

**2 Counterinsurgency Program**



**Dilemma**

Your opponent discards any number of event or equipment cards from hand and names a skill (except Acquisition, Intelligence, Law or Telepathy) for each one. Unless you have **those skills**, all your personnel are stopped.

*"I always suspected that Dukat was a little paranoid. He's left a rather large number of interrogative subroutines embedded in his access code."*

NOT DAMAGED BY CYBER RAC

137 155

**2 •Kitrik**  
"The Tyrant Molar"



**Klingon**

★  
● Exobiology ● Medical ● Programming  
● Science

When you play this personnel, if you command a mission requiring Science, you may draw a card.

*Researcher on the Maranga IV outpost. He has played Molar in the local Kot'aval festival for over a decade, always eager to help true warriors deepen their understanding of Klingon heritage.*

INTEGRITY 6 CUNNING 5 STRENGTH 6

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135 303

**Our Death is Glory to the Founders**



**Interrupt**

When an event or interrupt is played, kill one of your Jem'Hadar to prevent that event or interrupt and place it in its owner's discard pile.

*"It is not my life to give up... and it never was."*

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138 74

**1 Changed History**



**Event**

**Temporal.** Plays in your core. When you win an engagement involving your ♀ ship, you may reveal the top card of the loser's deck. If it is a personnel you do not command, you may place him or her on that ship. (You now command that personnel).

*"They must have done it in the past. They went back and assimilated Earth."*

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6 137

**2 •Bruce Maddox**  
Chair of Robotics



**Human**

★  
● Engineer ● Officer ● Programming

While this personnel is present with an Android, he is attributes +1 and gains Exobiology and Science.

*"Data is an extraordinary piece of engineering, but it is a machine. If you permit it to resign, it will destroy years of work in robotics."*

INTEGRITY 4 CUNNING 6 STRENGTH 5

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7 63

**4 Interphasic Effects**



**Dilemma**

**Consume: 1.** (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) Unless you have an ♀ personnel, randomly select a personnel to be killed and your opponent may choose an event to destroy.

*Crewman Sussman was just one of many that lost their lives aboard the U.S.S. Defiant in 2268.*

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133 C 11

**•Space Near New Bajor**  
Demonstrate Aggressive Intent



**40**

**Astrometrics, Honor, Navigation, Officer, Security, and Cunning >40**

When your personnel complete this mission, you may destroy your staffed ship that costs 5 or more here to download two Damage cards and place them on an opponent's ship.

*"There was no need for a suicide attack."*

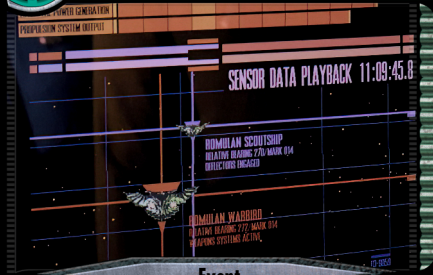
Any affiliation (except ♀ or ♂) may attempt this mission.

**3**

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137 45

**1 Planned Provocation**



**Event**

**Recall: 1.** (While this event is in your discard pile, you may play it from your discard pile at cost +1, then remove it from the game.) To play this event, you must command three ♀ personnel. Choose an opponent to discard the top card of his or her deck. If that card was an event or an interrupt, you may draw a card. Destroy this event.

*"...the Romulans have rarely attacked first."*

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130 14

**Our Death is Glory to the Founders**



**Interrupt**

When an event or interrupt is played, kill one of your Jem'Hadar to prevent that event or interrupt and place it in its owner's discard pile.

*"I did what had to be done, what any First would do. I placed the good of the unit above my personal feelings. Any soldier who cannot follow orders is a danger to his unit and must be eliminated."*

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139 12