

**2** *Willing to Betray*

**Dilemma**

Your opponent may kill one of his or her personnel to name a skill on that personnel (except Acquisition, Intelligence, Law or Telepathy). Unless you have **Honor** and that skill or **Treachery** and that skill, all your personnel are stopped.

*"Spock! What is it you want? Power? Power, Spock?! I can get that for you!!"*

**673 A**

**2** *Terror Must Be Maintained*

**Event**

Replicate- Kill your personnel. (You may kill your personnel when you play this event. If you do, put this event in your hand instead of destroying it.) To play this event, you must command a ship. Your ships are attributes +2 until the end of this turn. Destroy this event.

*"Conquest is easy. Control is not."*

**696 A**

**Product of a Twisted Universe**

**Interrupt**

When your personnel is facing a dilemma, kill that personnel to make each of your personnel present lose all of his or her skills until the end of that dilemma.

*"Has the whole galaxy gone crazy?! What kind of a uniform is this?! Where's your beard?! What's going on?! Where's my personal guard?!"*

**682 A**

**Secure Dilithium Source**

**2** **Diplomacy, Geology, Honor and (Integrity>36 or Cunning>38)**

While you are checking mission requirements at this mission, if each of your personnel attempting this mission are , you may meet Diplomacy and Honor requirements using Treachery.

*Halkan Planet: Secure mining rights by any means.*

**40**

**2**

**683 A**

**2** **James T. Kirk**  
*Unyielding Commander*

**Human**

**Law** **Leadership** **Officer** **Security**  
 **2 Treachery**

**Commander: Starship Enterprise.** While you command an personnel, you may play this personnel at cost +2 to make him gain. When this personnel is about to be stopped by a dilemma, you may kill your personnel present to prevent that. This effect lasts until the end of this turn.

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

**672 A**

**3** **Starship Enterprise**  
*Man in the Mirror*

**Constitution Class**

To play this ship, you must command four personnel. You may play this ship at cost +4 to shuffle each personnel in your discard pile into their owners' decks.

*"I command an Enterprise where officers apparently employ private henchmen among the crew, where assassination of superiors is a common means of advancing in rank."*

**RANGE 3** **WEAPONS 6** **SHIELDS 6**

**664 A**