

**3** *Temporal Saboteur*

**Dilemma**

Unless you have **Physics, Science, and Transporters** or a  **personnel**, your opponent may download a Damage card and place it on one of your ships at this mission. This dilemma's owner may discard a  **personnel** from hand to return this dilemma to his or her dilemma pile.

*"Too many times, but, you wouldn't remember. They haven't occurred yet."*

832

**3** • *Deja Vu*

**Event**

**Decay: 4.** (When there are four cards on this event, destroy it.) **Temporal.** At the start of each of your turns, place the top card of your dilemma pile on this event. When your  **personnel** faces a dilemma with the same title as a card on this event, you may stop that personnel to prevent that dilemma and remove it from the game.

905

**1** • *Historical Simulation*

**Event**

**Decay: 4.** (When there are four cards on this event, destroy it.) Plays in your core. When your non-  **personnel** is killed by a dilemma, you may place him or her on this event. (You do not command cards on this event.) Each personnel you own with the same title as a card on this event gains , and his or her species becomes Hologram.

*"This is a reasonable extrapolation from historic record."*

904

**Edith Keeler Must Die**

**Interrupt**

When a card an opponent owns is about to prevent a personnel from being killed, you may stop your  **personnel** to ignore that effect.

*"But she was right. Peace was the way."  
"She was right, but at the wrong time."*

801

**The Chicken and the Egg**

**Interrupt**

When an opponent downloads a card, if that opponent does not command a completed mission, discard a  **personnel** from hand to shuffle that downloaded card into its owner's deck.

*"I think I know what the Captain's talking about. If I'm not mistaken, he's describing a paradox... It is possible we could've caused the very anomaly we've been looking for."*

917

**4** • *Braxton Timecop*

**Human**

**Engineer Leadership Officer Physics Science Security**

**Commander: U.S.S. Relativity.** You may play this personnel aboard your  **ship**. When an opponent plays an interrupt, you may remove this personnel from the game to prevent that interrupt and remove it from the game.

*"Tempus Fugit, Lieutenant."*

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

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