

0 • Power Shift




Event

To play this event, you must command three  personnel. Plays in your core. While your  personnel is attempting omission, you may lose 5 points to make each of your  personnel attributes +1 until the end of this mission attempt.

"We will set up a moon feedback wave inside the transfer beam. The particles will accumulate in their dilithium chamber. When they go to warp speed, their engines will explode."

NOT FORWARDED BY CBS STUDIOS INC. © 2016

2 Accelerated Aging



Dilemma

Place this dilemma on this mission. Each personnel at this mission cannot use their first-listed skill. At the end of this mission attempt, this dilemma is overcome.

"I'm getting a little too old for this game."

NOT FORWARDED BY CBS STUDIOS INC. © 2016

2 • Akorem Laan
Revered Poet



Bajoran

  **Anthropology**  **Law**  **Navigation**  **Physics**


While two  personnel are in your discard pile, this personnel is attributes +2.

"It's not clear to me yet why the Prophets made me their Emissary, but I know that they gave me back my life for a reason."

INTEGRITY 6 **CUNNING 4** **STRENGTH 4**

NOT FORWARDED BY CBS STUDIOS INC. © 2016

2 Dressing Down



Dilemma

Randomly select three personnel. If the cost of any of those personnel is 1, all three are stopped. Otherwise, choose one of those personnel to be stopped.

"Well, I'm really very sorry you didn't enjoy your time at the Academy, Ensign. As far as I'm concerned, you should have been expelled for what you did. Quite frankly, I don't know how you made it on board this ship. You're dismissed."

NOT FORWARDED BY CBS STUDIOS INC. © 2016

0 • Power Shift



Event

To play this event, you must command three  personnel. Plays in your core. While your  personnel is attempting omission, you may lose 5 points to make each of your  personnel attributes +1 until the end of this mission attempt.

"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."

NOT FORWARDED BY CBS STUDIOS INC. © 2016

3 • Korath
Duplicitous Tinkerer



Klingon

  **Diplomacy**  **Engineer**  **Leadership**  **Physics**

High Council Member. When you are about to play a non-Hand Weapon equipment, you may play it at cost +2 and stop this personnel to destroy an opponent's event that has no cards on it.

"I've scanned your shuttle. You've made some... interesting modifications. Your shield generator is of particular interest."

INTEGRITY 4 **CUNNING 6** **STRENGTH 7**

NOT FORWARDED BY CBS STUDIOS INC. © 2016

• Near Polaris
Survey New World



35

Biology, Geology, Science, and Cunning >30 or Engineer, Officer, Security, and Strength >31

When you are about to fail a mission attempt here, randomly select a personnel present and place that personnel on the bottom of their owner's deck.

"The planet supports a diverse ecology..."

Any affiliation (except ) may attempt this mission.

2

NOT FORWARDED BY CBS STUDIOS INC. © 2016

2 A Pattern of Lies



Dilemma

Randomly select three personnel. Unless at least one of them is a **different species than the others**, all three are stopped. Otherwise, choose one of those personnel to be stopped.

"You people are so used to lying you don't even tell the truth to each other!"

NOT FORWARDED BY CBS STUDIOS INC. © 2016

3 • Lyndsay Ballard
Back From the Dead



Kobali

  **Astrometrics**  **Honor**  **Navigation**  **Physics**  **Programming**  **Science**

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.

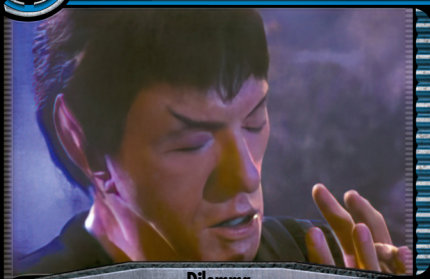
"Hey! Show some respect for the dead!"

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

NOT FORWARDED BY CBS STUDIOS INC. © 2016



2 Accelerated Aging



Dilemma

Place this dilemma on this mission. Each personnel at this mission cannot use their first-listed skill. At the end of this mission attempt, this dilemma is overcome.

"Soon he will feel the burning of his Vulcan blood."



1 To Rule in Hell



Event

To play this event, you cannot command a headquarters mission. Plays on your Ceti Alpha V. When a card instructs you to place a personnel on your headquarters mission, that personnel may be placed at this mission. When you command four completed planet missions and have 100 or more points, you win the game. You may play Genetically Enhanced personnel and equipment at this mission.



•Ceti Alpha V Forge Settlement



Biology, Geology, Leadership,
Medical, and Cunning>34

35

Cards an opponent owns cannot prevent or destroy copies of To Rule in Hell you own. At the start of your turn, you may discard a card from hand to download To Rule in Hell. When you complete this mission, flip it over.



2



•Ceti Alpha V Escape from Purgatory



35

Cards an opponent owns cannot prevent or destroy copies of To Rule in Hell you own.

Order — If you do not command a ship you own, you may take a ship from your discard pile and place it at this mission. You now command that ship (it becomes). You may do this only once each turn.

No personnel may attempt this mission.

2



4 •Joaquin Superhuman Lieutenant



Human



• Anthropology • Diplomacy • Geology
• Officer • Security

Genetically Enhanced.

Order — If you do not command a ship you own and have completed Ceti Alpha V, you may take a ship from your discard pile and place it at this mission. You now command that ship (it becomes). You may do this only once each turn.

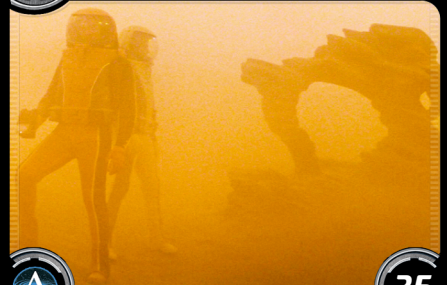
INTEGRITY 4

CUNNING 8

STRENGTH 8



•Ceti Alpha V Forge Settlement



Biology, Geology, Leadership,
Medical, and Cunning>34

35

Cards an opponent owns cannot prevent or destroy copies of To Rule in Hell you own. At the start of your turn, you may discard a card from hand to download To Rule in Hell. When you complete this mission, flip it over.



2



•Ceti Alpha V Escape from Purgatory



35

Cards an opponent owns cannot prevent or destroy copies of To Rule in Hell you own.

Order — If you do not command a ship you own, you may take a ship from your discard pile and place it at this mission. You now command that ship (it becomes). You may do this only once each turn.

No personnel may attempt this mission.

2



•Devos II Secure Son'a Outpost



Biology, Leadership, Security,
Strength>36, and (2 Honor or 2 Treachery)

35

Region: Briar Patch. When you complete this mission, each player who does not command a staffed ship here discards the top four cards of their deck.

"The Federation has been made aware of its location."



2