

4 *An Unpleasant Prospect*

Dilemma

Unless you have **Anthropology, Leadership, 2 Security, and Cunning > 3** or **2 Intelligence and two Hand Weapons**, choose two personnel to be stopped and place this dilemma in your core. Each of your personnel at a planet mission is attributes -1 for each of your completed planet missions.

"You are now subjects of the Klingon Empire. You'll find there are many rules and regulations."

1237

3 *Crucible*

Dilemma

Choose a personnel who has **Officer** to be stopped. Your opponent chooses a personnel to be stopped for each Lockdown event he or she commands.

"I've brought down bigger men than you, Picard!"

1234

4 *Chasing Shadows*

Event

Infiltration. Lockdown. (You have 1 fewer counter to spend during each of your Play and Draw Cards segments.) To play this event, you must command an Infiltrator at an opponent's headquarters mission. Plays in that opponent's core. (He or she commands this event.)

"You actually thought I was one of them, didn't you?"

1230

1 *Secure Homeworld*

Event

Lockdown. (You have 1 fewer counter to spend during each of your Play and Draw Cards segments.) Plays on your headquarters mission. Opponents' ships may not move to this mission.

*"But I hope you'll keep in mind that this is Earth, and not a military installation."
"Which means it's a lot more vulnerable. We have to take precautions."*

1235

1 *The Aliens' Graveyard*

Event

Lockdown. (You have 1 fewer counter to spend during each of your Play and Draw Cards segments.)
Punishment. Plays in your core. When a card an opponent owns is about to remove a personnel from your brig, you may discard two cards from hand to ignore that effect.

"There is no stockade, no guard tower, no electronic frontier. Only a magnetic shield prevents beaming."

1333

1 *Zakdorn "Efficiency"*

Event

Lockdown. (You have 1 fewer counter to spend during each of your Play and Draw Cards segments.) Plays in your core. When a card an opponent owns removes a personnel or ship you own from the game, you may place that removed card in your discard pile.

"In all the time that the Zakdorn have operated this depot, nothing has ever been lost. Never."

1233

Establish Defensive Perimeter

35

Astrometrics, Navigation, Officer, Security, and Strength > 34
Region: Cardassia System. When you are about to play an Alpha Jem'Hadar at your headquarters mission, if this mission is complete, you may play him aboard your **1** ship at an **A** mission instead.

Near Cardassia: "Have our forces pull back..."

2

1335

4 *Elim Garak*
Thrust Into Greatness

Cardassian

Exobiology Honor Intelligence Leadership Physics Security

Dissident. When your Dissident present is killed by a dilemma, you may download a different **1** Dissident and place him or her present with this personnel. (That personnel joins this mission attempt.) Discard a number of cards from the top of your deck equal to the cost of that downloaded Dissident.

INTEGRITY 6 CUNNING 6 STRENGTH 6

1385

2 *Edan'Atal*

Jem'Hadar

Archaeology Exobiology Physics Programming Security

Alpha. You may play this personnel aboard your **1** ship at a Region: Cardassia System mission.

"Final words are not permitted."

INTEGRITY 5 CUNNING 6 STRENGTH 7

1336

4 • **Leyton**
Dangerous Defender

Human

★ **Biology** ★ **Intelligence** ★ **Officer**
 ★ 2 **Security** ★ **Treachery**

Admiral. When you play this personnel, you may download up to two Lockdown events. When you play an **Officer** personnel, if you command a Lockdown event, you may draw a card.

"This isn't his world. We can't expect him to care about it the way we do."

INTEGRITY 3 CUNNING 6 STRENGTH 5

1383

4 • **B'Elanna Torres**
Mother of the Kuvah'Magh

Human/Klingon

★ **Anthropology** ★ **Astrometrics** ★ **Engineer**
 ★ **Honor** ★ **Physics** ★ 2 **Programming**

Order - If this personnel is aboard your **Ship**, return her to her owner's hand to place that ship at your **mission**.

"Show me where it's written that the Kuvah'Magh must have pure Klingon blood."

INTEGRITY 6 CUNNING 6 STRENGTH 7

1239

2 • **Carmine**
Insurgent

Human

★ **Archaeology** ★ **Security** ★ **Treachery**

Dissident. Thief. While this personnel is on an opponent's planet mission, add 10 to each attribute requirement needed to complete this mission for each of that opponent's completed planet missions.

"What a way to spend a Saturday night."

INTEGRITY 3 CUNNING 5 STRENGTH 6

1257

2 • **Sal**
Insurgent

Human

★ **Acquisition** ★ **Biology** ★ **Leadership**
 ★ **Physics** ★ **Treachery**

Dissident. Thief. When an opponent's personnel present have faced the last dilemma in your dilemma stack, if those personnel are attempting a planet mission, you may lose 5 points to take a dilemma from beneath that opponent's completed planet mission and place it on your dilemma stack.

INTEGRITY 4 CUNNING 6 STRENGTH 6

1256

5 • **Kitara**
Blockade Flagship

Perikian Class

★ **Leadership** ★ **Physics** ★ **Treachery**

While this ship is staffed and at an opponent's planet mission, that mission is span +2 for each completed planet mission that opponent commands.

"Remind me never to play poker with you."

RANGE 6 WEAPONS 7 SHIELDS 6

1236

5 • **Starship TPau**
"Peace Envoy"

Apollo Class

★ **Leadership** ★ **Physics** ★ **Treachery**

While this ship is staffed at a planet mission, if you command Romulus and no other headquarters mission, an opponent's personnel may not begin a mission attempt at this mission unless that opponent commands a staffed ship at this mission for each of his or her completed planet missions.

"These ships carry a Romulan invasion force and must be stopped."

RANGE 7 WEAPONS 3 SHIELDS 6

1384