Accumulated Knowledge

Event

When you play this event, it is cost –1 for each dilemma beneath your missions. Plays in your core. When any number of your personnel are about to be stopped by a dilemma, you may destroy this event to prevent that.

“Our transdimensional friend, the one we found in the pod? I had quite a few hours to study his physiology. Let’s hope my memory serves me well.”

Alpha 5 Approach

Transport Crash Survivor

Any affiliation may attempt this mission.

16 different skills and Cunning>32

When a player’s personnel begin a mission attempt with five or less personnel, the player to the left of that player may draw six extra dilemmas and spend six extra on dilemmas.

Transport unusual castaway to nearby colony.

Alpha 5 Approach

Transport Crash Survivor

Any affiliation may attempt this mission.

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Transport unusual castaway to nearby colony.

Alvera Tree Ritual

Event

Ritual.

(When you play this event, if you do not command a Ritual, draw a card. Cards you own cannot destroy this event.)

Plays in your core. When a personnel begins a mission attempt, you may have each player shuffle his or her dilemma pile.

Alvera

Aid Legendary Civilization

Any affiliation may attempt this mission.

Any affiliation may attempt this mission.

Any affiliation may attempt this mission.

Assess Contamination

Any affiliation may attempt this mission.

At An Impasse

Event

To play this event, you must command three personnel. Plays in your core. No player may draw cards from his or her deck. (Players do not need to spend all their counters on their turns.) At the end of the opponent on your right’s turn, remove this event from the game.

“Welcome to Galomdorn Core, where no good deed goes unpunished.”
•Benjamin Sisko
Outlaw

Human

Acquisition, Anthropology, Biology, Leadership, Navigation

Order – Choose one for this personnel to gain: “Honor personnel present are Cunning +1”; or “Treachery personnel present are Cunning +1”. This effect lasts until the end of your turn.

“We’re backyard rebels in the wrong corner for a hero. I’ve made the best of a bad life for my crew. That’s my contribution.”

•Athos IV
Maquis Base

You may play cards, equipment at this mission.

Region: Badlands. At the start of each of your turns, you may discard a card from hand to download For the Cause.

“A grim little fog-bound piece of rock in the middle of nowhere.”

Maquis Headquarters

•Avert Solar Implosion

Any affiliation (except (1)) may attempt this mission.

Archeology, Geology, Physics, Science, and Cunning-34 or Anthropology, Honor, Leadership, Officer, and Strength-38

Veridian III: “Veridian III is uninhabited. However, Veridian IV supports a pre-industrial society.”

•Bat’leth

Equipment

Hand Weapon. To play this equipment, you must command a Klingon. When you win combat involving your Klingon present, the loser discards a random card from hand.

“I went into the mountains – all the way to the Volcano at Kri’stak. There I cut off a lock of my hair and thrust it into the river of molten rock that poured from the summit. … then I plunged it into the lake of Lusor and twisted it into this sword. And after I used it to kill Molor I gave it a name: bat’leth, the sword of honor.”

•Cal Hudson
Convincing Recruiter

Human

Diplomacy, Leadership, Navigation

Commander: Javert. When you play this personnel, if you have completed a mission requiring Leadership or Security, he is cost –4. While present with this personnel, each Treachery personnel present gains a Personnel to be stopped. If your opponent does not command that personnel and you still have nine personnel remaining, place him or her on your opponent’s headquarters mission instead, then randomly select a second personnel that your opponent does not command to be placed on your opponent’s headquarters mission. That opponent now commands those personnel.

“Every Federation colonist knows you never go out alone at night.”

•Bird-of-Prey

Class

Bird-of-Prey Class

Cloaking Device. This ship is Range +1 for each personnel aboard who has a cost of 4 or more (Limit +3). This ship is Weapons +1 and Shields +1 for each personnel aboard (Limit +3).

“They’re rumored to be an aggressive, territorial species but the Vulcan High Command has never made direct contact with them.”

•Bird-of-Prey

Class

Bustling with Activity

Event

Plays in your core. When you play a personnel at Mouth of the Wormhole, each player may discard a card from hand to download a personnel of the same affiliation as the played personnel.

With the discovery of the wormhole to the Gamma Quadrant, Deep Space 9 became a center of commerce and base of exploration virtually overnight.

•Bio-neural Computer Core

Randomly select a personnel to be stopped. If your opponent does not command that personnel and you still have nine personnel remaining, place him or her on your opponent’s headquarters mission instead, then randomly select a second personnel that your opponent does not command to be placed on your opponent’s headquarters mission. That opponent now commands those personnel.

“Every Federation colonist knows you never go out alone at night.”

•Benjamin Sisko
Vastly Outnumbered

Human

Diplomacy, Leadership, Navigation

When this personnel begins a mission attempt, if an opponent commands a Maneuver event, you may name a dilemma. This personnel gains “This personnel and each personnel present cannot be killed or stopped by that dilemma” until the end of turn.

“We don’t want to fight you, or hurt anyone. Your officers will be our guests for a while.”

•Cal Hudson
Convincing Recruiter

Human

Diplomacy, Law, Leadership, Navigation

Commander: Javert. When you play this personnel, if you have completed a mission requiring Leadership or Security, he is cost –4. While present with this personnel, each Treachery personnel present gains 8.

“Every Federation colonist knows you never go out alone at night.”
To play this interrupt you must command Athos IV and three personnel. When an opponent is about to play a non-unique personnel or a personnel who costs 2 or less, prevent that and place the personnel in its owner's discard pile.

“Before you waste a lot of time running around trying to restore computer control, let me save you some trouble. You can’t.”

You may attempt and complete this mission using your personnel with these requirements: Honor, Leadership, 2 Security, and Strength>35. At the start of each of your turns, you may discard six cards from hand to draw five cards.

“There can’t be so much as a microbe or the show’s off.”

Any affiliation may attempt this mission.

Place this dilemma on this mission. When your personnel are about to face a dilemma whose title begins with “Chula” here, randomly select one of your personnel attempting this mission to be stopped. When you complete this mission, this dilemma is overcome.

“Choose the path! Double the path, double your winnings!”

When your Hologram is facing a dilemma, name a skill. That Hologram gains that skill and is attributes +2 until the end of that dilemma. At the end of this mission attempt, return that Hologram to its owner's hand.

“He wasn’t programmed to be a tenor, he was programmed to be a physician.”

Any affiliation may attempt this mission.
•Cosette

**Reliable Raider**

This ship is attributes +1 for each of your Region:

Demilitarized Zone missions.

Order – Reveal the top card of an opponent's deck. If it is a personnel, name an event. Cards that opponent owns may not prevent or destroy that event you own until the start of your next Execute Orders segment. You may do this only once each turn.

"Lieutenant Ro's ship is not retreating with the others."

---

•D'Nesh

**Manipulative Gift**

While a Thief present is facing a dilemma, you may destroy your event to make that Thief attributes +1 until the end of that mission attempt.

"Harrad-Sar never let us leave our rooms. I've never seen anything like this place."

---

•Deanna Troi

**Ship's Counselor**

Order – If this personnel is present with an opponent's personnel, stop this personnel to examine that opponent's hand and choose a non-ship card to place on the bottom of his or her deck.

"I can only sense strong emotions... I am only half-Betazoid; my father was a Starfleet officer."

---

Delegated Assignment

When one of your unique personnel is about to be stopped by a dilemma, stop two of your personnel present to make that personnel attributes +2 until the end of turn instead.

"Confirm that each distribution amplifier is at one hundred percent efficiency. ... If there's more than a .03 percent fall off, replace it..."
To play this event, you must not command a headquarters mission. Plays on your Caretaker's Array. Cards an opponent owns cannot prevent or destroy this event. When a card instructs you to place a personnel on your headquarters mission, that personnel may be placed aboard your ship instead. Order – Discard a card from hand to download a ship. You may do this only once each turn.
Hikaru Sulu

Integrity: 6
Cunning: 6
Strength: 6

Human

Astrometrics • Biology • Navigation

You may play this personnel at cost –2 to ignore his next ability. When you play this personnel, you may place your ship at your mission.

"Helm ready, sir."

Hate

interrupt

When an opponent's personnel gains a skill as a result of paying a cost, if you command a completed mission, lose 5 points to remove that personnel from the game.

"What a repulsive creature you are! Constantly shedding your skin and hair. Leaving your oily sweat on everything you touch. You think that you are the height of intellect in the universe, but you are no better than any filthy animal and I am ashamed to be made in your image!"

Guidance of the Council

Event

Plays in your care. When you play a Diplomacy personnel, you may destroy this event to download a Chancellor or High Council Member.

Since the mid-21st century, the Klingon High Council has governed the affairs of the Empire from the Great Hall in the First City on Qo'noS.

• Holding Cell

Event

Decay: 3. When there are three cards on this event, destroy it. To play this event, you must command six personnel. Plays in your care. When you play this event, name a personnel, then each player places each copy of that personnel they command on this event (those personnel cannot use abilities). When an opponent is about to play an interrupt, prevent that interrupt and place it on this event.

"Somewhere, along this journey, we'll find a way back."

Ibboko

Kreetassan Chancellor

Integrity: 7
Cunning: 6
Strength: 5

Kreetassan

Biology • Law • 2 Leadership

When you play this personnel, you may download a Ritual event or a Kreetassan personnel. When a Ritual event you own is destroyed, you may discard a card from hand to place that Ritual event in your core.

Traditionalist Kreetassan leader. Appreciates finesse exhibited outside the Hall of Diplomacy during rituals or apologies.

Homeward Bound

Interrupt

To play this interrupt, you must command a completed space mission and three personnel. You may only play one copy of this interrupt each turn. When you play this interrupt, if you command a planet mission, lose 5 points. Order – Unstop each of your stopped personnel at a space mission. Remove this interrupt from the game.

"Somewhere, along this journey, we'll find a way back."

• Goval

Follower of the One

Borg

Archeology • Geology • Science

While this personnel is attempting a mission, you may discard an equipment or event card from hand to make him attributes +2 until end of this mission attempt.

"I need you, Goval. I need you to help me build a future for the Borg. I can’t do it without you. Will you help me?"

• Hindrance

Event

Temporal. Plays in your care. When personnel that the player on your right commands begin a mission attempt, you may kill one of your unique personnel who costs 3 or more and destroy this event to draw three extra dilemmas and spend three extra in total cost on dilemmas.

Unfamiliar territories can often offer unforeseen complications.

• Hate

interrupt

When an opponent's personnel gains a skill as a result of paying a cost, if you command a completed mission, lose 5 points to remove that personnel from the game.

"What a repulsive creature you are! Constantly shedding your skin and hair. Leaving your oily sweat on everything you touch. You think that you are the height of intellect in the universe, but you are no better than any filthy animal and I am ashamed to be made in your image!"

• Holding Cell

Event

Decay: 3. When there are three cards on this event, destroy it. To play this event, you must command six personnel. Plays in your care. When you play this event, name a personnel, then each player places each copy of that personnel they command on this event (those personnel cannot use abilities). When an opponent is about to play an interrupt, prevent that interrupt and place it on this event.

"Somewhere, along this journey, we’ll find a way back."

Guess Who's Coming to Dinner?

Dilemma

Choose a personnel who has Diplomacy or Integrity>6 to be stopped. If you cannot, randomly select a personnel to be killed.

"We must do this again some time."

• Homeward Bound

Kreetassan

Biology • Law • Science

While this personnel is attempting a mission, you may discard an equipment or event card from hand to make him attributes +2 until end of this mission attempt.

"I need you, Goval. I need you to help me build a future for the Borg. I can’t do it without you. Will you help me?"

"Somewhere, along this journey, we’ll find a way back."

• Ibboko

Kreetassan Chancellor

Integrity: 7
Cunning: 6
Strength: 5

Kreetassan

Biology • Law • 2 Leadership

When you play this personnel, you may download a Ritual event or a Kreetassan personnel. When a Ritual event you own is destroyed, you may discard a card from hand to place that Ritual event in your core.

Traditionalist Kreetassan leader. Appreciates finesse exhibited outside the Hall of Diplomacy during rituals or apologies.
When this personnel uses one of his skills to complete a mission, he is killed.

"It must be gratifying for an 'Elder,' to end his career with a victory."

"To my father, who's coming home …"

"I am not for sale. And if, by some chance, I were to become available, I would rather eat Orion wing-slugs than deal with a toad-faced troll like you!"

"I yield. I cannot defeat this Klingon. All I can do is kill him."

"All ships, this is the Captain. Prepare for immediate departure."

"I take it the odds are against us and the situation is grim. … Sounds like fun."

"I don't believe in the no-win scenario … I don't like to lose."

"My oath of celibacy is on record …"

"Ix'tana'Rax
Honored Elder

When a dilemma is about to be revealed, if this personnel is attempting a mission, you may remove him from the game to prevent and overcome that dilemma.

"I don't believe in the no-win scenario … I don't like to lose."

"All ships, this is the Captain. Prepare for immediate departure."
When you begin a mission attempt involving this personnel, you may lose 5 points to take up to two cards from your discard pile into hand.

“I was up half the night. I have a flock of flightless birds in my quarters.”

When you win combat in which all your personnel involved are Jem'Hadar, if this equipment is present, you may place this equipment on the bottom of its owner’s deck to randomly kill an opponent’s personnel involved.

“We’re no longer just fighting the Borg, we’re fighting the life experience they’ve stolen from Captain Picard. Now, how the hell do we defeat an enemy that knows us better than we know ourselves?”

“We’re no longer just fighting the Borg, we’re fighting the life experience they’ve stolen from Captain Picard. Now, how the hell do we defeat an enemy that knows us better than we know ourselves?”

“We’re no longer just fighting the Borg, we’re fighting the life experience they’ve stolen from Captain Picard. Now, how the hell do we defeat an enemy that knows us better than we know ourselves?”
While this personnel is facing the last dilemma on your opponent's dilemma stack, you may kill her to make each personnel present attributes +1 until the end of this turn.

"Hey! Show some respect for the dead!"

To play this interrupt, stop two of your personnel.

While you have no cards in hand, you may play this interrupt from your Watch Dog. When an interrupt is played, prevent that interrupt and place it in its owner's discard pile.

Order – Choose an event. The owner of that event shuffles it into his or her deck.

Temporal. Plays in your core. When you have drawn dilemmas, you may remove the event and those dilemmas from the game to search your dilemma pile and choose a dilemma that costs no more than the number of dilemmas you removed. Shuffle and replace your dilemma pile face down. Place the chosen dilemma on the top of your dilemma stack.

"We didn't plan to involve the humans or the Vulcans... not yet."

You and your opponent each reveal the top three dilemmas of your dilemma piles. Unless you revealed an equal or greater number of dilemmas that require a skill than your opponent, all of your personnel are stopped.

"I'm proud of you, son. I wasn't sure you'd ever develop the cognitive abilities to make it this far."

You may play this personnel at cost –2 to ignore his next ability. When you play this personnel, the next personnel you play this turn is cost –3.

"You're pushing, Jim. Your people know their jobs."

You may play this personnel at cost –2 to ignore his next ability. When you play this personnel, the next personnel you play this turn is cost –3.
Event
Plays in your core. When a player plays an event in his or her core, he or she chooses an opponent. For each headquarters mission that opponent commands, that event is cost –1.

"Hey, how can you listen to this without feeling the urge to dance?"

Event
Plays in your core.
Order – Stop your Engineer aboard your ship to make that ship Range +2 until the end of this turn.

"The dilithium matrix has got to be aligned within .3 microns."

Event
Plays in your core.

"I knew they would never give us our freedom. I would have to take it. … But the point is that finally the Empire is realizing that there is a better way."

Event
To play this event, you must command three personnel.
Lose 5 points to make an opponent place his or her hand on top of his or her deck. Then you may examine that deck and choose a non-ship card to remove from the game. He or she then replaces his or her deck. Remove this event from the game.

"We are forty-five seconds from a core breach. Release the docking clamps, I'll get us away from the station."

Event
To play this event, you must command three personnel.
Lose 5 points to make an opponent place his or her hand on top of his or her deck. Then you may examine that deck and choose a non-ship card to remove from the game. He or she then replaces his or her deck. Remove this event from the game.

"I wish there was a better way to handle this thing. I really do. Nobody wants peace any more than the Maquis."

Event
To play this event, you must command three personnel.
Lose 5 points to make an opponent place his or her hand on top of his or her deck. Then you may examine that deck and choose a non-ship card to remove from the game. He or she then replaces his or her deck. Remove this event from the game.

"I'm receiving an alien transmission from within our vessel …"
To play this interrupt, you must command a personnel with 2 Engineer or a personnel with 2 Medical.

Order – Each player counts the number of ships that cost 6 or more in his or her discard pile. Then each player shuffles each personnel and ship from his or her discard pile into his or her deck and draws cards equal to the number of ships counted (limit 6).

“We’ll have the fleet back up in less than a year.”

To play this event, you must command three personnel. Plays in your core. At the start of your turn, you may destroy this event to download a personnel or a ship. When you do this, discard cards from the top of your deck equal to the cost of that card.

“…disembodiment. It’s the epitome of perfection.”

To play this personnel, you may download an Assault, Maneuver, or a card and place that card beneath your Ferenginar. If you play this personnel, if an opponent commands a Maneuver event, he is cost –2.

“No, you don’t understand. I can’t stay here … I’ll pay anyone five bars of gold plus žlítovina for a seat. All right, ten. Twenty.”

“We’ll have the fleet back up in less than a year.”

When you begin a mission attempt at this mission, each player may search his or her dilemma pile and set aside a Consume dilemma, shuffle his or her dilemma pile, and then place that dilemma on top of his or her dilemma pile.

“The Jem'Hadar that attacked your station are renegades. They’ve turned their back on their oath of allegiance to the Dominion…”

All I want is to be acknowledged… respected as a scientist.”

Any affiliation may attempt this mission.
Anthropology, and (Archaeology, Science, Treachery, and Cunning) or (Diplomacy, Exobiology, Officer, and Integrity): 32

When you complete this mission, score 5 points for each different species of personnel who uses his or her skills to complete this mission.

"All that is ours, is yours."

When this personnel is facing a dilemma, you may exchange two cards in hand with an interrupt beneath your Ferenginar. You may do this only once each dilemma.

"I say we teach the Alliance a lesson. Throw everything we've got at Terok Nor and rip it to pieces."

To play this interrupt, you must command Mouth of the Wormhole and three non-Dissident personnel. Order – Unstop each of your stopped personnel. "Do you think it's easy for me to sit down with Dukat and Weyoun every day while they plot the destruction of the Federation?"

When an opponent's personnel is about to complete a mission, add the skills (except Intelligence) of your Intelligence personnel at that mission to the mission's requirements. This effect lasts until the end of that opponent's turn. "If the Duras are being aided by the Romulans, it becomes very much our concern."

When your personnel present is about to be killed by a dilemma, you may stop this personnel and your MACO present to prevent that.

"I'm always ready to stretch my legs, sir."

When a card your opponent owns is about to prevent an interrupt you own, you may give command of this personnel to an opponent to ignore that effect. If you do, choose a ship commanded by that opponent and place this personnel aboard that ship."
**Spock**

Experienced Officer

- **Integrity**: 6
- **Cunning**: 8
- **Strength**: 7

*Human/Vulcan*

- Anthropology
- Archaeology
- Engineer
- Programming
- Science

**You may play this personnel at cost –1 to ignore his next ability. You may play this personnel aboard your ship that has a personnel who has a cost of 4 or more aboard.**

"I offer my services as Science Officer."

---

**Stalling for Time**

To play this event, you must command three personnel.

Name a personnel. Each opponent returns each personnel he or she commands who has that card title to his or her owner’s hand. Remove this event from the game.

"Wouldn’t it be better to postpone this operation? Let me stay with them longer, meet other Maquis leaders … it seems to me I could be more valuable if I had more time."

---

**Straight and Steady**

Decay: 5.

When there are five cards on this event, destroy it. To play this event, you must command three personnel. Plays in your core. When your personnel aboard a ship uses a skill to complete a mission worth 40 or more points, you may place a card from hand on this event.

Order – Destroy this event to download a card that has a cost equal to the number of cards on this event!

"If we’re going to disable the network, we’re going to have to get within a kilometer of the surface."

---

**Tampering With Time**

Temporal. Plays in your core. At the start of each of your turns, you may choose one: stop one of your personnel to examine the top three cards of an opponent’s dilemma pile; or stop one of your personnel to examine the bottom three cards of an opponent’s dilemma pile. Place those cards on the top and/or bottom of that dilemma pile in any order.

"Without Bell, there’s a good chance those hostages will die."

---

**T’Pol**

- **Integrity**: 3
- **Cunning**: 7
- **Strength**: 6

*Vulcan*

- Engineer
- Officer
- Science
- Security
- Treachery

When this personnel uses a skill to complete a mission, you may take an Artifact or event from your discard pile into hand. You may do this only once each turn.

"We found the **Kir’Shara**."

---

**Tampering With Time**

Temporal. Plays in your core. At the start of each of your turns, you may choose one: stop one of your personnel to examine the top three cards of an opponent’s dilemma pile; or stop one of your personnel to examine the bottom three cards of an opponent’s dilemma pile. Place those cards on the top and/or bottom of that dilemma pile in any order.

"Without Bell, there’s a good chance those hostages will die."

---

**Telle**

- **Integrity**: 4
- **Cunning**: 6
- **Strength**: 6

*Cardassian*

- Medical
- Programming
- Science
- Transports
- Treachery

When this personnel is about to face a dual dilemma, you may discard three cards from hand to exchange that dilemma with a dual dilemma beneath this mission that this personnel has not faced this turn.

"This isn’t right!"

---

**Tal**

- **Integrity**: 4
- **Cunning**: 6
- **Strength**: 6

*Romulan*

- Engineer
- Exobiology
- Programming
- Security
- Transports

When you play a personnel at this mission, reveal an opponent’s hand. If you reveal an intercept this way, you may download a card that has the same cost as that personnel. You may do this only once each turn.

"Commander, we have intercepted an alien transmission."

---

**Eliminate Sphere Network**

Astrometrics, Leadership, Navigation, Security, and Cunning>40 or Engineer, 2 Leadership, and Strength>46

*Region: Delphic Expanse.*

“If we’re going to disable the network, we’re going to have to get within a kilometer of the surface.”

Any affiliation may attempt this mission.
The Edge of Forever

Event

Temporal. Plays in your core.

Order – Lose 5 points to choose one: download a card that could be played at your headquarters mission and place it there, or take a card from your discard pile that could be played at your headquarters mission and place it there. Destroy this event.

“A gateway to your own past, if you wish.”

The Text of the Kosst Amojan

Event

Pah-wraith. To play this event, you must command Bajor and no other headquarters mission. Plays in your core.

Order – Stop your Kai or one of your Treachery personnel to choose two non-Prophet cards from your discard pile. Choose an opponent to choose one of those cards to place in your hand and one to remove from the game. You may do this only once each turn.

“There is an old saying, ‘He who studies evil… is studied by evil.’”

The Tides of Fortune

Interrupt

When your non-Consume space dilemma is revealed from your dilemma stack, if your staffed ship is at that mission, that ship and your personnel aboard it face that dilemma instead. Score 10 points.

No less surprising than the alliance of Cardassia and the Dominion was the subsequent arrival of a Romulan fleet to help in the defense of Deep Space 9.

•The Viceroy

Advisor to the Praetor

When an opponent plays an event, you may discard a Romulan from hand to download an event. You may only do this once each turn.

“One man took pity on me. The man that became my Viceroy.”

Thon

Andorian

Astrometrics, Navigation, Programming

Order – If you do not command a completed space mission, discard a random card from your hand to place your ship this personnel is aboard at your incomplete space mission. You may do this only once each turn.

Each member of the Imperial Guard is trained in every aspect of warship operations.

•Three of Nine

Tactician Drone

Astrometrics, Drone.

Order – Place this personnel on the bottom of her owner’s deck and discard four cards from the top of your deck to take up to four cards from your discard pile and shuffle them into your deck.

“Task: Auxiliary processor of Unimatrix Zero-One.”

•Torga IV

Salvage Dominion Ship

You may attempt and complete this mission using your personnel with these requirements: 2 Diplomacy, Honor, Medical, and Cunning.

“We found a wrecked ship and a dead crew. And we found it first.”

Tragic Turn

Dilemma

Consume: 2. Your opponent places the top two cards of his or her dilemma pile face up beneath this mission. Place this dilemma on this mission (limit one per mission). When a dilemma is overcome here, if that dilemma killed any of your personnel, randomly select a personnel attempting the mission to be killed. Otherwise, if that dilemma stopped any of your personnel, randomly select a personnel attempting the mission to be stopped.

•Transport Delegations

Any affiliation (except Q) may attempt this mission.

“Let your delegates be the bridge between your people and mine.”
**Vedek Assembly**

For each Vedek you command, take a card from your discard pile and place it on the bottom of your deck. Remove this event from the game.

"All the hours listening to 112 Vedeks talking at once makes me yearn again for the sanctity of my arboretum."

---

**Virtual Reality Headset**

Order – If you do not command a Dissident personnel, choose one: stop two personnel present to place a non-personnel from hand at your Mouth of the Wormhole; or stop two personnel present to place a non-personnel from hand at your Mouth of the Wormhole. That personnel is stopped. You may do this only once each turn.

---

**Vandras IV**

Destroy Iconian Gateway

"Dominion scientists recently discovered a Gateway on one of our outlying worlds. But their Jem'Hadar guards rebelled, and are now trying to complete the Gateway themselves. ... With the Gateway, they could place a million Jem'Hadar warriors on any Federation planet instantaneously."

---

**William Telfer**

Misguided Hypochondriac

When you play this personnel, he is cost +2 for each planet mission you command. While this personnel is facing a dilemma, you may lose 5 points to download an interrupt. You may do this only once each turn.

"I always had this alarm in my head..."

---

**Winn Adami**

Kai of Bajor

Order – Discard a card from hand to place a non-personnel from your discard pile on top of your deck. You may do this only once each turn.

"I know we've had our differences in the past, but I'm asking you to put those feelings aside and think of what is best for our people."

---

**Wolf 359**

Assimilate Resistance

When you complete this mission, you may choose an opponent and place a personnel from his or her discard pile aboard your ship at this mission. You now command that personnel.

"...we have to assume the Borg have survived the fleet's attack."

---

**Worf**

Security Detail Leader

Order – Examine a number of cards from the top of an opponent's dilemma pile equal to the number of other Security personnel you command (limit three). Then replace them in the same order. You may only do this once each turn.

"I recommend extreme caution."

---

---
Order – Kill your non-Changeling present to make each player shuffle his or her hand and exchange it for an equal number of cards from the bottom of his or her deck.

“What a touching and heartfelt reunion, I'm glad I was here to witness it. Now... I wish to conclude this transaction.”