110 02 04

**1 Ensign Ricky**

**Human**

**Biology Officer Security**

You may play this personnel for cost +2, to reveal the top card on opponent's dilemma pile. If the revealed card is a dual dilemma, you may discard this personnel to place it beneath your incomplete mission.

*"Aw, crap."*

**INTEGRITY 6 CUNNING 5 STRENGTH 6**

110 02 01

**4 •Intrepid  
Ready for Battle**

**Intrepid-type Class**

**Order -** Choose one of your completed missions. For each dual dilemma beneath that mission, this ship is attributes +1. This effect lasts until this Order is executed again.

*"In Mare In Caelo"*

**RANGE 5 WEAPONS 5 SHIELDS 5**

110 02 05