

# THE CONTINUING COMMITTEE



## ST:CCG 2<sup>nd</sup> Edition Errata Document

(7<sup>th</sup> December 2020)

Errata are occasionally issued to cards by the Errata Team responsible for 2nd Edition. The reason for the Errata Team to do so might be to correct typos, clarify the card's effect, more closely align its wording with other cards, or to change the overall game balance.

Errata that are new or changed since the last Current Errata document are marked with an asterisk (\*) before the card title. Errata are in effect immediately upon announcement.

### Access Temporal Conduit – Erratum:

This card's title is **Devidia II. Access Temporal Conduit** is its subtitle.

### Accumulated Knowledge – Erratum:

This card is unique.

### Aid Legendary Civilization – Erratum:

This card's title is **Aldea. Aid Legendary Civilization** is its subtitle.

When you complete this mission, place up to 12 total cost of your personnel involved beneath their owners' decks. Your opponents must place their personnel with at least the same total cost beneath their owner's decks.

### Alpha 5 Approach, Transport Crash Survivor – Erratum:

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.

### Altovar, Vindictive Criminal – Erratum:

**Thief.**

**Order** - Return this personnel to his owner's hand to return an opponent's Medical personnel present to his or her owner's hand.

### Alvera Tree Ritual – Erratum:

This card is unique.


**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.

### Ambitious Intellect – Erratum:

To play this interrupt, discard a Genetically Enhanced personnel from hand. When an opponent's dilemma is about to be returned to its owner's dilemma pile during your mission attempt, remove that dilemma from the game.

**Order** - Place a captive you command on your headquarters mission.

### Analyze – Erratum:

When an opponent's dilemma that your  personnel is facing is about to be returned to its owner's dilemma pile, overcome that dilemma instead.


### Assess Contamination – Erratum:

Prevent and overcome the first dilemma your personnel face here each turn that has a cost of 1 or more and does not require a skill.



### Assimilate Resistance – Erratum:

This card's title is **Wolf 359. Assimilate Resistance** is its subtitle.

### At An Impasse – Erratum:

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.

### Athos IV, Maquis Base – Erratum:

**You may play  cards,  cards, and 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.

### Avert Solar Implosion – Erratum:

The "or" in this mission's requirements is not bold.


### Bat'leth – Erratum:

**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.

### Benjamin Sisko, Outlaw – Erratum:

**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 this order is executed again.



### Benjamin Sisko, Vastly Outnumbered – Erratum:

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.

### Bio-neural Computer Core – Erratum:

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.



### Bird-of-Prey – Erratum:

**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).

### Bustling With Activity – Erratum:

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.

### Cal Hudson, Convincing Recruiter – Erratum:

**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 .


### Captain on the Bridge – Erratum:

This card is unique.



### Cargo Haul – Erratum:



You cannot move your ship from this mission to a headquarters mission. When you move your ship with your Acquisition personnel aboard it to this mission, if you have not completed this mission, you may stop that personnel to draw a card.

### Cascade Virus – Erratum:

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.

### Casualties of the Occupation – Erratum:

To play this event, you must command  Bajor and  Cardassia Prime. Plays in your core.

**Order** - Remove a  card in your discard pile from the game to make each of your  personnel attributes +1 until the end of your turn (limit +3).

### Change of Venue – Erratum:

When you play this event, if you have a lower score than each of your opponents, it is cost -4. Choose a dilemma or opponent's event on one of your non-headquarters missions. Place that card on one of your opponent's non-headquarters missions. Destroy this event.

### Charles Tucker, III, Standing In – Erratum:

This card's title is **Charles Tucker III**.

### Chula: The Game – Erratum:

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.




**Cluttering Irrelevancies** – Erratum:

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.

**Collapse Anti-Time Anomaly** – Erratum:

**Region: Neutral Zone.** When your personnel attempt this mission, if there are no dilemmas overcome beneath it, you may download a Q card.

**Condition Red** – Erratum:




Plays in your core. Each of your  personnel loses  and gains . At the start of each of your turns, if an opponent commands more ships than you, you may discard a card from hand to download a non-unique ship.

**\*Cosette, Reliable Raider** – Erratum:


This ship is attributes +1 for each of your Region: Demilitarized Zone missions (limit +3).

**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.

**Covenant** – Erratum:

**Pah-wraith.** When your  Treachery personnel is facing a dilemma, remove a  personnel in your discard pile from the game to make that Treachery personnel gain all skills and attributes on that  personnel removed from the game until the end of this mission attempt.

**Crippling Strike** – Erratum:

To play this interrupt, you must command three  personnel. When your opponent's ship is about to move, it is Range -5 until the end of the turn. That opponent may discard five cards from hand to prevent this.

**D'Nesh, Manipulative Gift** – Erratum:

**Thief.** 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.

**Damar, Useful Adjutant** – Erratum:

**Glinn.** When an opponent is about to draw dilemmas, if this personnel is attempting a mission, you may discard a card from hand to subtract one from the number he or she can draw. You may do this only once each turn.


**Deanna Troi, Guide and Conscience** – Erratum:

When an opponent discards, examines, or reveals a card in your hand or deck, you may draw a card. You may do this only once each turn.



**Deanna Troi, Ship's Counselor** – Erratum:

**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.

**Defensive Upgrades** – Erratum:

To play this event, you must command six  personnel. Plays in your core. When your event is about to be destroyed by a card an opponent owns, you may destroy this event to prevent that. When an event or interrupt you own is about to be prevented, you may destroy this event to prevent that.

**Delegated Assignment** – Erratum:

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.

**Deliver Ancient Artifact** – Erratum:

The "or" in this mission's requirements is not bold.

**Deliver Evidence** – Erratum:

The "or" in this mission's requirements is not bold.

**Destroy Iconian Gateway** – Erratum:

This card's title is **Vandros IV. Destroy Iconian Gateway** is its subtitle.



**Devinoni Ral, Hired Gun** – Erratum:

This personnel's Strength is 5.

**Donatra, Honorable Commander** – Erratum:

**Commander: Valdore.** While this personnel is facing a dilemma that has a cost of 1 or more and does not require a skill, you may remove this personnel from the game to prevent and overcome that dilemma.

**Eight of Eleven, Laura** – Erratum:

**Dissident.** While you command a  non-Dissident personnel, this personnel loses all of her skills and her next ability. When your Dissident present is about to be killed by a dilemma at a  mission, you may discard a card from hand and stop that personnel to prevent that.



**Eliminate Sphere Network** – Erratum:

This card's title is **Sphere 41. Eliminate Sphere Network** is its subtitle.

**Encounter at Farpoint** – Erratum:

This card's title is **Deneb IV. Encounter at Farpoint** is its subtitle.

**Enterprise, Damaged Starship** – Erratum:

While this ship is at a Region: Delphic Expanse mission, you may play  personnel and equipment aboard this ship. While you command a completed Region: Delphic Expanse mission and this ship is at a Region: Delphic Expansion mission, you may play  personnel aboard this ship.

**Explore Black Cluster** – Erratum:

**Astrometrics, Leadership, Physics, Science, and Cunning>34**

**Feldomite Rush** – Erratum:

**Engineer, Geology, Cunning>28, and (Acquisition or Law or 2 Treachery)**

**Fifth, Neonatal Drone** – Erratum:


**Drone.** When you play this personnel, you may return a non-dilemma card on your Decay event to its owner's hand.


**Find Lifeless World** – Erratum:

This card's title is **Ceti Alpha V. Find Lifeless World** is its subtitle.

This mission's Order is replaced with: At the start of each of your turns, you may discard six cards from hand to draw five cards.

**Finding Our Way** – Erratum:

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.

**Fontaine, Enigmatic Rebel** – Erratum:

This card's cost is 2.


When you play this personnel, you may download up to two non-Artifact Hand Weapons.

**For the Cause** – Erratum:

Plays on Athos IV. You may attempt and complete Region: Demilitarized Zone missions using your  personnel (and a ship they are aboard at a space mission), regardless of effects preventing  personnel (or ships those personnel are aboard) from doing so, with these requirements: **Leadership, Security, Treachery, and Strength>36.**

**Forcing Their Way** – Erratum:



To play this interrupt, you must not command *U.S.S. Voyager*.

**Order** - Discard a Nucleogenic card from hand to place a  Treachery personnel from hand aboard your *U.S.S. Equinox*.

**Founder Trap** – Erratum:

**Infiltration.** When an opponent's personnel is about to complete a mission, discard a random card from hand to add the skills of your Infiltrator at that mission to the mission's requirements. This effect lasts until the end of that opponent's turn. Remove this interrupt from the game.

**Gal Gath'thong, Pride of the Praetor** – Erratum:

**Cloaking Device.** To play this ship, you must command two   personnel. When you move this ship from an opponent's mission, if this ship's Commander is aboard, that opponent must discard two cards from hand (limit two cards per turn).

**Geological Survey** – Erratum:

This card's title is **Lapideas System. Geological Survey** is its subtitle.

**George Primmin, Starfleet Security** – Erratum:

When this personnel is about to be stopped by a dilemma, name a unique personnel present. That personnel cannot be killed or stopped by dilemmas until the end of turn.

**Ghost Stories** – Erratum:

Plays in your core. When you play this event, name a non-dual dilemma. Your copies of that dilemma have: Persistent. (When your personnel complete this mission, this dilemma's owner may discard a non-personnel card from hand to return this dilemma to his or her dilemma pile.)

**Goval, Follower of the One** – Erratum:

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.

**Guess Who's Coming to Dinner** – Erratum:

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

**Guidance of the Council** – Erratum:

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

**Hate** – Erratum:

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


**Hikaru Sulu, Cunning Tactician** – Erratum:

**Commander: *Starship Excelsior*.** At the start of your turn, if an opponent's ship is at this mission, you may place your ship this personnel is aboard at a different mission to download a Damage card and place it on that opponent's ship.

**Hikaru Sulu, Experienced Helmsman** – Erratum:


You may play this personnel at cost -2 to ignore his next ability. [...]

**Hindrance** – Erratum:




**Temporal.** Plays in your core. 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.

**Holding Cell** – Erratum:

This card is unique.

**Decay: 3.** (When there are three cards on this event, destroy it.) To play this event, you must command six  personnel. Plays in your core. 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 instead.

**Homeward Bound** – Erratum:

To play this interrupt, you must command a completed  space mission and three  personnel. You may play only 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.

**Ibboko, Kreetassan Chancellor** – Erratum:

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.

**Ikat'ika, Honorable Warrior** – Erratum:

While this personnel is attempting a mission, you may make him attributes +2 until the end of this mission attempt. If you do this, he is killed at the end of this turn. You may do this only once each turn.

**Ilia, Finest Navigator in Starfleet** – Erratum:

You may play this personnel at cost -2 to ignore her next ability. [...]

**Indecent Proposal** – Erratum:

Randomly select a personnel who costs 5 or more to be stopped. If you cannot, your opponent chooses a personnel to be stopped. If a personnel who costs 5 or more was stopped by this dilemma, return this dilemma to its owner's dilemma pile.



**Investigate Massacre** – Erratum:

**Diplomacy, 2 Science, and Cunning**>28


**Ixtana'Rax, Honored Elder** – Erratum:

When this personnel uses one of his skills to complete a mission, he is killed.

**Jake Sisko, Temporal Anchor** – Erratum:

Replace his  icon with a .

**James T. Kirk, Experienced Commander** – Erratum:

**Admiral. Commander: *U.S.S. Enterprise*.** You may play this personnel at cost -2 to ignore his next ability. When you play this personnel, he gains "This personnel and each  personnel present who has a cost of 4 or more may be excluded from random selections" until the end of this turn.



**James T. Kirk, Living Legend** – Erratum:

While this personnel is facing a dilemma that has requirements you cannot meet, you may kill this personnel to prevent and overcome that dilemma.

**James T. Kirk, Original Thinker** – Erratum:

**Admiral. Commander: *U.S.S. Enterprise*.** 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.

**Javert, Maquis Flagship** – Erratum:

While this ship is at your  mission that is worth 40 or less points and your corresponding Commander is aboard this ship, your personnel may attempt and complete that mission, regardless of effects preventing  personnel (or ships those personnel are aboard) from doing so, with these requirements: **Leadership, Security, Treachery, and Strength**>36.

**Jean Hejar, Nova Squadron Navigator** – Erratum:


This card's title is **Jean Hajar**.

**Jean-Luc Picard, Bearer of Ill Tidings** – Erratum:

**Dissident.** When this personnel is present with your Dissident and a dilemma is about to be revealed, you may lose 5 points to shuffle your opponent's dilemma stack.

**Joaquin, Superhuman Lieutenant** – Erratum:

**Genetically Enhanced.**

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

**Josiah Clarke** – Erratum:


**Dissident. Infiltrator.**

**Kar'takin** – Erratum:


**Hand Weapon.** 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.

**Keevan, Pragmatic Captor** – Erratum:


Cards you own cannot make this personnel leave an opponent's brig.

**Order** - If you have no captives and command six  personnel, place this personnel in your opponent's brig to name a personnel. That opponent places each copy of that personnel he or she commands in your brig.

**Kira Nerys, First Officer** – Erratum:

**Order** - If you command two missions worth 40 or more points, discard four cards from hand to take a  personnel from your discard pile and place it on your headquarters mission. You may do this only once each turn.

**Kira Nerys, Ih'valla** – Erratum:


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.

**Klingon Tea Ceremony** – Erratum:

This card is unique.

**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 an opponent downloads a card, if he or she has already downloaded a card this turn, that opponent must place it on top of his or her deck instead of in his or her hand.

**Knowledge and Experience** – Erratum:

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.

**Korath, Duplicitous Tinkerer** – Erratum:

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

**Krajensky Founder, Adversary** – Erratum:

**Founder. Infiltrator. Shape-shifter.** When personnel the opponent on your right commands attempt this mission, if this mission has two or more dilemmas overcome beneath it, you may draw two extra dilemmas and spend two extra in total cost on dilemmas.


**Kressari Rendezvous** – Erratum:

This card's title is **Cardassian Outskirts. Kressari Rendezvous** is its subtitle.

**Kressari Rendezvous** – Erratum:

This card's title is **Cardassian Outskirts. Kressari Rendezvous** is its subtitle.

**Kruge, Instinctive Commander** – Erratum:

**Commander: *I.K.S. Qel'Poh*.** When you win an engagement involving this personnel and there are two or less personnel aboard an opponent's ship involved, you may remove a damage event from that ship to place those personnel in your brig. You now command that ship (it is now a  ship).

**Legacy** – Erratum:

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.

**Leonard H. McCoy, Experienced Advisor** – Erratum:

You may play this personnel at cost -2 to ignore his next ability. [...]

**Life-Changing Encounter** – Erratum:




**Assault. Maneuver. Q. Temporal.** Plays in your core.

**Order** - Kill your non-unique personnel to begin combat or an engagement involving your other personnel present. If you win, place this event on the mission where that personnel was involved (limit one per mission). Each personnel at this mission is attributes -1. Otherwise, destroy this event.

**Locutus, Voice of the Borg** – Erratum:

**Commander: *Locutus' Borg Cube*.** While this personnel is facing a dilemma, if he uses his Diplomacy, Leadership, Officer, or Treachery to meet its requirements, score 10 points.



**Luna, Orpheus Mining Facility** – Erratum:

You may play  ships,  Dissident personnel,  Human personnel, and equipment at this mission.

**Region:** Sector 001. You cannot command another headquarters mission.

**Order** - If you command a completed mission, flip this mission.

**Lustful Distraction** – Erratum:

To play this interrupt, stop two of your   personnel. While you have no cards in hand, you may play this interrupt from on 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 their deck.





**Lyndsay Ballard, Back From the Dead** – Erratum:

"Physics" is misspelled as "Pysics" on this card.

**Machinations** – Erratum:

**Temporal.** Plays in your core. When you have drawn dilemmas, you may remove this 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.

**Mara, Science Officer** – Erratum:


When you play this personnel, if you command two  Klingons, this personnel is cost -2. When you play a   personnel, you may discard a  card from hand to download an interrupt.

**Maras** – Erratum:

**Thief.** When a Thief present is about to be killed by a dilemma that costs 3 or more, you may destroy your event to prevent that.

**Markus Forbes, Extraction Specialist** – Erratum:

**MACO.**

**Order** - If this personnel is at a non-headquarters mission, discard three  cards (or two MACO personnel) from hand to place a captive you command present with this personnel.

**Masaro, Idealistic Saboteur** – Erratum:

**Dissident. Infiltrator.**

**Order** - If you command four different species, kill this personnel to examine the top four dilemmas of an opponent's dilemma pile and remove one from the game. The remaining dilemmas return to their owner's dilemma pile.

**Michael Eddington, Loyal Leader** – Erratum:

While this personnel is attempting a mission, you may make him attributes +3 and gain Honor and Leadership until the end of this mission attempt. If you do, he is killed at the end of this turn. You may do this only once each turn.

**Montgomery Scott, Experienced Engineer** – Erratum:

You may play this personnel at cost -2 to ignore his next ability. [...]

**Montgomery Scott, Relic** – Erratum:

While this personnel is equipped with an equipment, each dilemma he faces that requires Programming or Transporters is prevented and overcome.

**Mot, The Barber** – Erratum:


When your six personnel present attempt a mission, subtract one from the number of dilemmas your opponent may draw and one from the total cost he or she may spend on dilemmas.

**Naomi Wildman, Astrometrics Officer** – Erratum:

While this personnel is facing a dilemma, you may destroy your Temporal event that has a cost greater than or equal to the cost of that dilemma to make each random selection made by that dilemma your choice instead. This effect lasts until the end of the mission attempt.

**Nathan Samuels, Earth Minister** – Erratum:

This card's cost is 3.

When you play a non-Human  personnel at this mission, you may stop this personnel to make that personnel cost -2.

**Navaar, Experienced Gift** – Erratum:

**Thief.** When a Thief present is facing a dilemma, you may destroy your event to have that Thief gain a skill of your choice until the end of that mission attempt.



**Nog, Drill Instructor** – Erratum:

**Order** - Discard an equipment from beneath your Ferenginar to place a captive you command at your headquarters mission. You may do this only once each turn.

**Once More Unto the Breach** – Erratum:

Your opponent chooses a staffed Cloaking Device ship he or she commands at this mission. That ship is Weapons +1 until the end of this dilemma. Unless you have Shields>that ship's Weapons, randomly select a personnel to be killed and all of your personnel are stopped.

**Organized Terrorist Activities** – Erratum:

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 shuffles and replaces his or her deck. Remove this event from the game.

**Outclassed** – Erratum:

Unless you have **unused Range>8** or **Weapons>8** all your personnel are stopped.


**Par Lenor, Lascivious Emissary** – Erratum:

At the start of each of your turns, you may destroy one of your Rule events to spend additional counters this turn equal to that event's cost.

**Party Atmosphere** – Erratum:

This card is unique.




**\*Playing by the Rules** – Erratum:

**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 dilemma is about to be returned to a dilemma pile during a mission attempt in which it was faced (or from beneath an incomplete mission), that mission's owner may discard a non- personnel from hand to place that dilemma beneath their non-headquarters mission instead.


**Political Intrigue** – Erratum:


This card's title is **Farius Prime. Political Intrigue** is its subtitle.

**Power Shift** – Erratum:

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

**Preeminent Precision** – Erratum:

To play this event, you must command three  personnel. Plays in your core.

**Order** - Stop your  Engineer aboard your ship to make that ship Range +2 until the end of this turn.

**Protect the Escapees** – Erratum:

This card's title is **Crensen Gap. Protect the Escapees** is its subtitle.


**Ptol** – Erratum:

When you play this personnel, reveal four cards from the top of an opponent's dilemma pile. This personnel is cost -1 for each dual dilemma revealed. Place the revealed cards on the bottom of the owner's dilemma pile in any order.

**Quarantine** – Erratum:




**Decay: 5.** (When there are five cards on this event, destroy it.) **Q.** Plays in your core. When your dilemma is about to be overcome, place it on this event instead. When you lose command of this event, the player on your right places all dilemmas here face up beneath his or her mission.

**Quark, Vastly Outnumbered** – Erratum:

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

**Quintessence** – Erratum:

This card's cost is 3. This card is unique.

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

**Rebuilding the Fleet** – Erratum:

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).

**Recruitment Tactics** – Erratum:

**Assault.** Plays in your core.

**Order** - Destroy this event to begin combat involving your Bajoran Resistance personnel. If you win, randomly select an opponent's personnel involved to be killed and you may take a Bajoran Resistance personnel from your discard pile and place him or her on your Bajor.

**Rekar, Tool of the Tal'Shiar** – Erratum:

**Commander: U.S.S. Prometheus.** When you play this personnel, if you command an Intelligence personnel, he is cost -1. When this personnel attempts a non- mission and your  personnel who has a cost of 4 or more is present, subtract one from the number of dilemmas your opponent can draw.

**Renegade Ambush** – Erratum:

**Consume: 1.** (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) If your opponent commands a Jem'Hadar, randomly select a personnel to be killed. Otherwise, choose a personnel to be killed.

**Rescue Prisoners** – Erratum:

This card's title is **Cardassia IV. Rescue Prisoners** is its subtitle.

**Restore Errant Moon** – Erratum:

**3 Astrometrics, Engineer, and Cunning>42**

**Reyga, Young Scientist** – Erratum:

While this personnel is facing a dilemma that has a cost of 1 or more and does not require a skill, you may stop him and remove two Rule cards from beneath your Ferenginar from the game to prevent and overcome that dilemma.

**Risa Shore Leave** – Erratum:

This card's title is **Risa. Shore Leave** is its subtitle.

**Robin Lefler, Mission Specialist** – Erratum:

**Order** - Stop this personnel to beam any number of your stopped personnel at this mission. Discard the top card of your deck for each personnel beamed this way.

**Rom, Professional Soldier** – Erratum:

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.

**Ruling Council** – Erratum:

To play this interrupt, you must command Mouth of the Wormhole and three non-Dissident personnel.

**Order** - Unstop each of your stopped personnel.

**Running a Tight Ship** – Erratum:

This card is unique.

**Sabotaged Transporter** – Erratum:

Plays in your core. When a personnel is stopped by a dilemma you own, you may discard a personnel who has a cost of 4 or more from hand to kill that personnel.

**Salvage Dominion Ship** – Erratum:

This card's title is **Torga IV. Salvage Dominion Ship** is its subtitle.

**Sean Hawkins** – Erratum:

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

**Secret Conspiracy** – Erratum:

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.

**Seven of Nine, Prodigal Daughter** – Erratum:

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.

**Shuttlepod Two, Landing Craft** – Erratum:

You may play this ship to the same mission as your *Enterprise*. While you command more than five personnel aboard this ship, it is Range -2. When this ship is about to move to or from your space mission, subtract 3 from the Range required. You may do this only once each turn.

**Skalaar, Bounty Hunter** – Erratum:

**Order** - If this personnel is at an opponent's mission, discard four cards from hand to place a captive you command aboard your ship here. You may do this only once each turn.

**Spock, Experienced Officer** – Erratum:

You may play this personnel at cost -1 to ignore his next ability. [...]

**Stakoron II, Mine Miszinite** – Erratum:

**Anthropology, 2 Engineer, Geology, and (Cunning>38 or Strength>42) Region: Stakoron System.** The first dual dilemma revealed here each turn is cost +1.

**Stakoron Strait, Patrol Shipping Lane** – Erratum:

**Astrometrics, Navigation, 2 Officer and (Cunning>38 or Strength>42) Region: Stakoron System.** The first dual dilemma revealed here each turn is cost +1.

**Stalling for Time** – Erratum:

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.

**Straight and Steady** – Erratum:

**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.

**T'Pol, Dutiful Commander** – Erratum:

This personnel's Integrity is 3.

**T'Pol, Non-believer** – Erratum:

This card's title is **T'Pol**.

**T'Pol, Overbearing Observer** – Erratum:

When your personnel present is about to be stopped by a dilemma at a mission, if a dilemma beneath this mission has the same cost as that dilemma, you may discard a card from hand to prevent that.

**Tal, Alert Subcommander** – Erratum:

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

**Tampering With Time** – Erratum:

**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.

**Telle, Macet's Aide** – Erratum:

**Glinn.** 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.

**\*Temporal Transporters** – Erratum:

**Replicate** – Discard two cards from hand. (You may discard two cards from hand when you play this event. If you do, put this event in your hand instead of destroying it.)

**Temporal.** Place a non-personnel from your discard pile aboard your unique Temporal ship. Destroy this event.

**The Edge of Forever** – Erratum:

**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.

**The Enemy of My Enemy** – Erratum:

When your personnel is facing a dilemma, discard the top three cards of your deck to make that personnel gain all skills, attributes, and keywords on a personnel in your discard pile until the end of the dilemma.

**The Text of the Kosst Amojan** – Erratum:

**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 to 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.

**The Tides of Fortune** – Erratum:

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.

**The Viceroy, Advisor to the Praetor** – Erratum:

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.

**Thon** – Erratum:

**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.


**Three of Nine, Tactician Drone** – Erratum:

**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.

#### TR-116 Rifle – Erratum:

This card's cost is 2.

**Hand Weapon.** While in combat, each of your  Treachery personnel present is Strength +1.

**Order** - If this equipment is present with your Assassin, name a skill. Choose an opponent's personnel present with that skill. Return this equipment to its owner's hand to kill that personnel.

#### Tragic Turn – Erratum:

**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 Crash Survivors – Erratum:

This card's title is **Alpha 5 Approach. Transport Crash Survivor** is its subtitle.

See **Alpha 5 Approach, Transport Crash Survivor** for this card's current gametext.

#### Transport Delegations – Erratum:

This card's title is **Selay. Transport Delegations** is its subtitle.

"Anthropology" is misspelled as "Anthropolgy" on this card.


**Region: Sector 500.**

#### Trellium-D – Erratum:


This card's cost is 2.


When you play this equipment, it is cost -1 for each Region: Delphic Expanse mission you command. Plays aboard your ship. When you play this equipment, discard a non-personnel card from hand to draw two cards.

#### Tykk – Erratum:

You may play Breen personnel aboard this ship. When a Breen personnel aboard this ship is involved in an engagement you win, you may place a  personnel with a cost of 4 or more from hand aboard this ship.

#### U.S.S. Defiant, Commandeered Warship – Erratum:

**Cloaking Device.** To staff this ship, you must have a  Engineer personnel aboard.

**Order** - If this ship is staffed and at your mission, stop this ship to take an overcome dilemma from beneath that mission and place it face up beneath your  mission.

#### U.S.S. Defiant, Stolen Warship – Erratum:

This ship has Weapons of 10.


**Cloaking Device.**

**Order** - If this ship is staffed and at a non-headquarters mission, this mission's owner places a card from hand on top of his or her deck. You may do this only once each turn.

#### U.S.S. Enterprise, Where She Belongs – Erratum:


You may play this ship at cost -4 to ignore its next ability. [...]

#### U.S.S. Enterprise-D, Loaded for Bear – Erratum:





**Order** - If you have a lower score than each of your opponents, stop three of your  personnel aboard this ship to score 5 points. You may do this only once each turn.

#### U.S.S. Enterprise-E, Flagship of the Federation – Erratum:


When you play this ship, for each  Leadership personnel at this mission, this ship is cost -1.

**Order** - Stop your  Diplomacy personnel aboard this ship and return your event with no cards on it to its owner's hand to have each opponent return one of his or her events with no cards on it to its owner's hand.

#### U.S.S. Equinox, Determined to Get Home – Erratum:

While you do not command a headquarters mission, you may play this ship at Caretaker's Array. While this ship is at a  mission, you may play  Treachery personnel,  personnel, and equipment aboard this ship. While you do not command *U.S.S. Voyager*, you may pay the cost of losing 5 points to use an ability on a  personnel you own by discarding a Nucleogenic card from hand.

#### Unsavory Customers – Erratum:

**Consume: 2.** (*Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.*) Choose a **Biology** personnel to be stopped. If the opponent on your left commands Earth and  Luna (or Mars), place this dilemma in your core. While you do not command a non-Human personnel on Earth, you have 1 fewer counter to spend during each of your Play and Draw Cards segments.

#### Up the Ante – Erratum:

**Consume: 2.** (*Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.*) You may end this mission attempt to prevent and overcome this dilemma (all your personnel are stopped). If you do not and you complete this mission this turn, you win the game. If you do not and do not complete this mission this turn, you lose the game.







#### Vacation from the Continuum – Erratum:

**Q.** To play this event, you must command a Q event. Plays in your core. When personnel that the player on your right commands begin a mission attempt, you may destroy your other Q event to draw five extra dilemmas.

#### Vedek Assembly – Erratum:

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.

#### Virtual Reality Headset – Erratum:

**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.

#### Willard Decker, Recommended Replacement – Erratum:


[...] You may play this personnel at cost -1 to ignore his next ability. [...]

#### William Telfer, Misguided Hypochondriac – Erratum:


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.

#### Winn Adami, Kai of Bajor – Erratum:


**Kai.**

**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.

#### Worf, Security Detail Leader – Erratum:

**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.

#### Yelgrun, Blunt Negotiator – Erratum:

**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.