




8

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."

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34 V 6

•Alpha 5 Approach
Transport Crash Survivor



A

30

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.

Any affiliation may attempt this mission.

3

INTRODUCED BY THE GAMES MASTER

21 V.14

This is a mission card from the Star Trek CCG. The top section has a dark blue background with a metallic border. It features the title "Alpha 5 Approach" in white, bold font, followed by the subtitle "Transport Crash Survivor" in a smaller, italicized white font. Below the title is a large, detailed illustration of the USS Enterprise-A (NCC-1701-A) in space, viewed from a three-quarter angle. The ship's saucer, nacelles, and secondary hull are clearly visible against a black starfield. On the left side of the card, there is a circular icon containing a white letter 'A' on a blue background. On the right side, there is a similar circular icon containing the number '30'. Below the ship illustration, the text "16 different skills and Cunning>32" is written in white. Underneath this, a paragraph describes the mission: "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." This is followed by the italicized phrase "Transport unusual castaway to nearby colony." At the bottom of the card, the text "Any affiliation may attempt this mission." is displayed in white. The very bottom of the card features a dark blue bar with a central circular icon containing the number '3' and a small copyright notice on the right: "© 1997 VLS".

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."

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34 V.15

Knowledge and Experience

Interrupt

To play this interrupt, you must command three  personnel. When a personnel you command but do not own is facing a dilemma, lose 5 points to prevent and overcome that dilemma. Remove this interrupt from the game.

"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?"

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4 R 39

2 • **Three of Nine**
Tactician Drone

Borg

● Archaeology ● Astrometrics ● Geology

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.

INTEGRITY 5 **CUNNING 7** **STRENGTH 5**

1 • **William Telfer**
Misguided Hypochondriac

Human

★ **Anthropology** **Biology** **Medical**
 ★ **Programming** **Treachery**

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..."

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

ILLUSTRATION BY COLIN MCKAY