0 "Observer" from the Obsidian Order

Event

To play this event, you must command a ✷ personnel who has Leadership or Intelligence. Discard a card from hand to draw two cards. Destroy this event.

"You'll send no ships to the Orias system. . . . That sector is under direct control of the Obsidian Order and you will not enter it."

1 U 100

3 A Chance for Glory

Event

Assault. Maneuver. Plays in your core.
Order — Destroy this event to begin combat or an engagement involving your ✷ personnel. If you win, score 10 points.

"It has been too long since you last fought at my side. But now that time has come again. We will do great deeds in the coming days. Deeds worthy of song."

1 R 74

2 A Living Death

Dilemma

Place this dilemma on this mission. Each personnel on this planet who does not have Treachery is attributes −1. At the end of this turn, this dilemma is overcome.

"Together with the Reman slaves, I was condemned to an existence of unceasing labor and starvation under the brutal heel of the Romulan guards. Only the very strongest had any hope of survival."

1 U 3

1 A Treasure Beyond Comparison

Event

Punishment. Plays in your core. When you place an opponent's personnel in your brig, you may draw a card.

"Why don't you accept your fate? You'll return to your chair and you will sit there. You will entertain me and you will entertain my guests. And if you don't, I'll simply kill someone else…"

1 R 74

1 Acost Jared

Ventaxian

● Anthropology ● Law ● Leadership

The Ventaxians' ancestors sold the souls of the entire planet to their "devil," Ardra, in exchange for 1,000 years without wars, famine, or poverty. "As the hour of Ardra's return approaches, fear has overwhelmed my people…"

INTEGRITY 5	CUNNING 5	STRENGTH 5

1 C 317

4 Aggressive Behavior

Dilemma

Unless you have **2 Anthropology** or **2 Leadership and Weapons>8**, randomly select a personnel to be killed, all your other personnel are stopped, and this dilemma is placed on your ship.
Damage — This ship is attributes −2.

"…their behavior toward us and the large creature is similar. It's possible they've mistaken us for a potential mate."

1 U 2

2 •Alidar Jarok
Conscientious Admiral

Romulan

● Leadership ● Navigation ● Officer ● Security
Admiral. When you play this personnel, for each player who commands a ✷ personnel, you may examine the top four cards of his or her deck. Replace them in the same order.

"There comes a time in a man's life that you cannot know — when he looks down at the first smile of his baby girl and realizes he must change the world for her… for all children."

INTEGRITY 4	CUNNING 6	STRENGTH 5

1 U 354

1 Alien Abduction

Dilemma

Unless you have **2 Engineer and Physics** or **Medical and Transporters**, randomly select three personnel to be stopped.

"The skeletal structure in your radius and ulna is offset by .02 microns. Your arm has been amputated and surgically reattached."

1 C 6

5 Alien Gambling Device

Equipment

When a random selection is made at this mission, you may ignore its result and select again. You may do this only once each turn.

"Someone or something on this station is distorting the laws of probability."

1 R 71

Alternate Identity
Interrupt

Order – Replace a ⬢ personnel you command with a ⬢ personnel from your hand. Place the personnel you replaced in your discard pile.

"...Admiral, you are not a man of peace. Your military record, what we know of it, is clear—"
"Which is precisely why I chose an alternate identity here."

---

1 Altman
Human

● Biology ● Engineer ● Transporters

The engineering staff of Deep Space 9 is faced with the constant challenge of making Starfleet, Cardassian, and Bajoran technology work together.

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

---

2 •Altovar
Vindictive Criminal
Lethean

● Exobiology ● Medical ● Telepathy ● 2 Treachery
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.

"You're staying right here, trapped on this station, watching while I destroy you piece by piece."

INTEGRITY 2 | **CUNNING 5** | **STRENGTH 6**

---

2 •Alyssa Ogawa
Enterprise Medical Assistant
Human

● Biology ● Exobiology ● Medical

When your other personnel present is about to be killed, you may stop this personnel and place a card from hand on top of your deck to place that other personnel on top of your deck.

"So what do we do now?"

INTEGRITY 6 | **CUNNING 5** | **STRENGTH 4**

Amanda Rogers
Interrupt

To play this interrupt, you must have 5 or more points. When an event or interrupt is played, prevent that event or interrupt and place it in its owner's discard pile. Lose 5 points.

"What else have you done? ... Telekinesis, teleportation, spontaneous combustion of someone you don't like — that sort of thing?"

---

1 Anara
Bajoran

● Engineer ● Physics ● Transporters

In the early years following the Occupation, Bajoran tours of duty aboard Deep Space 9 often lasted only a few months. The Militia hoped to train a number of junior officers in skills useful for the rebuilding efforts on Bajor.

INTEGRITY 5 | **CUNNING 5** | **STRENGTH 4**

---

2 •Andrea Brand
Academy Superintendent
Human

● Law ● 2 Leadership ● Navigation ● Officer
● Transporters
Admiral.

"Your statements cannot be reconciled with the data collected from the NavCon satellite. ... We cannot escape the conclusion that either the data is faulty in some way... or you have lied to us."

INTEGRITY 6 | **CUNNING 6** | **STRENGTH 3**

---

3 Antedean Assassins
Dilemma

Unless you have a personnel who has 2 Anthropology or a personnel who has 2 Telepathy, your opponent chooses an Anthropology or Telepathy personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"They were planning on blowing up the entire conference."

---

2 Ari
Cardassian

● Honor ● Officer ● Programming
● Transporters
Dissident. When you play this personnel, if you have a Gul or Legate at this mission, this personnel's cost is −1.

"The Obsidian Order and the Central Command have been given too much power over our lives. We're going to change that."

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

Armus Roulette
4 — Dilemma

Randomly select four personnel. Unless they have **Cunning>22** or **one of them has Cunning>7**, your opponent chooses one of them to be killed, then the other three are stopped.

"Now tell me, how would you feel if you were the instrument of death for your leader?"

Arrest Order
Interrupt

Capture. To play this interrupt, you must command a ⚲ Security personnel equipped with a hand weapon at a non-headquarters mission.

Order — Stop that personnel to randomly select an opponent's personnel present to place in your brig.

"Thank you for your cooperation."

Assassin's Blade
3 — Dilemma

Unless you have **2 Security** or **Cunning>26**, your opponent chooses a personnel (except an Android or a Shape-shifter) to be killed, then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile.

With most security systems able to detect energy-discharge weapons, the nefarious often turn to simpler solutions.

Assassination Attempt
4 — Dilemma

Randomly select two personnel. Each of those personnel who does not have **Treachery** is killed.

"As you know, time is of the essence."

Assault Vessel
5 — Janitza Class

Largest ship of the Bajoran Militia. The handful not captured and confiscated by the Cardassians were used to transport resistance cells during the Occupation.

RANGE	6	WEAPONS	7	SHIELDS	7

Astrometrics Lab
1 — Event

Plays in your core.

Order — Discard a card from hand to make your ship with your Astrometrics personnel aboard Range +2 until the end of this turn. You may do this only once each turn.

"Space. The great unknown. Only now, we're going to know it a little better."

Authenticate Artifacts
2 — Dilemma

Unless you have a **personnel who has 2 Anthropology** or a **personnel who has 2 Archaeology**, your opponent chooses an Anthropology or Archaeology personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"You can tell Baran that I'm working as fast as I can."

Automated Weapons
3 — Dilemma

Unless you have **2 Security** or a **Hand Weapon**, randomly select a personnel to be killed, then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile.

"I am not sure that I remembered all of the codes for the security system. You should warn anyone going down there."

•Awaiting Trial
1 — Event

Punishment. To play this event, you must command three ⚲ personnel. Plays in your core. At the start of each of your turns, if you have a captive, you may draw a card.

"Here on Cardassia, all crimes are solved. All criminals are punished. All endings are happy. . . . You're only one man, but your conviction will be a salutary experience for millions."

B'amara

2 — Klingon

● Biology ● Honor ● Medical ● Physics
● Programming

It is common practice aboard Klingon vessels to carry only a small medical staff, as nearly all warriors are familiar with the basics of combat medicine.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 6 |

• B'Etor
Sister of Duras

2 — Klingon

● Leadership ● Physics ● Science ● 2 Treachery

Smuggler. When you play this personnel, if you command Lursa, you may download a Treachery personnel.

"...why be our enemy, when you can be our friend?"

| INTEGRITY 2 | CUNNING 6 | STRENGTH 6 |

Back-Flush Bussard Collectors

0 — Event

To play this event, you must command a 🔵 Engineer personnel. Discard a card from hand to draw two cards. Destroy this event.

"Blowing that hydrogen exhaust through the Bussard collectors sure put on a nice light show."

BaH!

2 — Event

Maneuver. Plays in your core.
Order — Destroy this event to begin an engagement involving your ⚔ ship. That ship is Weapons +1. If you win, score 10 points.

"In war, there is nothing more honorable than victory."

• Bajor
Gift of the Prophets

You may play 🔴 cards, 🟡 cards, and equipment at this mission.

Region: Bajor System.

Bajor: "We're on the verge of a new era. The Occupation is over, we've achieved peace with Cardassia, Federation membership is only a few years away — this is an exciting time to be a Bajoran."

Bajoran Headquarters

2

Bajoran Gratitude Festival

1 — Event

To play this event, you must command three 🔴 personnel. Remove up to four cards in your discard pile from the game, then draw an equal number of cards. Destroy this event.

"As the scrolls burn, may our troubles turn to ashes with them."

Bajoran Interceptor

4 — Perikian Class

Primary attack vessel of the Bajoran fleet. In 2370, several were appropriated by the Alliance for Global Unity and used in their attempted coup.

| RANGE 6 | WEAPONS 7 | SHIELDS 6 |

Bajoran Phaser Pistol

1 — Equipment

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

Predominately similar to Starfleet hand weapons, this standard-issue side arm of the Bajoran Militia eliminates the need for a prefire chamber by employing a "tracer" beam to focus the primary energy discharge.

Bajoran Scout Vessel

5 — Bestri Class

Widely considered to be the fastest and most reliable Bajoran design. Very few remain in operation, as their parts were often scavenged during the Occupation to repair other, more combat-oriented vessels.

| RANGE 7 | WEAPONS 6 | SHIELDS 6 |

Bandee

1 · Bandee

Human

● Biology ● Medical ● Programming

After the retaking of Deep Space 9 in 2374, the number of Starfleet personnel aboard was increased in all departments. The medical staff was nearly doubled, in case of a surprise Dominion attack.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 5 |

Bareil Antos

5 · Bareil Antos
Esteemed Vedek

Bajoran

● Anthropology ● Biology ● 2 Diplomacy ● 2 Honor ● Leadership ● Science

Vedek. Each of your other ◎ personnel present is Integrity +1 (or +2 while facing a dilemma).

"I began my service at the monastery as the gardener... Unfortunately, the Prophets did not allow me that peaceful life."

| INTEGRITY 8 | CUNNING 6 | STRENGTH 5 |

Barron

1 · Barron

Human

● Anthropology ● Archaeology ● Geology

The Federation often employs concealed "duck blinds" in anthropological studies of pre-warp civilizations. Dr. Barron was the supervisor of such a study on the planet Mintaka III.

| INTEGRITY 5 | CUNNING 5 | STRENGTH 4 |

Barzan Wormhole

· Barzan Wormhole
Wormhole Negotiations

A **45**

Astrometrics, Cunning>42, and
(3 Diplomacy and 2 Honor or
Telepathy and 3 Treachery)

Investigate the discovery of a stable passage to the Gamma Quadrant. Negotiate for its long-term control.

2

Battle Drills

3 Battle Drills

Event

Maneuver. Plays in your core.
Order — Destroy this event to begin an engagement involving your ship with your Gul aboard. That ship is Weapons +2. If you win, randomly kill an opponent's personnel involved.

"That's pitiful! A crew of Ferengi scrap peddlers could do better than that. Select another target. We'll do it again."

Beltane IX

· Beltane IX
Cargo Rendezvous

A **30**

Transporters and
(Engineer, Physics, and Integrity>29 or
Acquisition, Treachery, and Cunning>31)

Arrange a cargo transfer at this major commercial shipping center.

2

Benjamin Sisko (Emissary)

5 · Benjamin Sisko
The Emissary of the Prophets

Human

● Anthropology ● Archaeology ● 2 Diplomacy ● 2 Honor ● 2 Leadership

When you play another non-Treachery Bajoran at this mission, you may discard a card from hand to draw a card. You may do this only once each turn.

"The Sisko is of Bajor, but he will find no rest there."

| INTEGRITY 9 | CUNNING 7 | STRENGTH 6 |

Benjamin Sisko (Defiant Captain)

4 · Benjamin Sisko
Defiant Captain

Human

● Diplomacy ● Engineer ● Honor ● Leadership ● Navigation ● Officer

Commander: U.S.S. Defiant. When you play this personnel, you may download a ⊙ ship.

"Let's just say we're preparing a few surprises just in case the Dominion comes through the wormhole."

| INTEGRITY 6 | CUNNING 6 | STRENGTH 6 |

Berild

2 · Berild

Solari

● Archaeology ● Law ● Leadership ● Officer

Leader of the Eastern faction warring on Solais V. He was betrayed by his most trusted advisor during the first attempt at peace negotiations.

| INTEGRITY 5 | CUNNING 5 | STRENGTH 7 |

Berserk Changeling
5

Dilemma

Unless you have **2 Exobiology and 2 Science** or **3 Security** or **two Hand Weapons**, randomly select a personnel (except a Changeling) to be killed, then all your other personnel are stopped.

"The creature you're after is Odo. . . . It's separate and independent from the Odo we know, and yet, at the very least, it's aware of me."

•Beverly Crusher
Chief Medical Officer
2

Human

● Biology ● Exobiology ● 2 Medical ● Programming

When your personnel present is about to be killed, you may discard a card from hand to place that personnel on top of their owner's deck. You may do this only once each turn.

"I can't overestimate the danger of Thalaron radiation. . . A microscopic amount could kill every living thing on this ship. . . "

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| INTEGRITY | 6 | CUNNING | 6 | STRENGTH | 4 |

Bhavani
2

Barzan

● Diplomacy ● Honor ● Law ● Leadership ● Physics

"The Barzan has been a society dependent on others for generations. We want that to end. The appearance of this stable wormhole in our space provides us with our first true natural resource. We have neither the experience nor the technology to exploit it. But you do."

| INTEGRITY | 6 | CUNNING | 5 | STRENGTH | 4 |

Blended
2

Dilemma

Unless you have **Diplomacy** or **Telepathy**, all your personnel are stopped. If you have two or more personnel who have Diplomacy or Telepathy, randomly select all but one of those personnel to be stopped.

"Look, he wouldn't even talk to me unless I had a drink with him. . . . So don't go criticizing my counseling technique!"

Blind Spot
2

Event

Pursuit. Plays on your ship. When an opponent's ship moves away from this mission, this ship may follow using its Range from your next turn.

"Hirogen vessels produce an ion wake approximately 5,000 meters long. Inside it, there's too much interference for their sensors to detect anything."

•Bo'rak
Klingon Intelligence Agent
3

Klingon

● Engineer ● Intelligence ● Physics ● Transporters

When an opponent downloads a card, that opponent must place it on top of his or her deck instead of in his or her hand.

Operative sent to conduct surveillance on a Romulan delegation visiting Deep Space 9. His hatred of the Romulans proved stronger than his desire to maintain a low profile.

| INTEGRITY | 6 | CUNNING | 4 | STRENGTH | 7 |

•Bralek
6

Galor Class

While an opponent's Archaeology personnel is at this mission, that opponent must discard a card from hand to use that personnel's skills.

When the Obsidian Order first heard rumors of a Federation archaeological discovery — an algorithm billions of years old, encoded in humanoid DNA — two warships were immediately sent to investigate.

| RANGE | 8 | WEAPONS | 8 | SHIELDS | 8 |

Brilgar
1

Bajoran

● Anthropology ● Law ● Security

Most improvements to Deep Space 9's security came from knowledge of how Bajorans had defeated it while the station was under Cardassian control.

| INTEGRITY | 5 | CUNNING | 5 | STRENGTH | 6 |

•Brull
Encampment Leader
2

Acamarian

● Astrometrics ● Diplomacy ● Honor ● Leadership ● Navigation

Gatherer. Thief.

"You don't like me. . . . No problem. I have many friends that don't like me."

| INTEGRITY | 6 | CUNNING | 5 | STRENGTH | 6 |

Brutal Struggle

2 — Event

Assault. Plays in your core.
Order — Destroy this event to begin combat involving your Leadership personnel. If you win, randomly kill an opponent's personnel involved.

"Intruder alert! ... Security detail to deck 29."

Bynars' Password

3 — Dilemma

Unless you have **a personnel who has 2 Engineer** or **a personnel who has 2 Programming**, your opponent chooses an Engineer or Programming personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"That's the file. It'll work now."

•Callinon VII
Access Relay Station

35

2 Programming, Cunning>34, and
(Engineer and Officer or
Intelligence and Security)

Intercept signals to this automated subspace relay station and search for information on the Dominion.

2

Captain's Holiday

3 — Dilemma

Unless you have **2 Archaeology** or **2 Geology**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"If it wasn't for me, you'd still be back there sitting in the sun... relaxing."

•Cardassia IV
Rescue Prisoners

A — 30

Leadership, Security,
Transporters, and Strength>30
Region: Cardassia System. When you complete this mission, you may take one of your personnel from an opponent's brig and place him or her on your headquarters mission.

"...I've seen how the Cardassians treat their prisoners."

1

•Cardassia Prime
Hardscrabble World

A

You may play ⊙ cards, ⊙ cards, and equipment at this mission.
Region: Cardassia System.

Cardassia Prime: "...Cardassia boasts some of the most ancient and splendid ruins in the entire galaxy ... most of those objects are gone.... A few were preserved in museums, but even those were eventually sold..."

Cardassian Headquarters

2

•Cardassian Outskirts
Kressari Rendezvous

A — 30

Officer, 2 Treachery, and Strength>30

Region: Cardassia System. When you complete this mission, you may place up to three of your Hand Weapons aboard the completing ship in their owners' discard piles. Score 5 points for each.

Complete a covert weapons transfer to agents supplying a Bajoran isolationist faction.

2

Cardassian Phaser Pistol

1 — Equipment

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

Cardassian energy weapons are powered by an isotolinium ampule, capable of an output significantly higher than most similar weapons.

Center of Attention

3 — Dilemma

Unless you have **3 Security** or a **Hand Weapon and Cunning>28** or **Quark**, your opponent chooses a Treachery personnel to be killed, then all your other personnel are stopped.

"Alright, somebody else count it."

Chagrith

1 Chagrith

Reman

● Archaeology ● Geology ● Science

"...one side of Remus always faces the sun. Due to the extreme temperatures on that half of their world, the Remans live on the dark side of the planet."

| INTEGRITY 4 | CUNNING 6 | STRENGTH 6 |

Chorgan

2 •Chorgan
Leader of the Gatherers

Acamarian

● Law ● Leadership ● Physics ● Transporters

Gatherer. Thief. While this personnel is facing a dilemma, if another Gatherer is present, this personnel is attributes +1 and gains Diplomacy and Leadership.

"Say what you came to say. But I doubt I'm going to believe you."

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

Chula: Echoes

1 Chula: Echoes

Dilemma

Randomly select three personnel. If the highest Cunning among those personnel is even, all three of them are stopped.

Players of Chula must quickly learn that anything and everything in the game might be a potential pitfall. Sisko, Dax, and Kira were misled by the ghostly voice of the missing Julian Bashir.

Chula: Pick One to Save Two

2 Chula: Pick One to Save Two

Dilemma

Randomly select three personnel. Choose to return one of those personnel to its owner's hand or to have all three of them be stopped.

"Thialo... Sacrifice one so that two may live."

Collect Sample

•Collect Sample

A **35**

Physics, 2 Science, Transporters, and Cunning>34

Gaseous cloud: Beam a sample of this volatile gas aboard your ship and explore possible applications in weapon design.

3

Colony Preparations

•Colony Preparations

Γ **35**

Biology, Geology, Science, Security, and Strength>34

Suitable planet: Conduct a survey of this uninhabited Class-M world and evaluate its potential as a colony site.

2

Comfort Women

Comfort Women

Interrupt

When your Gul or Legate is attempting a mission, he or she gains one skill from your non-● personnel at that mission. Also, each of your Guls and Legates involved is attributes +1. These effects last until the end of that mission attempt.

"Your old lives have ended. Your pasts have been erased. You have one purpose and one purpose only: to provide comfort and care to the Cardassian officers stationed here."

Command Decisions

1 Command Decisions

Dilemma

Choose a personnel who has **Leadership** or **Officer** to be stopped. If you cannot, randomly select a personnel to be killed.

Although there are as many command styles as there are ships in the fleet, all the best captains share the ability to make quick decisions in a crisis situation.

Condition Captive

Condition Captive

Interrupt

Punishment.
Order – Place your captive on your headquarters mission. You now command that personnel.

"He still hesitated. Prepare the equipment for another session."

Console Overload

1

Dilemma

Unless you have **2 Engineer** or **2 Programming**, choose a personnel who has **Medical** or **Science** to be stopped, then this dilemma returns to its owner's dilemma pile.

Transluminal processors, the 24th-century computing standard, are capable of over 500 trillion calculations per nanosecond. The power needed to operate such systems is extreme.

Contamination

2

Dilemma

Unless you have **Engineer** and **Physics** or **2 Exobiology**, all your **Medical** personnel are stopped and this dilemma returns to its owner's dilemma pile.

Although forcefields were originally created with defensive purposes in mind, medical applications were immediately apparent.

•Corbin Entek
Undercover Operations Supervisor

2

Cardassian

● Biology ● Exobiology ● Intelligence ● Security
● Treachery

Order – Kill your captive to destroy an event that captive's owner commands.

"I assure you, when it comes to the Obsidian Order, nothing is impossible."

| INTEGRITY 3 | CUNNING 6 | STRENGTH 5 |

•Cretak
Supporter of the Alliance

3

Romulan

● Anthropology ● Diplomacy ● Law ● Physics
● Security

Senator. When you play this personnel, you may download a D'deridex-class ship.

"Be aware that I'm authorized to use whatever force is necessary to see that our medical supplies reach their destination... Besides, I would hate to see you throw your life away."

| INTEGRITY 5 | CUNNING 5 | STRENGTH 5 |

Cry "Havoc!"

3

Event

Maneuver. Plays in your core.
Order – Destroy this event to begin an engagement involving your **Leadership** personnel. If you win, randomly kill an opponent's personnel involved.

"...and let slip the dogs of war."

•Cure Blight

Anthropology, 3 Medical,
Science, and Cunning>36

40

Boranis III: "More than anything, the Dominion wanted my people to bear the mark of their defiance. So they brought us the Blight. We're all born with it. We all die from it."

2

D'Arsay Archive

2

Event

Count the number of cards in your hand, shuffle them, and place them on the bottom of your deck to draw an equal number of cards. Destroy this event.

"...it's using our ship – our alloys, our DNA – to create elements of its own culture."

D'deridex

5

D'deridex Class

Cloaking Device.

For reasons known only to themselves, the Romulans went into isolation after the Tomed Incident in 2311. Over 50 years later, they returned as a major force in the quadrant with a fleet of these massive, heavily-armed warbirds.

| RANGE 7 | WEAPONS 9 | SHIELDS 9 |

D'deridex Advanced

5

D'deridex Class

Cloaking Device. While your ● Intelligence personnel is aboard this ship, this ship is attributes +2.

"No, I'm not on a pleasure cruise. This ship is part of a fleet of Romulan and Cardassian vessels – a fleet that will very soon be traveling through the wormhole into the Gamma Quadrant."

| RANGE 6 | WEAPONS 7 | SHIELDS 7 |

Dallan
1 · Dallan

Acamarian

● Medical ● Navigation ● Physics
Gatherer. Thief.

"Reconciliation with the Gatherers is impossible. ... For almost a century now, they've been parasites, moving from star system to star system, living on what they could find or steal."

INTEGRITY 4	CUNNING 4	STRENGTH 6

Damaged Reputation
3 · Damaged Reputation

Dilemma

If you have **Integrity>50**, lose 5 points. Also, unless you have **2 Diplomacy** or **Intelligence** and **2 Treachery** or **Strength>30**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"I'm Captain Kathryn Janeway. This is Commander Tuvok. We're from the Federation starship Voyager."

Damar
2 · •Damar
Loyal Glinn

Cardassian

● Astrometrics ● Engineer ● Physics
● Programming
Glinn.
Order – If this personnel is present with your Gul, shuffle your deck. You may do this only once each turn.

"...I'm willing to spill a little Klingon blood to get the job done..."

INTEGRITY 4	CUNNING 5	STRENGTH 6

Danar
2 · •Danar
Irascible Gul

Cardassian

● Astrometrics ● Engineer ● Leadership
● Navigation ● Officer
Commander: *Aldara*. Gul.

"A diplomatic insult to the Cardassian people would be a problem. Delivering a wanted criminal to us would not be."

INTEGRITY 5	CUNNING 5	STRENGTH 6

Dangerous Liaisons
4 · Dangerous Liaisons

Dilemma

Unless you have **2 Science** and **2 Security** or **3 Treachery**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"It's light. ... Nice... I'll take two thousand."

Daniel Kwan
1 · Daniel Kwan

Human/Napean

● Engineer ● Physics ● Telepathy

A partially empathic species, Napeans typically seek interaction with other races to explore alien thought patterns. This leads many to join Starfleet.

INTEGRITY 6	CUNNING 5	STRENGTH 5

Darhe'el
3 · •Darhe'el
The Butcher of Gallitep

Cardassian

● Exobiology ● Geology ● Leadership ● Officer
● 2 Treachery
Gul. When you place an opponent's personnel in your brig, you may discard a card from hand to draw two cards. You may do this only once each turn.

"For a labor camp, it was the very model of order and efficiency. And why? For that, you have to look to the top!"

INTEGRITY 1	CUNNING 6	STRENGTH 5

Daro
1 · •Daro

Cardassian

● Astrometrics ● Engineer ● Transporters
Glinn.

With the signing of a peace treaty in 2366, the Cardassians ended a long period of hostilities with the Federation. The truce was far from comfortable, however, and few Cardassians embraced their new allies without suspicion and doubt.

INTEGRITY 5	CUNNING 5	STRENGTH 5

Data
5 · •Data
Aspirer

Android

● Astrometrics ● Engineer ● Exobiology
● Officer ● 2 Programming
While this personnel is facing a dilemma, he is Integrity +2 and gains Honor.

"I aspire, sir. To be better than I am."

INTEGRITY 6	CUNNING 10	STRENGTH 10

Dathon
Speaker of Tama

Tamarian

● 2 Diplomacy ● 2 Honor ● Leadership ● Officer
Commander: Tama. While your other Diplomacy personnel is present, you may meet Strength requirements of each dilemma this personnel faces using Integrity instead.

"Darmok on the ocean. . . . Tanagra on the ocean. Darmok at Tanagra. . . . Jalad on the ocean. Jalad at Tanagra. . . . The beast at Tanagra. . . . Darmok and Jalad on the ocean."

| INTEGRITY 8 | CUNNING 6 | STRENGTH 6 |

Davies
1

Human

● Geology ● Physics ● Science

". . .if you need any help, just give me a signal and I'll take over for you. We don't want you to get too beat up on your first command."

| INTEGRITY 5 | CUNNING 6 | STRENGTH 5 |

Days of Atonement
0

Event

To play this event, you must command a ⊕ Anthropology personnel. Discard a card from hand to draw two cards. Destroy this event.

"Today we begin prayer and meditation as preparation for our Days of Atonement. May the Prophets walk with us as we begin our journey."

Deanna Troi
3
Guide and Conscience

Betazoid/Human

● Anthropology ● Biology ● Diplomacy
● Navigation ● Officer ● Telepathy

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.

"Captain — I think I may have a way to find them."

| INTEGRITY 6 | CUNNING 5 | STRENGTH 4 |

Debris Field
1

Dilemma

Unless you have **Astrometrics** or **Navigation**, all Engineer personnel are stopped and this dilemma returns to its owner's dilemma pile.

A somewhat common, but nonetheless dangerous hazard to space travel.

Deliver Supplies

A   30

Navigation, Transporters,
Strength>28, and (Acquisition or Honor)

Dreon VII: Transport provisions and equipment to this Bajoran colony.

2

Deneb IV
Encounter at Farpoint

A   30

Exobiology, Honor, Telepathy, and
Integrity>25 or Acquisition, Diplomacy,
Treachery, and Cunning>30

Negotiate with the natives of this planet for use of their newly-constructed starbase.

Any affiliation (except ⊕) may attempt this mission.

2

Deranas
6

D'deridex Class

Cloaking Device. While this ship is at a Region: Neutral Zone mission, it is Weapons +2 and Shields +2.

Warbird under the command of Tomalak in 2366. In that year, it had two encounters with the Enterprise-D, at Galorndon Core and Nelvana III.

| RANGE 7 | WEAPONS 9 | SHIELDS 9 |

Dimensional Shifting

Interrupt

Order — Discard a random card from hand to place any number of your personnel and equipment at one mission aboard any ship at the same mission.

Powerful form of folded space transport, capable of penetrating all known shields and forcefields. Repeated use of the technology causes a fatal degradation of the subject's cellular chemistry.

Diplomatic Overture
3

Event

Plays on a mission, if your ⬡ Diplomacy personnel is at that mission. While a Diplomacy personnel is at this mission, that personnel's owner must discard a card from hand to use his or her skills.

"Captain Picard, may I welcome you in the time-honored tradition of my people..."

Dohlem
1

Bajoran

● Anthropology ● Diplomacy ● Navigation

Vedek.

After the startling revelation that the Emissary was not a Bajoran, some younger members of the Vedek Assembly began to take great interest in human culture and history.

INTEGRITY 6	CUNNING 5	STRENGTH 5

Dokar
1

Klingon

● Biology ● Navigation ● Officer

The charismatic Sisters of Duras continued to attract new warriors to their cause long after being driven from Qo'noS by their defeat in the civil war.

INTEGRITY 5	CUNNING 4	STRENGTH 7

•Donatra
2
Compassionate Patriot

Romulan

● Engineer ● Leadership ● Officer ● Physics

Commander: *Valdore*. Dissident. While this personnel is facing a dilemma, she gains Honor and Security.

"Are you truly prepared to have your hands drenched in blood? He's not planning to defeat Earth, he's planning its annihilation. And his sins will mark us and our children for generations."

INTEGRITY 4	CUNNING 6	STRENGTH 5

Dralvak
1

Reman

● Biology ● Medical ● Physics

"The Remans themselves are considered an undesirable caste in the hierarchy of the Empire."

INTEGRITY 4	CUNNING 6	STRENGTH 6

Drumhead
3

Dilemma

Unless you have Law, randomly select a personnel who has Integrity<4 to be placed in its owner's discard pile. If you cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"I am deeply concerned about what is happening here. It began when we apprehended a spy, a man who admitted his guilt and who will answer for his crime. But the hunt didn't end there."

•Dukat
3
Military Advisor

Cardassian

● Diplomacy ● Leadership ● Navigation
● Officer ● 2 Treachery

Commander: *Prakesh*. Gul.

Order – Place a card from hand on the bottom of your deck.

"...as a loyal officer of the Cardassian military, I am pledged to serve the legitimate ruling body of the Empire — whoever that may be."

INTEGRITY 2	CUNNING 6	STRENGTH 6

•Duras
3
Son of a Traitor

Klingon

● Diplomacy ● Law ● Leadership ● Programming
● 2 Treachery

High Council Member. When an opponent completes a mission, if this personnel is at that mission, you may kill one of that opponent's personnel at that mission.

"You are a fool. And your challenge can only result in a fool's death."

INTEGRITY 2	CUNNING 6	STRENGTH 7

Durg
2

Markalian

● Acquisition ● Exobiology ● Medical
● Navigation ● Treachery

Smuggler.

Mercenary pilot freed from a Cardassian prison by Quark. He was one of the men hired by Rao Vantika to help steal a deuridium shipment from Deep Space 9.

INTEGRITY 3	CUNNING 5	STRENGTH 7

Earth
Cradle of the Federation

You may play ⬡ cards, ⬡ cards, ⬡ cards, and equipment at this mission.

Region: Sector 001.

Earth: "Of course, we are always delighted when the Enterprise returns to the nest."

Federation Headquarters

2

Earth
Home of Starfleet Command

You may play ⬡⬡ cards, ⬡ cards, ⬡ cards, and equipment at this mission.

Region: Sector 001.

Earth: "Now there's something I never get tired of looking at."

Federation Headquarters

2

Edge of Denkiri Arm
Chart Stellar Cluster

35

2 Astrometrics, Programming, Science, and Cunning>34

Conduct long-range scans to refine maps of this remote section of the galaxy.

4

•Elim Garak
Agent of the Obsidian Order

2

Cardassian

● Exobiology ● Intelligence ● Programming ● Security ● Treachery

While this personnel is attempting a mission, you may discard a personnel from hand to give him one of the discarded personnel's skills until the end of that mission attempt.

"Why Constable, you seem positively disappointed in me. . . . you considered me a close friend. No wonder you feel betrayed."

INTEGRITY 3 | **CUNNING** 6 | **STRENGTH** 6

•Elizabeth Shelby
Formidable Presence

2

Human

● Exobiology ● Geology ● Leadership ● Officer ● Security

"If you can't make the big decisions, Commander, I suggest you make room for someone who can."

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

•Emok

1

Cardassian

● Exobiology ● Intelligence ● Medical

"The Obsidian Order. . . . Even the Romulan Tal Shiar can't compete with them when it comes to intelligence gathering and covert operations."

INTEGRITY 5 | **CUNNING** 5 | **STRENGTH** 5

Empathic Touch

Interrupt

When your personnel is about to be killed, if your Telepathy personnel is present, stop both personnel to prevent that.

"It's accelerating. You have no more time for games."

•Enabran Tain
Head of the Obsidian Order

4

Cardassian

● Engineer ● 2 Intelligence ● Leadership ● Programming ● Security ● 2 Treachery

When an engagement involving your ⬡ ship or ⬡ ship begins at this mission, if this personnel is aboard a ship, that ship may join that engagement.

"I think you'll find when I have something to say, you won't have any trouble understanding it."

INTEGRITY 2 | **CUNNING** 7 | **STRENGTH** 3

Enemy Boarding Party

4

Dilemma

Randomly select three personnel. Each of those personnel who has Strength<6 is killed.

"Prepare a boarding party — bring me Picard!"

Engage Cloak

2 Event

Plays in your core. You may execute only one order using this event each turn.
Order – If there is no ship on this event, place your staffed ship that has a Cloaking Device on this event. (While a ship is here, this event cannot leave play.)
Order – If a ship is on this event, place that ship at any mission. That ship's Range for this turn is used.

Engineering Kit

1 Equipment

Each of your Engineer personnel present gains Physics.

Array of tools for diagnostics and repairs on computer and propulsion systems.

Engineering PADD

1 Equipment

Each of your Engineer personnel present gains Astrometrics.

Standard Personal Access Display Device pre-loaded with a wide variety of technical manuals and schematics.

Equipment Malfunction

1 Dilemma

Return all your equipment to their owner's hands.

"Heh… must be the radiation."

Escape

Interrupt

When any number of your personnel facing a dilemma are about to be killed or placed in an opponent's brig, discard a random card from hand to prevent that. Those personnel are stopped instead.

Jean-Luc Picard's log entry on the mission at Kolarus III included a notice to the Starfleet Corp of Engineers, commending the members of the Argo design team.

•Etana Jol
Ktarian Operative

3 Ktarian

● 2 Exobiology ● Medical ● Programming ● Science ● Treachery

Order – If this personnel is aboard your ship, discard a personnel or ship from hand that matches her ship's affiliation to draw a card. You may do this only once each turn.

Plotted to seize control of the Enterprise using psychotropic devices cleverly disguised as a fun and addictive game.

| INTEGRITY 3 | CUNNING 6 | STRENGTH 4 |

•Evacuate Colony

A **35**

Anthropology, 2 Diplomacy, Honor, and Integrity>31 or Officer, Security, 2 Treachery, and Strength>34

Region: Demilitarized Zone. You cannot complete this mission if your ● personnel is on this planet.

Dorvan V: "… remove them, by whatever means are necessary."

2

Evasive Maneuvers

Interrupt

Maneuver. When your ship with your Navigation personnel aboard is in an engagement, it is Shields +4 until the end of that engagement.

Starfleet's tactical database lists hundreds of defensive maneuvers for starship battle. In an actual conflict, the choice of tactic is usually left to the helmsman's discretion.

•Evek
Attaché to the Demilitarized Zone

3 Cardassian

● Anthropology ● Diplomacy ● Law ● Leadership ● Officer ● Security

Commander: *Vetar.* **Gul.** When you play this personnel, you may discard a card from hand to download a Capture card.

"Do you deny that the Federation is engaging in organized terrorist activities against the Cardassian people? Deliberately undermining this treaty?"

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

Excavation

A | **30**

Anthropology, 2 Archaeology, and Cunning>30

Kurl: "The Kurlan civilization died out thousands of years ago. It is extraordinarily rare to find a figurine intact… an incredible find."

2

1 U 166

Explore Black Cluster

A | **35**

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

Sector 97: Conduct a survey of this region known for its violent and unpredictable gravitational wavefronts.

Any affiliation (except ●) may attempt this mission.

4

1 S 167

---

4 Explosive Decompression

Dilemma

Randomly select a personnel to be killed. If you still have **nine personnel** remaining, randomly select a second personnel to be killed. If you still have **ten personnel** remaining, randomly select a third personnel to be killed.

Though most starships are outfitted with emergency forcefields in the event of a hull breach, there is unfortunately a slight delay before they can be activated.

1 R 374

Extraction

A | **35**

Biology, Medical, Treachery, Cunning>36, and (Diplomacy or Intelligence)

Cerebus II: "They say the natives have a process there that rejuvenates the body, gives you your youth back … It's true … Aliens are seldom allowed to obtain the process…"

Any affiliation (except ●) may attempt this mission.

2

1 U 168

---

4 Feast on the Dying

Event

Examine the top two cards of your deck. You may replace either or both of them with a card from your discard pile, then place them on top of your deck in any order. Remove this event from the game.

Time travelers with an alien agenda, the Devidians sustained themselves with neural energy taken by murdering other life-forms.

1 C 68

Feldomite Rush

A | **30**

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

Parsion III: "Who'd have dreamed they'd strike feldomite on Parsion III? The Sepian Commodities Exchange is in chaos — everybody's selling, prices falling…"

Any affiliation (except ●) may attempt this mission.

2

1 U 169

---

4 Flaxian Scout Vessel

Nimaria Class

Modest civilian ship manufactured by the Flaxians for commercial sale. Its highly modular design is easily upgraded, making it a favorite among engineering enthusiasts and criminals.

| RANGE | 7 | WEAPONS | 6 | SHIELDS | 6 |

1 C 404

---

3 For All Our Sons

Event

Plays on Cardassia Prime. At the start of each of your turns, if your Gul or Legate is at a different mission, you may examine the top three cards of your deck. Take two of those cards into hand and discard the other.

"Cardassia will be made whole. All that we have lost will be ours again. And anyone who stands in our way will be destroyed. This I vow with my life's blood. For my son…"

1 R 69

Forcas Sector
Fissure Research

A | **35**

Astrometrics, Engineer, Physics, Science, and Cunning>36

Perform scans of this "keyhole" intersecting different quantum realities.

Any affiliation may attempt this mission.

3

1 S 170

Furel
2 • **Furel**
Resistance Fighter

Bajoran

• Astrometrics • Biology • Engineer • Geology
Bajoran Resistance. When you play this personnel, you may download Resistance Tactics.

"Before I went into that interrogation center, I asked the Prophets to give me the strength to get the rest of you out of there. And... in exchange I... I said I'd give up my life.... it only cost me an arm. I felt that the Prophets were generous."

INTEGRITY 6	CUNNING 6	STRENGTH 5

Galnar
1 **Galnar**

Acamarian

• Navigation • Programming • Science
Gatherer. Thief.

"We Gatherers value our freedom. We do what we want and we answer to no creature."

INTEGRITY 4	CUNNING 4	STRENGTH 5

Galor
5 **Galor**

Galor Class

The backbone of the Cardassian fleet, Galor-class starships make up well more than half their available force. Most of these were constructed at the Cardassia Prime Orbital Three Assembly Facility.

RANGE 8	WEAPONS 8	SHIELDS 8

Geordi La Forge
3 • **Geordi La Forge**
Chief Engineer

Human

• 2 Engineer • Leadership • Physics • Programming
Order – If this personnel is aboard your ship, discard a card from hand to remove a Damage card from that ship. You may only do this once each turn.

"I'll take care of it, Captain."

INTEGRITY 6	CUNNING 6	STRENGTH 5

Gideon Seyetik
2 • **Gideon Seyetik**
Great Terraformer

Human

• Astrometrics • 2 Physics • Science
When you complete a mission requiring Science, if this personnel is at that mission, you may discard up to four cards from hand to draw an equal number of cards.

"I never fail. Well, I did once, but I found it didn't agree with me, so I swore never to do it again. And I never break my word."

INTEGRITY 5	CUNNING 7	STRENGTH 4

Gilora Rejal
2 • **Gilora Rejal**
Subspace Researcher

Cardassian

• Astrometrics • Engineer • Programming • Science
While this personnel is facing a dilemma, she gains Physics and Science.

"It has been my experience that... men just don't seem to have a head for this sort of thing. That's why women dominate the sciences."

INTEGRITY 6	CUNNING 6	STRENGTH 4

Gowron
4 • **Gowron**
Leader of the High Council

Klingon

• Anthropology • Honor • Law • 2 Leadership
Chancellor. When you play this personnel, you may download an Honor Klingon.

"Your blood will paint the way to the future."

INTEGRITY 6	CUNNING 5	STRENGTH 8

Grathon Tolar
2 • **Grathon Tolar**
Hologram Forger

Alien

• Engineer • Exobiology • 2 Programming • 2 Treachery

"I cannot tell you how grateful I am, captain. The Klingons were going to execute me tomorrow. Of course, they say that every day. It's one of the little games they like to play."

INTEGRITY 2	CUNNING 7	STRENGTH 3

Gravimetric Distortion
3 **Gravimetric Distortion**

Dilemma

Unless you have 2 Astrometrics or 3 Engineer or a personnel who has 2 Navigation, all your personnel are stopped and this dilemma is placed on your ship.
Damage – This ship is attributes –2.

"Better to ride the rapids than face the hive."

Graviton Ellipse

3

Dilemma

Unless you have **Astrometrics, Engineer, and Physics** or **Shields + unused Range this turn>13**, all your personnel are stopped and this dilemma is placed on your ship.
Damage — This ship is attributes −2.

"According to the Federation database, it travels through subspace, emerging occasionally without warning."

Grenis

1

Solari

● Geology ● Leadership ● Officer

Leader of the Western faction warring on Solais V. His level-headedness at the first, failed attempt at peace talks helped keep the channels of dialogue open.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 6 |

•Haakona

6

D'deridex Class

Cloaking Device. When you play this ship, you may download Engage Cloak or a Pursuit card.

Romulan warbird sent to investigate the Neutral Zone incursion of two Federation starships in 2365. It covertly pursued one of them to the lost homeworld of the Iconians.

| RANGE 7 | WEAPONS 9 | SHIELDS 9 |

Hazar

2

Bajoran

● Astrometrics ● Leadership ● Officer
● Transporters

General. When an opponent begins an engagement involving your ship at this mission, if this personnel is aboard a (◎) ship, that (◎) ship may join that engagement.

Though some resistance leaders retired to private lives after the Occupation, many became officers in the Bajoran Militia.

| INTEGRITY 5 | CUNNING 5 | STRENGTH 5 |

•Hiren
Romulan Praetor

2

Romulan

● Archaeology ● Astrometrics ● Diplomacy
● Law ● Treachery

Praetor. When you play this personnel, you may download Prejudice and Politics.

"Senators, are there any others who wish to speak?"

| INTEGRITY 4 | CUNNING 5 | STRENGTH 3 |

•Host Metaphasic Shielding Test

A

35

Diplomacy, Engineer, Navigation, Science, and Integrity>29

Vaytan: "Forgive my skepticism, Doctor, but your claims are somewhat extravagant. Protect a shuttle within a star's corona? Not even your own government believes it can be done."

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

3

How Would You Like a Trip to Romulus?

1

Event

Choose one: download a Commander that corresponds with your ship; or download a ship that corresponds with your Commander. Destroy this event.

"Seems there's been some kind of internal political shakeup. . . . We're sending you all the intelligence we have, but it's not much. I don't need to tell you to watch your back, Jean-Luc."

Hoya

1

Benzite

● Astrometrics ● Navigation ● Officer

Within a decade of the first Benzite joining Starfleet, many others enlisted. Advances in medical technology made it possible for Benzites to breathe in an oxygen-rich atmosphere without a respiration device.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 4 |

•Hromi Cluster
Amnesty Talks

A

35

Anthropology, 2 Diplomacy, Law, and Integrity>31 or **Leadership, Security, 2 Treachery, and Cunning>36**

Put an end to Gatherer raids in this region by mediating their negotiations with the Acamarians.

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

3

Hunt for DNA Program

50

2 Archaeology, 2 Biology, Leadership, Programming, Cunning>44, and (Honor or Treachery)

Vilmor II: "It's four billion years old – a computer program from a highly advanced civilization, and it's hidden in the fabric of life itself. Whatever information this program contains could be the most profound discovery of our time. Or the most dangerous."

Any affiliation (except ⬤) may attempt this mission.

2

Hunter Gangs

2

Dilemma

Randomly select two personnel. Each of those personnel who has **Cunning+Strength<11** is killed.

"Do you know how old I was when I was abandoned? . . . Five. Five years old. But I survived. I learned how to stay alive . . ."

•I.K.S. Hegh'ta

5

K'Vort Class

Cloaking Device. While this ship is at a space mission, it is Weapons +2.

Bird-of-prey commanded by Kurn during the Klingon civil war. Worf served aboard as tactical officer after resigning his Starfleet commission.

| RANGE | 7 | WEAPONS | 8 | SHIELDS | 7 |

I.K.S. K't'inga

4

K't'inga Class

Cloaking Device.

Following their failed 23rd-century alliance with the Romulans, the Klingon Empire designed a major upgrade to their long-standard D-7 battle cruiser. Pride drove them to create a new ship superior to the one they'd foolishly shared with the Romulans.

| RANGE | 7 | WEAPONS | 7 | SHIELDS | 7 |

I.K.S. K'Vort

4

K'Vort Class

Cloaking Device.

The 24th century saw the introduction of this well-known vessel, a blending of upgraded technology with the huli configuration of the B'rel-class starship. The result was so durable and reliable, it became the mainstay of the Klingon military for decades.

| RANGE | 7 | WEAPONS | 8 | SHIELDS | 7 |

•I.K.S. Lukara

5

K'Vort Class

Cloaking Device. While your ⬤ personnel at this mission is in combat, you may add this ship's Weapons to your total Strength.

" . . . this is our last chance. If we cannot reach the Albino, we can at least die an honorable death trying to reach him."

| RANGE | 7 | WEAPONS | 8 | SHIELDS | 7 |

•I.K.S. Maht-H'a

6

Vor'cha Class

Cloaking Device. While an opponent's Archaeology personnel is at this mission, that opponent must discard a card from hand to use that personnel's skills.

Attack cruiser that competed to solve an archaeological puzzle uncovered by Federation scientist Richard Galen. The ship's captain was less than pleased with the outcome of the chase.

| RANGE | 8 | WEAPONS | 9 | SHIELDS | 8 |

•I.K.S. Rotarran
Ship of Tears

5

K'Vort Class

Cloaking Device. For each Honor Klingon aboard this ship, it is Weapons +1 (limit +3).

"Together, we will make the Rotarran an honorable ship again – a ship worthy of the Empire."

| RANGE | 7 | WEAPONS | 8 | SHIELDS | 7 |

I.K.S. Vor'cha

5

Vor'cha Class

Cloaking Device.

First Klingon cruiser designed after the Empire's exchange of technology under treaty with the Federation. While the propulsion systems drew heavily from this newfound knowledge, the bulk of the design was rooted firmly in Klingon invention and aesthetics.

| RANGE | 8 | WEAPONS | 9 | SHIELDS | 8 |

Iconia Investigation

A | **35**

2 Archaeology, 2 Programming, and Cunning>32

Region: Neutral Zone.

Iconia: "...I heard rumors about a couple of archaeological digs that started making the Iconians sound a lot less like legend. I did a little investigating, and I located their homeworld."

2

1 U 174

Impressive Trophies

4

Dilemma

Unless you have **Cunning>32**, your personnel who has the highest cost is placed in your opponent's brig, then all your other personnel are stopped.

"Your insults are as pitiful as your efforts to escape."

1 R 330

Inad

2

Ullian

● Anthropology ● Biology ● Exobiology
● Honor ● Telepathy

A telepathic species with the ability to retrieve lost memories, the Ullians undertook a project to build a "library" of thoughts, recovered from species throughout the galaxy. "We believe that the history of a world is contained in the personal experience of its people."

| **INTEGRITY** 7 | **CUNNING** 5 | **STRENGTH** 3 |

1 C 330

Inspiring Leader

1

Event

Plays on your ship (limit one per ship). While you have this ship's Commander aboard, it is Range +2.

"Geordi, divert all power to the engines. Take it from life support if you have to — give me everything you've got."

1 R 331

Intercept Maquis

A | **35**

2 Leadership, Officer, Security, and Cunning>36

Region: Demilitarized Zone. You cannot complete this mission using a ship that has a ● personnel aboard.

Near Bryma: Prevent attackers from reaching a Cardassian weapons depot.

3

1 U 175

Intercept Renegade

A | **35**

2 Intelligence, 2 Treachery, and Cunning>34 or 2 Leadership, Officer, Security, and Integrity>33

Orias system: Take whatever steps are necessary to prevent a hijacked starship from reaching this sector controlled by the Obsidian Order.

3

1 S 176

Investigate Alien Probe

A | **30**

Anthropology, Biology, Programming, and Integrity>25

Parvenium sector: "It appears to be a probe of some kind — but there is no ... record of this shape or design."

Any affiliation (except ●) may attempt this mission.

3

1 U 177

Investigate Coup

A | **35**

Leadership, Navigation, Officer, Security, and Strength>36

Tzenketh: "Our intelligence reports indicate there's been a coup d'état on the Tzenkethi homeworld."

2

1 S 178

Investigate Massacre

A | **30**

Diplomacy, 2 Science, and Cunning>28

Region: Neutral Zone.

Tarod IX: "The outpost was not just destroyed, it's as though some great force just scooped it off the face of the planet."

2

1 U 179

Investigate Rogue Comet

A | **35**

Anthropology, Archaeology, Engineer, Programming, and Cunning>34

Sector 1156: "It is not native to this region of space, and there is no previous record of this object…"

Any affiliation (except ◯) may attempt this mission.

3

1 S 180

Investigate Rumors

🜨 | **30**

Astrometrics, Navigation, Science, and Cunning>30

Nebula.

Chamra Vortex: "There are millions of asteroids in it. I found this 'stone' on one of them. I could take you to it…"

4

1 U 181

Investigate Sighting

A | **30**

Exobiology, 2 Treachery, and Cunning>28 or 2 Telepathy and Integrity>29

Beta Stromgren: "They call it 'Tin Man.' … Its energy source is unknown. The people who've studied the transmissions think it's a starship. And they're sure it's alive. … No one knows where it came from, or why it's here. But we're going to meet it. We're going to talk to it."

3

1 U 182

Invidium Leak

1

Dilemma

Unless you have **Engineer and 2 Programming** or **2 Medical**, all your personnel are stopped.

"Most of the affected systems weren't even invented when those substances were in use. Who knows what could happen with the transporter or a magnetic capacitor?"

1 K 61

J'Dan

1

Klingon

● Exobiology ● Science ● Treachery

Smuggler.

By 2367, an undercurrent of hatred for presiding Klingon politics had swelled as never before. Some believed that even collaboration with the Romulans was an acceptable price for bringing about change.

INTEGRITY 3 | **CUNNING 5** | **STRENGTH 7**

1 C 208

Jabara

1

Bajoran

● Exobiology ● Medical ● Programming

Bajorans on the Infirmary staff proved every bit as reliable as the Starfleet personnel.

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

1 C 214

•Jadzia Dax
Science Officer

4

Trill

● Anthropology ● Archaeology ● Astrometrics ● Exobiology ● 2 Navigation ● Science

Host. While this personnel is facing a dilemma, she gains Geology and Physics.

"If Curzon were here, you'd be out of luck. But Jadzia Dax is a science officer."

INTEGRITY 6 | **CUNNING 7** | **STRENGTH 6**

1 R 262

•Jean-Luc Picard
Argo Pilot

4

Human

● Archaeology ● Diplomacy ● Honor ● Leadership ● Navigation ● Officer

Commander: *U.S.S. Enterprise-E.* While this personnel is facing a dilemma, you may discard a card from hand to download Escape.

"…I've been itching to try the Argo."

INTEGRITY 8 | **CUNNING 6** | **STRENGTH 6**

1 R 262

•Jean-Luc Picard
Explorer

4

Human

● Archaeology ● 2 Diplomacy ● Honor ● Leadership ● Officer

Commander: *U.S.S. Enterprise-E.*
Order – Place three cards from hand on the bottom of your deck in any order to draw a card.

"…if you had lived my life, you would understand my responsibility to the Federation."

INTEGRITY 8 | **CUNNING 6** | **STRENGTH 6**

1 S 264

Jerax

1 Jerax

Cardassian

- Biology - Geology - Security

Glinn.

"If you're telling me that there are two Cardassian soldiers from the Third Battalion loose on this station, we're in trouble. 'Death to All.' That was their motto."

INTEGRITY 4	CUNNING 5	STRENGTH 7

Jo'Bril

4 •Jo'Bril
Patient Schemer

Takaran

- Astrometrics - Navigation - Physics
- 2 Science - 2 Treachery

Assassin. Thief. When this personnel is about to be killed by a dilemma, place him on top of his owner's deck instead.

"All I wanted to do was discredit Reyga so that no one would pursue his technology except me. But you have given me more than I could've hoped."

INTEGRITY 2	CUNNING 6	STRENGTH 6

Joret Dal

1 •Joret Dal
Patriotic Visionary

Cardassian

- Biology - Honor - Intelligence - Science
- Security

Dissident. Glinn. While a 🜨 ship is at this mission, it is Weapons −2 and Shields −2.

"I'm sick of war. My people need peace."

INTEGRITY 6	CUNNING 5	STRENGTH 6

Jorvas

1 Jorvas

Reman

- Astrometrics - Engineer - Navigation

"In darkness, there is strength."

INTEGRITY 4	CUNNING 4	STRENGTH 7

Julian Bashir

4 •Julian Bashir
"Frontier" Physician

Human

- Biology - Exobiology - 3 Medical

Genetically Enhanced. When your other personnel present is about to be killed, you may stop this personnel and discard a card from hand to prevent that.

"Well, I wouldn't be much of a doctor if I gave up on a patient, would I?"

INTEGRITY 5	CUNNING 8	STRENGTH 6

Just Like Old Times

1 Just Like Old Times

Event

Assault. Plays in your core.
Order — Destroy this event to begin combat involving your Bajoran Resistance personnel. If you win, score 15 points.

"The next time I start getting nostalgic for the old days, shoot me."

K'nera

2 •K'nera
Klingon Defense Force Commander

Klingon

- Honor - Law - Officer - Security
- Transporters

"Their actions threaten the alliance. They disobeyed and must be punished. . . . When one of us dies that way, it diminishes us all."

INTEGRITY 6	CUNNING 4	STRENGTH 7

Kahlest

2 •Kahlest
GhojmoH of Worf

Klingon

- Anthropology - Honor - Medical

Each of your other Honor Klingons present is Cunning +1.

"My life ended on Khitomer. I served a proud family, a strong house. All that is gone."

INTEGRITY 7	CUNNING 5	STRENGTH 3

Kahmis

1 Kahmis

Klingon

- Leadership - Security - Transporters

"The thing to remember is that the Klingons prefer to use their knives and bat'leths in close combat. So if we get boarded, you can expect severe lacerations, broken bones, and blunt force traumas."

INTEGRITY 6	CUNNING 4	STRENGTH 7

Kalandra
Battlefield Surgeon
2

Human

● Biology ● Honor ● Leadership ● Medical

While your other Medical personnel at this mission is facing a dilemma, he or she is attributes +2.

"We do the best we can, considering the circumstances."

| INTEGRITY 6 | CUNNING 6 | STRENGTH 4 |

Kamala
The Perfect Mate
3

Kriosian

● 2 Anthropology ● Archaeology ● Diplomacy ● Telepathy

Order – This personnel gains one skill from another personnel present. She keeps this skill until the start of your next turn. You may do this only once each turn.

"… I'm an empathic metamorph. … with the ability to sense what a potential mate wants… and then to become that for him."

| INTEGRITY 6 | CUNNING 6 | STRENGTH 4 |

Kang
Honored Warrior
3

Klingon

● Honor ● Leadership ● Officer ● Physics ● Security

Commander: I.K.S. Lukara. When you play this personnel, if you command Koloth or Kor, you may download a K'Vort-class ship.

"This time, we will reach the Albino. And when we do, I will cut his heart out and eat it while he watches me with his dying breath."

| INTEGRITY 6 | CUNNING 6 | STRENGTH 7 |

Kathryn Janeway
Wry Admiral
3

Human

● Anthropology ● Diplomacy ● Leadership ● Officer ● Physics ● Science

Admiral. When you play this personnel, you may download How Would You Like a Trip to Romulus?

"The Son'a, the Borg, the Romulans… You seem to get all the easy assignments."

| INTEGRITY 6 | CUNNING 6 | STRENGTH 5 |

Keeve Falor
1

Bajoran

● Biology ● Honor ● Leadership

"You were 'innocent bystanders' for decades as the Cardassians took our homes. As they violated and tortured our people in the most hideous ways imaginable. As we were forced to flee."

| INTEGRITY 6 | CUNNING 5 | STRENGTH 6 |

Keldon
6

Keldon Class

Introduced around 2370, the Keldon-class design was kept deliberately similar to the Galor so Cardassian shipyards could quickly switch production to this more sophisticated warship.

| RANGE 8 | WEAPONS 9 | SHIELDS 8 |

Keldon Advanced
6

Keldon Class

Cloaking Device. While your Intelligence personnel is aboard this ship, this ship is attributes +2.

"This is a joint operation between the Obsidian Order and the Tal Shiar. We've been building a fleet of ships in the Orias System for months now."

| RANGE 6 | WEAPONS 8 | SHIELDS 7 |

Kelvan Show of Force
5

Dilemma

Your opponent chooses two personnel (except an Android or a Hologram). Randomly select one of those personnel to be killed.

"This is the essence of what they were. The flesh, and brain, and what you call personality, distilled down into these compact shapes. Once crushed… this person is dead."

Kevin Uxbridge

Interrupt

To play this interrupt, you must have 5 or more points. **Order –** Destroy an event. Lose 5 points.

"Captain, he is dangerous."
"So dangerous, Mr. Worf, that he could have destroyed us in an instant had he wished."

•Khitomer
Khitomer Investigation

A — 35

Programming, Security, Cunning>32, and (2 Honor or 2 Treachery)

"For many turns, the truth about Khitomer has lain dormant... unknown. ... Thousands died on Khitomer... Their deaths must be avenged!"

2

1 S 183

•Kira Nerys
3 — **Colonel Kira**

Bajoran

● Diplomacy ● Honor ● Leadership ● Officer ● Programming ● Security

While this personnel is present with your ⬤ personnel, each of your other ⬤ personnel present is attributes +1.

"Sitting in the captain's chair, having that kind of responsibility... it focuses you."

| INTEGRITY 6 | CUNNING 6 | STRENGTH 6 |

1 S 312

•Kitrik
2 — **"The Tyrant Molor"**

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 Molor in the local Kot'baval festival for over a decade, always eager to help true warriors deepen their understanding of Klingon heritage.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 6 |

1 S 308

Klingon Disruptor Pistol
1

Equipment

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

Despite a preference for bladed weapons, few Klingon warriors go into battle without this standard-issue side arm.

1 U 66

Kolaran Raiders
1

Dilemma

Choose a personnel who has **Leadership** or **Security** to be stopped. If you cannot, randomly select a personnel to be killed.

"Isolated pockets of humanoids. It appears to be a pre-warp civilization at an early stage of industrial development."

1 S 83

•Kolos
1

Alien

● Acquisition ● Navigation ● Transporters

"Quark, you obsequious toad, your so-called Gamma Quadrant merchandise had better be legitimate or I'll toss you out the nearest airlock."

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

1 C 333

•Koloth
3 — **D'akturak**

Klingon

● 2 Diplomacy ● Exobiology ● Honor

When you play this personnel, if you command Kang or Kor, you may download an Assault card.

"Come on, old comrade. For the last time, let's sharpen our blades."

| INTEGRITY 7 | CUNNING 6 | STRENGTH 7 |

1 R 304

•Kor
3 — **Dahar Master**

Klingon

● Anthropology ● Archaeology ● Honor ● 2 Leadership

When you play this personnel, you may download Jadzia Dax, Kang, or Koloth.

"The splendor of fighting and killing, a bloodbath in the cause of vengeance — who wouldn't want to come!"

| INTEGRITY 6 | CUNNING 6 | STRENGTH 6 |

1 R 305

•Koroth
3 — **High Cleric of Boreth**

Klingon

● Anthropology ● Archaeology ● Biology ● Leadership ● Science

When you play this personnel, you may download Kahless.

"You came to us seeking answers, but this is a place of questions. Open your heart to Kahless. Ask him your questions. Let him speak to you with your mind unclouded by doubt or hesitation. Only then can you find what you are looking for."

| INTEGRITY 5 | CUNNING 7 | STRENGTH 6 |

1 U 306

Kovat — Public Conservator
1

Cardassian

● Anthropology ● Diplomacy ● Law

While this personnel is attempting a mission, you may kill your captive to make this personnel attributes +3 until the end of that mission attempt. You may do this only once each turn.

"I am here to help you concede the wisdom of the state. To prepare you to accept the inevitable with equanimity."

| INTEGRITY 5 | CUNNING 5 | STRENGTH 3 |

Kroval
1

Klingon

● Archaeology ● Geology ● Science

For a Klingon seeking glory in relics of the past, the greatest hope is to find the long-lost Sword of Kahless.

| INTEGRITY 5 | CUNNING 5 | STRENGTH 6 |

Kurak — Warp Field Specialist
3

Klingon

● Astrometrics ● Physics ● Programming ● Science ● Transporters

While an opponent has not completed a mission, that opponent must discard a card from hand to use the skills on one of his or her Science personnel.

"You would not be the first scientist to manipulate experimental data to his own advantage."

| INTEGRITY 4 | CUNNING 7 | STRENGTH 6 |

Kurn — Squadron Commander
4

Klingon

● Astrometrics ● Diplomacy ● Honor ● Leadership ● Navigation ● Officer

Commander: I.K.S. Hegh'ta. When an engagement involving your ship begins at this mission, if this personnel is aboard a ship, that ship may join that engagement.

"Our leaders have failed us. They no longer deserve our loyalty. It is time to sweep away the old Council and put a new one in its place."

| INTEGRITY 6 | CUNNING 5 | STRENGTH 7 |

L-S VI — Changeling Research

45

2 Exobiology, Geology, 3 Science, and Cunning>42

"One of the Bajoran science probes recently scanned a planet about six light-years from the wormhole. It picked up some very unique and familiar DNA patterns."

2

Labor Camp
3

Event

Punishment. Plays on your planet mission. At the start of each of your turns, if your personnel is on this planet and you have a captive, score 10 points.

The Cardassians maintain labor camps in dozens of locations within their borders. Hutet and Lazon II represent only the few known outside the Cardassian military.

Lapideas System — Geological Survey

A **30**

Geology, Physics, Science, and Cunning>30

When you complete this mission, if your personnel completing it have 2 Acquisition or 2 Geology, score 5 points.

Assess the value of mineral deposits detected on this planet near the edge of explored space.

2

Lasting Peace

Interrupt

To play this interrupt, you must command a Diplomacy personnel.

Order – Place an equal number of personnel and non- personnel from your discard pile on top of your deck in any order.

"The Prophets teach us that while violence may keep an enemy at bay, only peace can make him a friend."

Lemec — Posturing Negotiator
3

Cardassian

● Diplomacy ● Geology ● Medical ● Officer ● Transporters ● Treachery

Commander: Reklar. Gul. While you have a higher score than each of your opponents, this personnel is Cunning +2 and Strength +2.

"I have come to negotiate a Federation withdrawal from the borders, not to be dictated to by some mere captain."

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

Let Honor Guide You

1 — Event

Assault. Plays in your core.
Order — Destroy this event to begin combat involving your ⚔ Honor personnel. If you win, randomly kill an opponent's personnel involved.

"Would an honorable warrior ever refuse a challenge?"

Leyor

1

Caldonian

● Astrometrics ● Diplomacy ● Science

The Caldonians are well-respected as scholars dedicated to pure research. Their representative in the Barzan wormhole negotiations was thus understandably intimidated by the potential administrative demands of a winning bid.

INTEGRITY 5 CUNNING 5 STRENGTH 6

•Leyton
Chief of Starfleet Operations

3

Human

● Leadership ● Officer ● Security ● Treachery
Admiral. When you play this personnel, you may download an 🖥 ship.

"...Earth's in danger. Maybe the greatest danger it's faced since the last world war. Something has to be done about these shape-shifters."

INTEGRITY 4 CUNNING 6 STRENGTH 5

•Li Nalas
Legend of Bajor

2

Bajoran

● Geology ● Honor ● Leadership ● Officer
Bajoran Resistance. When you play this personnel, you may draw a card. When this personnel is killed, you must discard a card from hand.

"...I have done what Bajor needed me to do. I've allowed myself to be a slave to my reputation all of these years. And now, it is enough."

INTEGRITY 8 CUNNING 5 STRENGTH 5

Lian T'su

1

Human

● Navigation ● Officer ● Transporters

Relief ops officer serving aboard the U.S.S. Enterprise in 2364. Ensign T'su performed admirably under the pressure of the Minos crisis.

INTEGRITY 6 CUNNING 5 STRENGTH 4

Limited Welcome

2

Dilemma

Randomly select nine personnel. All your other personnel are stopped. Place this dilemma on this mission. When you attempt this mission again, after your opponent draws dilemmas, he or she may take this dilemma and add it to those drawn.

"I hope you'll forgive the darkness. We are not comfortable in the light."

•Line of Defense

2

Event

Plays in your core. While your ship is at a mission that has a matching affiliation icon, it is Shields +2.

"There's an old saying: 'Fortune favors the bold.' Well, I guess we're about to find out."

Lopez

1

Human

● Biology ● Honor ● Security

Ensign in the U.S.S. Enterprise security division. In 2369, his good service record earned him an increase in responsibilities, and he was put in charge of preparing the duty roster for his department.

INTEGRITY 6 CUNNING 5 STRENGTH 6

•Lovok
Tal Shiar Colonel

4

Romulan

● Intelligence ● Navigation ● Officer
● Programming ● Science ● Transporters
Commander: *Serrola.* When an engagement involving your 🚀 ship or 🖥 ship begins at this mission, if this personnel is aboard a ship, that ship may join that engagement.

Strategist who worked with Enabran Tain to plot an attack on the Founders' homeworld and the annihilation of the Dominion.

INTEGRITY 5 CUNNING 6 STRENGTH 7

Lupaza
2 • Lupaza
Resistance Fighter

Bajoran

● Medical ● Programming ● Security ● Transporters

Bajoran Resistance. When you play this personnel, you may download Just Like Old Times.

"It's just like in the old days. Every once in a while the Cardassians would get too close, and we'd turn around and give them a bloody nose."

| INTEGRITY 5 | CUNNING 6 | STRENGTH 5 |

Lursa
2 • Lursa
Sister of Duras

Klingon

● Engineer ● Geology ● Leadership ● 2 Treachery

Smuggler. When you play this personnel, if you command B'Etor, you may download a Treachery personnel.

"We don't want you to judge us by your experience with our brother."

| INTEGRITY 2 | CUNNING 6 | STRENGTH 7 |

Luther Sloan
3 • Luther Sloan
Man of Secrets

Human

● 2 Intelligence ● Programming ● 2 Security ● 2 Treachery

Order – Destroy your event and return this personnel to his owner's hand to destroy an opponent's event.

"The Federation needs men like you, doctor. Men of conscience. Men of principle. . . . Someone has to protect men like you from a universe that doesn't share your sense of right and wrong."

| INTEGRITY 2 | CUNNING 6 | STRENGTH 5 |

Madred
3 • Madred
Calculating Captor

Cardassian

● Archaeology ● Intelligence ● Officer ● Security ● 2 Treachery

Gul. When you play this personnel, you may download a Punishment card.

"I didn't ask you about Minos Korva. I asked how many lights you see. . . . I don't understand how you can be so mistaken."

| INTEGRITY 2 | CUNNING 6 | STRENGTH 5 |

Maglock
3 • Maglock

Dilemma

Unless you have **3 Officer** or **3 Programming**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"For this to work, all three maglocks will have to be released."

Magnetic Field Disruptions
1 • Magnetic Field Disruptions

Dilemma

Choose a personnel who has **Astrometrics** or **Navigation** to be stopped. If you cannot, randomly select a personnel to be killed.

"Even though we shall be running with full deflectors, the closeness of this event and its severity will create problems. . . . Stay sharp, everyone."

Makbar
2 • Makbar
Chief Archon

Cardassian

● Anthropology ● Law ● Medical ● Treachery

At the start of each of your turns, each of your opponents who has a captive in your brig must discard the top card of his or her deck.

"The offender, Miles O'Brien, human, officer of the Federation Starfleet, has been found guilty of aiding and abetting seditious acts against the state. The sentence is death. Let the trial begin."

| INTEGRITY 4 | CUNNING 7 | STRENGTH 4 |

Marouk
1 • Marouk
Sovereign of Acamar

Acamarian

● Diplomacy ● Law ● 2 Leadership

While a Gatherer is at this mission, he gains Geology and loses Thief.

"The clan wars are over, Brull. It is a past we're ashamed of. It is why you had to leave. Now it is time to come home."

| INTEGRITY 6 | CUNNING 5 | STRENGTH 3 |

Marshor
1 • Marshor

Idanian

● Honor ● Intelligence ● Security

Idanian intelligence tried for years to infiltrate the Orion Syndicate operation overseen by the criminal Draim. To finally defeat the regular telepathic scans Draim ordered on his associates, the Idanians replaced an agent's memory with a false identity.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 5 |

Martin
1 — Human

● Exobiology ● Medical ● Programming

Doctor aboard the U.S.S. Enterprise. He took charge of the medical staff in 2368 after Beverly Crusher was incapacitated by a telepathic attack.

INTEGRITY 6 | CUNNING 5 | STRENGTH 5

• Martok
Soldier of the Empire
4 — Klingon

● 2 Honor ● 2 Leadership ● Navigation ● Officer

Commander: *I.K.S. Rotarran.* **General. High Council Member.** Each of your ⊛ ships at this mission is Weapons +1.

"I tell you, Worf, war is much more fun when you're winning! Defeats make my wounds ache."

INTEGRITY 8 | CUNNING 6 | STRENGTH 8

Medical Kit
1 — Equipment

Each of your Medical personnel present gains Biology.

"I need some instruments from my ship in order to diagnose this."

• Medical Relief

A — 30

Biology, Exobiology, Medical, and Cunning>32

Beta Lankal: Provide emergency aid at this planet in Klingon space.

2

Medical Tricorder
1 — Equipment

Each of your Medical personnel present gains Exobiology.

"Localized tenderness to the ulnar bone. No epidermal damage, moderate edema. . . . the tricorder indicates this is a small stress fracture."

Megar
1 — Cardassian

● Anthropology ● Biology ● Law

Established over 500 years ago, the Detapa Council ostensibly leads the Cardassian government. Over time, its true power has eroded as the Central Command and Obsidian Order have acted with increasing autonomy.

INTEGRITY 5 | CUNNING 5 | STRENGTH 5

Meraht
2 — Klingon

● Anthropology ● Exobiology ● Honor ● Intelligence ● Transporters

Operative based on Deep Space 9, assigned to monitor alien civilizations bordering the Klingon Empire. Like the station's security chief, she has concluded that valuable information can be gathered by keeping close watch on the Ferengi barkeep.

INTEGRITY 6 | CUNNING 5 | STRENGTH 6

Microbrain
3 — Dilemma

Unless you have a personnel who has 2 Exobiology or a personnel who has 2 Geology, your opponent chooses an Exobiology or Geology personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"How could it be alive? It's inorganic."

• Miles O'Brien
Chief of Operations
3 — Human

● 2 Engineer ● Honor ● Physics ● Programming ● Transporters

While this personnel is facing a dilemma, he is Cunning +1 for each equipment he is equipped with (limit +3).

"I'd like to ask the designer what he was thinking about when they built this place…"

INTEGRITY 7 | CUNNING 6 | STRENGTH 5

Military Exercises

35

Leadership, 2 Officer, Security, and Cunning>34

Unclaimed sector of space: Conduct battle efficiency simulations in this remote region.

3

Mills

1

Human

● Geology ● Physics ● Security

Although there was some initial friction, Starfleet and Bajoran security forces aboard Deep Space 9 were soon working together smoothly.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 6 |

Mining Survey

35

Engineer, Geology, Physics, Science, and Cunning>34

Unclaimed asteroid belt: Evaluate feasibility of a proposed mining station in this star system.

Any affiliation (except ●) may attempt this mission.

3

Miradorn Raider

5

Ma-Karn Class

Well-equipped attack craft, designated Theta class by Starfleet. The ship is unusually large for its capabilities, due to the extra living space allotted for twinned Miradorn to serve together.

| RANGE 7 | WEAPONS 8 | SHIELDS 8 |

Misguided Activist

3

Dilemma

Randomly select a ✦ personnel to be stopped. Unless you have **Diplomacy and 2 Honor** or **2 Security** or **Miles O'Brien**, that personnel is killed instead.

"The Prophets spoke. I answered their call… The Prophets spoke. I answered their call."

Mission Briefing

Interrupt

When your ● personnel is facing a dilemma, discard a card from hand to make him or her gain all skills on one of your stopped ● personnel at the same mission. This effect lasts until the end of that dilemma.

"Almost nothing is known of the Roman homeworld, although intelligence scans have proven the existence of dilithium mining and heavy weapons construction."

Mopak

1

Romulan

● Biology ● Intelligence ● Security

The precise details of elite Tal Shiar training are known only to those who have endured it. Others lose any interest in knowing upon seeing the brutality which these select few are capable of.

| INTEGRITY 5 | CUNNING 5 | STRENGTH 6 |

Mora Pol
Pioneering Scientist

2

Bajoran

● 2 Exobiology ● Physics ● 2 Science

"In science we look for the obvious. We track in a straight line. If something looks too good to be true, it usually isn't true. If there appears to be more to something than meets the eye, there usually is more. We take it step by step."

| INTEGRITY 5 | CUNNING 7 | STRENGTH 4 |

Morka
Klingon Intelligence Agent

3

Klingon

● Astrometrics ● Geology ● Intelligence ● Officer

When an opponent is about to place a card on top of his or her deck, you may discard a card from hand to place that opponent's card on the bottom of his or her deck instead.

"You are treating us with dishonor. … When my family finds out what you have done, they will come here and kill you!"

| INTEGRITY 6 | CUNNING 5 | STRENGTH 7 |

Morn
Barfly

3

Lurian

● Acquisition ● Biology ● Engineer ● Navigation

Smuggler. Thief. At the start of each of your turns, if this personnel and your other Smuggler or Thief are at Mouth of the Wormhole, you may draw a card.

"..."

| INTEGRITY 4 | CUNNING 7 | STRENGTH 5 |

Mouth of the Wormhole
Deep Space 9

Ⓐ

You may play ● cards, ◉ cards, and equipment at this mission.

Region: Bajor System. When any player is about to move a ship between this mission and a 🅱 mission, do not add 2 to the span total of those missions.

Deep Space 9: "... this has become my home."

Bajoran/Federation Headquarters

1

Movar
Political General

2

Romulan

● Anthropology ● Officer ● Physics ● Treachery

General. Smuggler. While you command two ◉ Treachery personnel, the cost of each of your ◉ ships is –1.

"The Duras need this convoy. Without these supplies, they cannot win!"

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

N'Vek
Soldier of the Underground

2

Romulan

● Astrometrics ● Biology ● Programming ● Science

Dissident.
Order – If this personnel is present with another non-Treachery Romulan, place that Romulan on the bottom of its owner's deck to draw a number of cards equal to his or her cost. You may do this only once each turn.

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

Nanite Attack

3

Dilemma

Unless you have **2 Diplomacy and 2 Engineer** or **2 Security and a Hand Weapon**, this dilemma is placed on your ship.
Damage – At the end of each of your turns, randomly select a personnel aboard this ship to be killed.

"I cannot believe this was an arbitrary attack . . ."

Nel Apgar
Temperamental Researcher

2

Tanugan

● 2 Physics ● Science ● Treachery

When you play this personnel, you may draw three cards, then place three cards from hand on the bottom of your deck in any order.

"Fine. Whatever. Starfleet will get its Krieger Wave converter. These things take time. I've had a few setbacks, that's all."

| INTEGRITY 3 | CUNNING 7 | STRENGTH 3 |

Nelvana Trap

2

Event

Maneuver. Plays on an opponent's mission. When an opponent moves a ship to this mission, you may destroy this event to take each ◉ ship from your copies of Engage Cloak, place them at this mission, and begin an engagement involving them. If you win, randomly kill an opponent's personnel involved.

"Two Romulan warships uncloaking –"

No Love for the Spoon Heads

2

Event

Assault. Plays in your core.
Order – Destroy this event to begin combat involving your 🅱 personnel. If you win, randomly kill an opponent's personnel involved and you may destroy an event.

"Remember, the bomb is set to go off three minutes after it's activated. . . . I suggest you plant it somewhere in Dukat's quarters."

No Peace in Our Time

3

Event

Maneuver. Plays in your core. Each of your ◉ Treachery personnel is Cunning +2.
Order – Destroy this event to begin an engagement involving your ◉ Treachery personnel. If you win, randomly kill an opponent's personnel involved.

"You do prefer it this way, don't you? As it was meant to be. . . . 'Once more unto the breach, dear friends . . .'"

Nog
2 • Nog
Eager Cadet

Ferengi

• Acquisition • Engineer • Honor • Physics

Cadet. When you play this personnel, you may examine the top four cards of an opponent's dilemma pile, then replace them in the same order.

"The names of Red Squad members are supposed to be secret. . . . It's not easy keeping secrets from a Ferengi."

| INTEGRITY 6 | CUNNING 5 | STRENGTH 5 |

None Shall Pass
3 None Shall Pass

Dilemma

Unless you have **2 Anthropology** or **3 Diplomacy** or **Strength>35**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"If you've had enough of this, then make your leaders stop and listen. Your only reason to live is to make each other suffer. if you've had enough of suffering, then make them stop."

Noram
1 Noram

Romulan

• Exobiology • Leadership • Officer

Dissident.

"The Praetor's power has always been the Romulan fleet. They must be behind Shinzon for him to have overthrown the Senate."

| INTEGRITY 4 | CUNNING 6 | STRENGTH 5 |

Nothing That Happens is Truly Random
0 Nothing That Happens is Truly Random

Event

To play this event, you must command a 🔵 Diplomacy personnel. Reveal the top three cards of your deck. An opponent chooses one of those cards to be discarded, then you take the other two into hand. Destroy this event.

". . . the Spanish returned to reconquer the area. . . . They killed hundreds of our people. . . . The name of one of the soldiers was Javier Maribona-Picard. Your ancestor."

Nu'Daq
3 • Nu'Daq
Tenacious Rival

Klingon

• Archaeology • Exobiology • Leadership • Navigation • Officer • Treachery

Commander: I.K.S. Maht-H'a. When you play this personnel, you may discard a card from hand to take a card from your discard pile into hand.

Pursuer of the DNA puzzle found in 2369. ". . . the Klingon Empire will not allow it to fall into an enemy's hands — or even a friend's."

| INTEGRITY 4 | CUNNING 6 | STRENGTH 7 |

Ocett
3 • Ocett
Dogged Rival

Cardassian

• Archaeology • Exobiology • Navigation • Officer • Science • Treachery

Commander: Bralek. Gul. When you play this personnel, you may discard the top card of your deck to place any other card from your discard pile on top of your deck.

"Perhaps we could exchange insults some other time. I'm rather busy now."

| INTEGRITY 4 | CUNNING 6 | STRENGTH 5 |

Odo
5 • Odo
Constable

Changeling

• Honor • Law • Leadership • Navigation • 2 Programming • 2 Security

Shape-shifter. While an opponent's Thief or Treachery personnel is at this mission, that personnel cannot use his or her abilities.

"Sometimes I have to remind you just how good I am."

| INTEGRITY 6 | CUNNING 7 | STRENGTH 8 |

Opaka
5 • Opaka
Kai of Bajor

Bajoran

• Anthropology • Diplomacy • 2 Honor • 3 Leadership

Kai. When you play this personnel, you may download a 🌀 personnel.

"A Bajoran draws courage from his spiritual life. Our life force — our pagh — is replenished by the Prophets."

| INTEGRITY 9 | CUNNING 6 | STRENGTH 3 |

Order of the Bat'leth
0 Order of the Bat'leth

Event

To play this event, you must command a 🔴 Honor personnel. Discard a card from hand to draw two cards. Destroy this event.

"Here in this hallowed hall, under the watchful gaze of our greatest heroes, you will receive the highest honor that can be bestowed upon a Klingon. . . . Glory to you and your house."

Ornaran Threat

4 · Ornaran Threat

Dilemma

Randomly select a personnel to be stopped. Unless you have **Diplomacy and Medical** or **2 Security**, that personnel is killed instead, then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile.

"You will take us to our planet. Leave us there with our medicine or this person dies."

Parn

2 · Parn

Cardassian

● Archaeology ● Diplomacy ● Leadership
● Officer ● Treachery

Legate.

"...my business here is crucial. It demands immediate attention. And as a member of the Cardassian Central Command I must assure you, Commander, that what we have to discuss is most crucial indeed."

INTEGRITY 4 · CUNNING 6 · STRENGTH 5

Paulson

1 · Paulson

Human

● Astrometrics ● Science ● Transporters

Starfleet posted a number of astrophysicists at Deep Space 9 to study the unusual properties of the stable Bajoran wormhole.

INTEGRITY 6 · CUNNING 5 · STRENGTH 4

Peacemaker or Predator?

1 · Peacemaker or Predator?

Event

Examine a number of cards from the top of an opponent's deck equal to the number of ⬥ Leadership personnel you command. Replace those cards in any order. Destroy this event.

"The mighty Federation will fall before us."

Pegasus Search

• Pegasus Search

50

2 Astrometrics, Engineer, 2 Navigation, Physics, Treachery, and Cunning>44

Devolin system: "The Pegasus was a prototype. Experimental engine, new weapon systems... There are a lot of things on board the Romulans would love to get their hands on."

Any affiliation may attempt this mission.

3

Personal Duty

2 · Personal Duty

Dilemma

Unless you have **Leadership** or **Officer**, all your personnel are stopped. If you have two or more personnel who have Leadership or Officer, randomly select all but one of those personnel to be stopped.

"Data, this is something I have to do."

Pierce Their Defenses

2 · Pierce Their Defenses

Event

Maneuver. Plays in your core.

Order — Begin an engagement involving your ship with your Leadership personnel aboard. That ship is Weapons +2. If you win, place this event on an opponent's ship involved. Otherwise, destroy this event.

Damage — This ship is Shields −2.

"Sir, we've just lost the Sitak and the Majestic!"

Pinned Down

2 · Pinned Down

Dilemma

Randomly select a personnel to be stopped. If you still have **nine personnel** remaining, randomly select a second personnel to be stopped. If you still have **ten personnel** remaining, randomly select a third personnel to be stopped.

"Quick! Into the forest!"

Plague Planet

• Plague Planet

30

Archaeology, Biology, Medical, and Cunning>30

Tarella: "...Class-M, much like ... Earth, with similar humanoid life-forms. Unfortunately, they faced the old story of hatred overpowering intelligence."

2

Planetary Survey

2 — Dilemma

Choose a personnel who has **Geology** or **Programming** to be stopped. If you cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"I'm reading six distinct positronic signatures, spread out over a few kilometers on the planet's surface."

Point Blank Strike

2 — Event

Maneuver. Plays in your core.
Order — Begin an engagement involving your ship with your Leadership personnel aboard. That ship is Weapons +4. If you win, place this event on an opponent's ship involved. Otherwise, destroy this event.
Damage — This ship is Weapons −2.

A nimble, outgunned ship often tries to get inside enemy shields.

Power to the Shields

2 — Interrupt

Maneuver. When your ship with your Engineer personnel aboard is in an engagement, it is Shields +4 until the end of that engagement.

Most space-faring races employ highly adaptable systems in starship design to allow the rapid transfer of power in any situation.

•Prakesh

6

Galor Class

While this ship is in an engagement you did not begin, it is Shields +4.

In 2372, with a Klingon invasion imminent, Gul Dukat secured this warship to evacuate the Detapa Council from Cardassia Prime.

| RANGE | 8 | WEAPONS | 8 | SHIELDS | 8 |

•Pran Tainer

2

Atrean Seismologist

Atrean

● 2 Geology ● Physics ● Programming
● Science

Gifted scientist who first detected the solidification of his planet's molten core. In 2370, his research proved key in the efforts to reliquefy the core.

| INTEGRITY | 5 | CUNNING | 7 | STRENGTH | 3 |

Precise Attack

2 — Event

Maneuver. Plays in your core.
Order — Begin an engagement involving your ship with your Leadership personnel aboard. That ship is Weapons +2. If you win, place this event on an opponent's ship involved. Otherwise, destroy this event.
Damage — This ship is Range −2.

"They knew exactly where to hit us."

•Prejudice and Politics

2 — Event

Plays in your core.
Order — If your Praetor or Senator is on Romulus, reveal the top card of an opponent's deck. If it is a personnel, that opponent places that card in his or her hand. Otherwise, score 5 points, and that opponent places that card on the bottom of his or her deck. You may do this only once each turn.

"The military does not dictate policy on Romulus."

Primitive Culture

3 — Dilemma

Unless you have **Anthropology** and **Leadership** or 3 **Diplomacy** or 2 **Intelligence** or **four** personnel who each have Strength>6, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"Please... vo're looking for the naval base in Alameda. Could you tell me where the nuclear wessels are?"

Process Identification

2 — Event

To play this event, you must command three ● personnel. Examine the top five cards of your deck. Take one of those cards into hand and place the others on the bottom of your deck in any order. Destroy this event.

"All Cardassians are required to give the Bureau of Identification one of their first molars. It's usually extracted at age ten."

Protection of the Tal Shiar

Interrupt

When your non-Intelligence ⬛ personnel is facing a dilemma, he or she is attributes +1 and gains all skills on one of your ⬛ Intelligence personnel at this mission. This effect lasts until the end of that dilemma.

"The purpose of the Tal Shiar is to ensure loyalty. To defy them is to invite imprisonment — or death."

Pursuit Course

Interrupt

Pursuit. Temporal. When an opponent's ship moves away from a mission where you have a staffed ship, place that ship at the mission the opponent's ship moves to.

"We must follow them back. Repair whatever damage they've done."

4 Pursuit Just Behind

Dilemma

Randomly select a personnel to be killed. If you still have **nine personnel** remaining, randomly select a second personnel to be killed. If you still have **ten personnel** remaining, randomly select a third personnel to be killed.

"I think it's time to try some 'unsafe velocities.'"

•Qo'noS
Heart of the Empire

Ⓐ You may play 🔴 cards, 🟡 cards, and equipment at this mission.

Region: Qo'noS System.

Homeworld of the Klingon Empire. Its sharply tilted axis causes extreme seasonal changes. With but one major land mass, there was constant war before the time of Kahless. It is a place as hard and turbulent as the Klingons themselves.

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Klingon Headquarters

2

•Qualor II Rendezvous

Ⓐ 30

Acquisition, Security, Treachery, and Cunning>30

Qualor II: Investigate the theft of a Vulcan ship from this Federation surplus depot.

2

Quantum Slipstream Drive

Interrupt

To play this interrupt, you must command a ship with your Engineer personnel aboard.

Order — That ship is Range +4 until the end of this turn.

"Ladies and gentlemen, please. May I introduce the next generation of interstellar propulsion..."

2 Quarren Labor Shortage

Dilemma

Unless at least half your personnel are not 🟡, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"You're experiencing a relapse of Dysphoria Syndrome. This is going to make you feel better."

•Quest for the Sword of Kahless

Ⓕ 40

Archaeology, Leadership, 2 Science, Strength>38, and (Honor or Treachery)

Hur'q planet: "The Hur'q invaded our homeworld over 1,000 years ago. Whatever they could not pillage, they destroyed. They took the Sword and my people have been searching for it ever since."

2

2 Rabal

Hekaran

● **Astrometrics** ● **Engineer** ● **Physics**
● **Programming** ● **Transporters**

"I don't think we can look at space travel the same way anymore. We're going to have to change. . . . It won't be easy at all."

| INTEGRITY 4 | CUNNING 6 | STRENGTH 5 |

Ranjen Koral
2 · Ranjen Koral
Student of B'hala

Bajoran

● Anthropology ● Archaeology ● Programming ● Science

Prylar. When you play this personnel, you may take a card from your discard pile into hand.

"Excavating the Holy City is a privilege. Our efforts are an expression of our faith in the Prophets..."

| INTEGRITY 6 | CUNNING 5 | STRENGTH 4 |

Recurring Injury
3 Recurring Injury

Dilemma

Unless you have a **personnel** who has 2 Biology or a **personnel** who has 2 Medical, your opponent chooses a Biology or Medical personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"It's his shoulder. It's popped out of his socket."

Regana Tosh
1 Regana Tosh

Markalian

● Acquisition ● Geology ● Science ● Treachery

Smuggler.

Middleman in a network that smuggled crystals off the Tallonian homeworld. In an uncharacteristic show of cooperation, Quark and Odo attempted a sting on the operation in 2372.

| INTEGRITY 3 | CUNNING 5 | STRENGTH 5 |

Reklar
6 · Reklar

Galor Class

While you have a captive, this ship is Weapons +2 and Shields +1.

Tensions along the Cardassian/Federation border threatened to dissolve the treaty only a few years after it was signed. In response, the Reklar was sent to attend diplomatic talks with the U.S.S. Enterprise.

| RANGE 8 | WEAPONS 8 | SHIELDS 8 |

Remus
· Remus
Supervise Dilithium Mine

A · **35**

2 Geology, Leadership, Security, and Strength>34

Region: Romulus System.

"As you know, the Reman mines have not been filling their quotas for some months now."

1

Render Assistance
Render Assistance

Interrupt

Maneuver. When an engagement involving your ship begins, another one of your ships at that mission joins that engagement.

"Who says there's never a Klingon around when you need one?"

Rescue Captives
0 Rescue Captives

Event

Discard any number of cards from hand to take an equal number of your personnel from your opponents' brigs and place them on your headquarters mission. Destroy this event.

"This mission can end only one of two ways. Either we bring back Li Nalas, or we don't come back at all."

Resistance Tactics
3 Resistance Tactics

Event

Plays in your core. When combat or an engagement involving your ⬡ card begins, you may destroy this event to prevent that combat or engagement and stop each personnel and ship involved.

"A resistance organization is structured into cells — autonomous groups of ten or twenty people. ... Smaller groups are safer — they're harder to track down."

Retaya
3 · Retaya
Urbane Poisoner

Flaxian

● 2 Biology ● Physics ● Science ● 2 Treachery

Assassin.
Order – Return this personnel to his owner's hand to kill an opponent's Intelligence personnel present.

"I deal in fine wares — mostly fabrics and fragrances."

| INTEGRITY 2 | CUNNING 6 | STRENGTH 5 |

Risan Approach
Abduction Plot

A   35

Transporters, Treachery, Cunning>34, and
(Intelligence and Leadership or
Law and Officer)

Ambush Starfleet officer en route to shore leave.

3

1 S 148

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1 • Riva
Respected Mediator

Ramatin

● 2 Diplomacy ● Honor

When you play this personnel, each player may draw a card.

"...get each side to listen — really listen — to each other. And to understand. ... The real secret is turning disadvantage into advantage."

| INTEGRITY 6 | CUNNING 5 | STRENGTH 4 |

1 U 343

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1 Rixx

Bolian

● Astrometrics ● Leadership ● Officer

Relatively new members of the Federation, the Bolians have quickly distinguished themselves in all branches of Starfleet service. Rixx became the first Bolian to command a Federation starship when he was given the U.S.S. Thomas Paine.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 5 |

1 C 681

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2 • Robin Lefler
Mission Specialist

Human

● Engineer ● Exobiology ● Programming
● Transporters

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

"That's Law 36: You gotta go with what works. ... Every time I learn something essential, I make up a law about it so I never forget."

| INTEGRITY 6 | CUNNING 6 | STRENGTH 5 |

1 U 282

---

2 • Rogesh

Cardassian

● Intelligence ● Navigation ● Physics ● Science
● Treachery

"...the ever-vigilant eyes and ears of the Cardassian Empire. It is said that a Cardassian citizen cannot sit down to a meal without each dish being duly noted and recorded by the Order."

| INTEGRITY 4 | CUNNING 6 | STRENGTH 5 |

1 C 252

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3 • Rom
Diagnostic and Repair Technician

Ferengi

● 2 Engineer ● Navigation ● Physics
● Programming

While this personnel is facing a dilemma, he is attributes +1 and gains Astrometrics, Honor, and Physics.

"Ferengi can be very focused. Especially when no one bothers to talk to them. ... Not that I mind. I'm used to being ignored."

| INTEGRITY 5 | CUNNING 5 | STRENGTH 4 |

1 R 393

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1 Romulan Disruptor Pistol

Equipment

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

Standard procedure dictates that members of the Romulan military be armed at all times while on duty.

1 U 63

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2 • Romulan Intelligence Network

Event

Plays in your core. At the start of each of your turns, if you have a ● personnel at an opponent's planet mission, you may examine the top two cards of that opponent's deck. Place one of those cards on the bottom of that deck and the other one on top.

"What do you know of this human? ... I have received intelligence indicating he's on his way here."

1 U 180

---

4 Romulan Scout Vessel

Lanora Class

Small Romulan starship often employed in espionage and intelligence gathering. Its flexible design makes it equally suited to long- and short-range assignments.

| RANGE 7 | WEAPONS 6 | SHIELDS 6 |

1 C 417

Romulus
Seat of Power

A

You may play ● cards, ● cards, and equipment at this mission.

Region: Romulus System.

Romulus: "...I have visited over a hundred different worlds and none possessed the awesome beauty of Romulus."

Romulan Headquarters

2

Runabout Search

A | **35**

Medical, Science, Transporters, Cunning>32, and (Acquisition or Honor)

When you complete this mission, if your ship is at this mission, you may take a ● personnel or a ● personnel from your discard pile and place it aboard that ship.

Class-L planet: Respond to a distress signal from a sabotaged runabout.

2

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1 Sabrun

Romulan

● Diplomacy **●** Exobiology **●** Law

Senator.

The political landscape of Romulus is both perilous and delicate, with new administrations coming to power with aggressive frequency. Complacency can be a fatal flaw in a Romulan politician.

| INTEGRITY 4 | CUNNING 6 | STRENGTH 5 |

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1 Science PADD

Equipment

Each of your Science personnel present gains Archaeology.

"What's this? A map of the ruins? ... If the Taguans were to catch you down there..."

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7 • Scimitar
Predator

Scimitar Class

Cloaking Device. When you win an engagement involving this ship, the loser discards the top card of his or her deck.

"He would only have built a weapon of such scope for one reason. He's going after Earth."

| RANGE 9 | WEAPONS 11 | SHIELDS 10 |

• Search and Rescue

A | **35**

Leadership, 2 Navigation, Security, and Strength>34

Region: Badlands. You cannot complete this mission if your ● personnel is on this planet.

Class-M planetoid: Retrieve an officer kidnapped from Deep Space 9 by the Maquis.

2

• Search for Survivors

A | **35**

Leadership, Officer, Programming, Security, and Strength>36

Dozaria: Pursue a lead to a possible crash site of the missing Cardassian prisoner transport Ravinok.

2

• Second Moon of Bajor VIII
Acquire Illicit Explosives

A | **30**

Physics, Treachery, Cunning>30, and (Astrometrics or Engineer)

Region: Bajor System.

Purchase bilitrium from Klingon outcasts for delivery to Bajoran insurgents.

2

Secret Conspiracy

Interrupt

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."

Sector 04-70
Verify Evidence

A · 35

Leadership, 2 Navigation, Science, and Cunning>34

Region: Badlands.

Corroborate the claims of a Bajoran trader operating in this sector.

3

1 U 205

Security Briefing

A · 35

2 Diplomacy, 2 Security, and Cunning>32

Korma: Attend a conference on this Cardassian outpost and share intelligence on the Klingon Empire.

2

1 S 199

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3 · Sela
Mysterious Operative

Human/Romulan

● Diplomacy ● Intelligence ● Leadership
● Officer ● 2 Treachery

While an opponent does not have an Intelligence personnel at this mission, his or her personnel at this mission cannot use their abilities.

"...humans have a way of showing up when you least expect them."

| INTEGRITY 2 | CUNNING 6 | STRENGTH 5 |

1 R 367

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3 · Selveth
Tal Shiar Pilot

Romulan

● Astrometrics ● Engineer ● Geology
● Intelligence ● 2 Navigation ● Treachery

Pilot of the Serrola during its mission to the Gamma Quadrant. Though she is distrustful of Cardassians, she has followed her commander's example and set aside these feelings to deal with the Dominion.

| INTEGRITY 4 | CUNNING 6 | STRENGTH 6 |

1 U 368

Sensitive Search

A · 30

Programming, Security, Cunning>30, and (Acquisition or Honor or Law or Treachery)

Nequencia system: Track the movements of an "information broker" who failed to arrive at a scheduled rendezvous.

2

1 S 200

Sensor Sweep

Interrupt

Pursuit. To play this interrupt, you must command an Astrometrics personnel.

Order – Download a Pursuit card.

"The Kraxon reports that the neutrino signature has just phase-shifted, and it's moving now at warp speed directly toward the Orias system."

1 U 138

Sermon

Interrupt

To play this interrupt, you must command a personnel who has Anthropology and Leadership. When an opponent plays an event, place a random card from hand on top of your deck to prevent that event and place it on top of that opponent's deck.

"What these sinners have forgotten is that they are neighbors. ... Do you see branches tearing leaves off one another? No!"

1 R 139

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3 · Serova
Warp Field Theorist

Hekaran

● 2 Astrometrics ● 2 Engineer ● Physics
● Science

While this personnel is facing a dilemma, each of your other Engineer personnel present is Cunning +1.

"That's your response? More research? More delays? I suppose I shouldn't have expected anything different."

| INTEGRITY 4 | CUNNING 7 | STRENGTH 4 |

1 R 344

---

6 · Serrola

D'deridex Class

Cloaking Device. While your ● Intelligence personnel is aboard this ship, this ship is attributes +2. While this ship is at a ● mission, it is Weapons +2 and Shields +1.

Flagship of the joint Tal Shiar/Obsidian Order fleet that bombarded the Founders' homeworld in the Omarion Nebula.

| RANGE 6 | WEAPONS 7 | SHIELDS 7 |

1 R 414

Seth Mendoza

1 · Seth Mendoza

Human

● Anthropology ● Diplomacy ● Law

The Federation maintains a large team of negotiators for dealing with races with which no formal treaty has been established. These people often forge the first links leading to eventual Federation membership.

INTEGRITY 6 · CUNNING 5 · STRENGTH 4

Shady Resources

Interrupt

When your personnel is facing a dilemma, discard a card from hand to make him or her gain all skills on one of your other Treachery personnel at this mission. This effect lasts until the end of that dilemma.

"Well worth twice the price I'm asking."

Shakaar Edon

3 · •Shakaar Edon
Resistance Leader

Bajoran

● Biology ● Geology ● 2 Leadership ● Security

Bajoran Resistance. Each of your other ⊙ personnel present is Strength +1 (or +2 while in combat).

Leader of a resistance cell whose victories during the Occupation included the liberation of the Gallitep labor camp. He remained equally devoted to his people years after trading that violent past for the life of a farmer.

INTEGRITY 6 · CUNNING 6 · STRENGTH 6

Shandor

1 · Shandor

Bajoran

● Archaeology ● Diplomacy ● Honor

Prylar.

"Yelim cha ono… tarnah purono dhar jeek… teram far che… yavar hu iktasho…"

INTEGRITY 6 · CUNNING 5 · STRENGTH 3

Shinzon

4 · •Shinzon
Capable Commander

Human

● Biology ● Engineer ● Leadership ● Officer ● 2 Treachery

Commander: *Scimitar.*
Order – Discard a card from hand to take a Maneuver card from your discard pile and place it on top of your deck.

"I'm afraid you won't survive to witness the victory of the echo over the voice."

INTEGRITY 1 · CUNNING 6 · STRENGTH 6

Shinzon

3 · •Shinzon
Romulan Praetor

Human

● Biology ● Diplomacy ● Engineer ● Leadership ● 2 Treachery

Praetor.
Order – Discard a card from hand to draw a card. You may do this only once each turn.

"If you had lived my life and experienced the suffering of my people, you would be standing where I am."

INTEGRITY 1 · CUNNING 6 · STRENGTH 6

Skullduggery

4 · Skullduggery

Dilemma

Randomly select a personnel. If that personnel has **Acquisition** or **Treachery**, he or she is stopped. Otherwise, he or she is killed.

"If you stand still, this won't hurt as much."

Soto

1 · Soto

Lethean

● Security ● Telepathy ● Treachery

Thief.

The Letheans' telepathic abilities include the power to inflict a neural shock and steal another's memories. It was for this latter purpose that Toral sent Soto to visit Kor.

INTEGRITY 4 · CUNNING 5 · STRENGTH 6

Souls of the Dead

Interrupt

To play this interrupt, you must command three ⊙ personnel.
Order – Place a card from your discard pile on top of your deck.

"'What remains after death is but a shell – a sign that the pagh has begun its final journey to the Prophets.'"

Standard Cardassian Procedure

3 — Event

Capture. Maneuver. Plays in your core.
Order — Destroy this event to begin an engagement involving your ⊙ ship. That ship is Weapons +1. If you win, randomly select an opponent's personnel involved to place in your brig.

Cardassian military policy in any conflict is to take captives when possible, for the many uses they can be put to later.

Starfleet Type-2 Phaser

1 — Equipment

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

Starfleet hand weapon commonly issued to security officers and away team members. Though revised several times for more ergonomic handling, the weapon's basic technology has gone virtually unchanged throughout the 24th century.

Stellar Core Fragment

3 — Dilemma

Unless you have **a personnel who has 2 Physics** or **a personnel who has 2 Science,** your opponent chooses a Physics or Science personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"With my theories and their equipment, we might be able to alter the fragment's path."

•Study Cometary Cloud

A — **35**

Astrometrics, Navigation, Programming, Cunning>34, and **(Acquisition or Security)**

Cruses system: Collect samples of the unusual particles in this system's Oort cloud. Conduct research on their military or commercial potential.

3

Sunad

2

Zalkonian

● Law ● Leadership ● Officer ● Physics
● Security

In the 2360s, members of the Zalkonian race began to undergo startling mutations. Backed by the government, men like Sunad sought to capture these dangerous criminals before they could further disrupt society.

| INTEGRITY 4 | CUNNING 5 | STRENGTH 4 |

•Suran
Ambitious Commander

3

Romulan

● Leadership ● Navigation ● Officer ● Security
● Treachery

Commander: *Soterus.* **Dissident.** When you play this personnel, you may download a Maneuver card.

"You told us the timing was perfect for an attack on the Federation! I don't understand why you now delay!"

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

•Surgery Under Fire

A — **35**

Biology, Leadership, Medical, Officer, and **Strength>36**

Ajilon Prime: "The sorting of the wounded… forces decisions that… Decisions that test what it means to be a doctor."

2

Symbol of Devotion

Interrupt

To play this interrupt, you must command a Kai, Prylar, or Vedek.
Order — Download a ✴ personnel, then place the Kai, Prylar, or Vedek you command on the bottom of your deck.

"Our religion is the only thing that holds my people together."

Sympathetic Magic

3 — Dilemma

Unless you choose to place this dilemma on your ship at this mission, all your personnel are stopped.
Damage — This ship is attributes −2.

"Captain, it seems so foolish of you to insist on demonstrations."

Systems Diagnostic

2

Dilemma

Choose a personnel who has **Engineer** or **Programming** to be stopped. If you cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

Starship systems can be checked by computer-automated diagnostics, but this routine examination is no substitute for the scrutiny of a trained engineer.

•T'Lani III
Eliminate Harvesters

A   **30**

Medical and
(Exobiology, Programming, and Integrity>27
or Intelligence, Treachery, and Cunning>28)

Help Kellerun and T'Lani scientists deal with the biomechanical weapons leftover from their centuries-long war.

2

T'Lani Munitions Ship

4

A'norum Class

When tactics in the T'Lani-Kellerun War shifted toward biological weapons, advances in starship technology came to a standstill. Both sides were satisfied with ships simply able to reach the other's homeworld with their deadly cargo of Harvesters.

| RANGE 6 | WEAPONS 7 | SHIELDS 7 |

T'Lara

2

Vulcan

● **Exobiology** ● **Law** ● **Leadership** ● **Officer**
Admiral.

"This hearing will come to order. We are here to consider the request of the Klingon Empire that Lieutenant Commander Worf be extradited for trial on charges of murder. Advocate Ch'Pok, you may present your charges."

| INTEGRITY 6 | CUNNING 7 | STRENGTH 5 |

T'Lor

1

Tiburonian

● **Geology** ● **Programming** ● **Science**

Member of the team dispatched from Deep Space 9 to confirm readings of large cormaline deposits on the Gamma Quadrant planet Torga IV.

| INTEGRITY 5 | CUNNING 5 | STRENGTH 5 |

T'vis

2

Klingon

● **Diplomacy** ● **Honor** ● **Law** ● **Security**

Most Klingons inducted into the Order of the Bat'leth spend much of their lives focused only on reaching that goal. Others see it as a chance to atone for a past wasted in pursuits not worthy of a true Klingon.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 7 |

Tactical Planning

0

Event

To play this event, you must command a ● Security personnel. Discard a card from hand to draw two cards. Destroy this event.

"We know that the Founders' planet lies at approximately these coordinates within the Omarion Nebula. As you can see, there are no Jem'Hadar bases nearby."

Taken Prisoner

2

Event

Assault. Capture. Plays in your core.
Order – Destroy this event to begin combat involving your ● personnel. If you win, randomly select an opponent's personnel involved to place in your brig.

"My dear Captain, you are a criminal. You have been apprehended invading one of our secret facilities. The least that will happen is for you to stand trial and be punished."

•Tal'Aura
Impatient Senator

3

Romulan

● **Biology** ● **Diplomacy** ● **Geology**
● **Programming** ● 2 **Treachery**

Assassin. Dissident. Senator.
Order – Return this personnel to her owner's hand to kill an opponent's Leadership personnel present.

With her contempt for the presiding bureaucracy, Tal'Aura too eagerly became a pawn in Shinzon's takeover of the Romulan government.

| INTEGRITY 1 | CUNNING 6 | STRENGTH 4 |

Talvin

1 · Talvin

Romulan

● Anthropology ● Geology ● Officer
Dissident.

"Senators, consider the opportunities for the Empire. At last, the destinies of the planets Romulus and Remus will be united. Shinzon of Remus is offering us a chance to make ourselves stronger!"

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

Tamarian Vessel

6 · Tamarian Vessel

Darmok Class

Robust vessel used by the Children of Tama, with systems comparable to Starfleet's Galaxy-class starship. As with all Tamarian ships, the interior is adorned throughout with symbols and artifacts of their society's rich history and mythology.

| RANGE 8 | WEAPONS 8 | SHIELDS 9 |

Tapestry

4 · Tapestry

Event

Remove all the cards in your deck from the game. Take all the personnel and ships from your discard pile and shuffle them to form a new deck. Remove this event and all the other cards in your discard pile from the game.

"They were loose threads, unfixly parts of me that I would like to remove. But when I pulled on one of those threads, it unravelled the tapestry of my life."

Taris

2 · • Taris
Deceitful Subcommander

Romulan

● Archaeology ● Leadership ● Medical
● Officer ● Transporters
Commander: *Haakona.* When you play this personnel, you may examine an opponent's hand.

"...believe me, Captain, had we chosen to exercise our right to defend the Neutral Zone, we would not have stopped with one starship. You will leave at once."

| INTEGRITY 4 | CUNNING 5 | STRENGTH 6 |

Tasha Yar

3 · • Tasha Yar
Chief of Security

Human

● Honor ● Leadership ● Security ● Transporters
When your non-Security personnel on the same planet as this personnel is randomly selected to be killed, you may choose this personnel to be killed instead.

"Hailing frequencies closed, sir."

| INTEGRITY 7 | CUNNING 5 | STRENGTH 6 |

Telek R'Mor

3 · • Telek R'Mor
Astrophysical Researcher

Romulan

● 2 Astrometrics ● Engineer ● Honor
● Programming ● Science
You may play this personnel aboard your ⬤ ship.

Scientist on a deep space assignment in the early 2350s. He was first to contact U.S.S. Voyager from the Alpha Quadrant — twenty years before it became stranded — through a temporally-distorted micro-wormhole.

| INTEGRITY 6 | CUNNING 5 | STRENGTH 6 |

Temarek

1 · Temarek

Acamarian

● Biology ● Geology ● Security
Gatherer. Thief.

Over a century after the Gatherers left Acamar, the clan divisions that drove them away were still fundamental to their way of life — and death. "... there are no other members of the Lornack clan here, so I claim his possessions."

| INTEGRITY 4 | CUNNING 5 | STRENGTH 5 |

Temptation

3 · Temptation

Dilemma

Randomly select three personnel. Each of those personnel that does not have **Honor** or **Treachery** is stopped.

"You come alone... and unarmed... a brave act, Captain."

Tense Negotiations

3 · Tense Negotiations

Dilemma

Unless you have a **personnel who has 2 Diplomacy** or a **personnel who has 2 Leadership**, your opponent chooses a Diplomacy or Leadership personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"You swear well, Picard. You must have Klingon blood in your veins."

The Albino
Killer of Children
3

Alien

● Exobiology ● Leadership ● 2 Medical ● 2 Treachery

Assassin. Thief.

Order – Return this personnel to his owner's hand to kill an opponent's Honor personnel present.

"You will die far quicker than your son did, Kang. . . . No vengeance today . . ."

INTEGRITY 2   CUNNING 6   STRENGTH 6

The Moon's a Window to Heaven
5

Dilemma

Unless you have a **Leadership** personnel who has **Cunning**>6 or **Telepathy**, randomly select a personnel to be placed in your opponent's brig, then all your other personnel are stopped.

"Hello, boys. I've always wanted to play to a captive audience."

The Orion Underworld
3

Event

Crime. Maneuver. Plays in your core.

Order – Destroy this event to begin an engagement involving your ⬤ ship with your Thief aboard. If you win, score 10 points.

For over a century, Orions have been synonymous with criminal activity. Though the planet's rightful government has tried to fight this negative image, the Syndicate wields more power.

The Pillage of Bajor
1

Event

To play this event, you must command three ▢ personnel. Examine the top three cards of your deck. Take two of those cards into hand and discard the other. Destroy this event.

". . . they've spent the last half century robbing the planet of every valuable resource – before abandoning it."

The Promise

Interrupt

When your ✳ personnel is facing a dilemma, he or she gains all skills and attributes on a ✳ personnel in your discard pile. This effect lasts until the end of that dilemma.

"Then Kahless said, 'You are Klingons. You need no one but yourselves. I will go now, to Sto-Vo-Kor. But I promise one day I will return.'"

The Reman Mines
2

Event

Plays on Remus. Each of your ⬤ ships is Range +1 for each Reman you command (limit +3).

"The Senate has considered Shinzon's proposal and rejected it. He and his followers will be met with all deliberate force and sent back to that black rock they come from. Do I make myself clear?"

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
Shinzon's Protector
2

Reman

● Exobiology ● Geology ● Leadership ● Medical ● Telepathy ● Treachery

When you play Shinzon or another Reman at this mission, you may examine the top card of your deck, then place it on the top or bottom of your deck.

"Don't forget our mission, Shinzon. We must act. Now."

INTEGRITY 3   CUNNING 6   STRENGTH 7

Thexor
2

Reman

● Programming ● Security ● Transporters ● Treachery

"In the Dominion War, Reman troops were used as assault forces in the most violent encounters."

INTEGRITY 4   CUNNING 5   STRENGTH 8

Ties of Blood and Water
Interrupt

When your ⊙ personnel is facing a dilemma, he or she gains all skills on a ⊙ personnel in your discard pile. This effect lasts until the end of that dilemma.

"I saw so much death during the Occupation. I felt so much pain. But my father. He was my strength. And I... I couldn't stand to see that strength slipping away. So I ran.... I owed it to my father to get it right this time."

To Boldly Go
3
Event

To play this event, you must have completed a planet mission and a space mission. Plays in your core. When any of your 🔵 personnel are about to be stopped by a dilemma, you may destroy this event to prevent that.

"Thousands of inhabited planets at our fingertips. And we'll be able to explore those strange new worlds, and seek out new life and new civilizations..."

Togaran
2
Tamarian

● Honor ● Leadership ● Officer ● Security ● Transporters

"Kiteo. His eyes closed. Chenza at court. The court of silence. ... Chonza!"

| INTEGRITY 6 | CUNNING 5 | STRENGTH 6 |

• Tomalak
Beguiling Adversary
3
Romulan

● Diplomacy ● Leadership ● Navigation ● Officer ● Treachery

Commander: *Deranas.* While you have a higher score than each of your opponents, if this personnel is aboard a 🔵 ship, that ship is attributes +2.

"...after we dissect your Enterprise... I intend to display its broken hull in the center of the Romulan capital as a symbol of our victory."

| INTEGRITY 4 | CUNNING 6 | STRENGTH 7 |

Torture
Interrupt

Punishment. You may play only one copy of this interrupt each turn.
Order – Choose one of your captives. Each of your Intelligence personnel gains that captive's skills until the end of your turn.

"Odo, just tell me what I need to know, and this will end."

• Tosk
The Hunted
4
Tosk

● Engineer ● Honor ● 2 Navigation ● Programming ● Security

While this personnel is facing a dilemma, exclude him from any random selections.

"I am Tosk."

| INTEGRITY 6 | CUNNING 6 | STRENGTH 6 |

Trabe Grenade
1
Dilemma

Randomly select a personnel who has Leadership or Security. If that personnel has Cunning<7, he or she is killed.

"You don't know the Kazon. There's no dealing with them. Violence is all they understand."

• Trazko
Hired Muscle
2
Bajoran

● Astrometrics ● Programming ● 2 Treachery
Assassin.
Order – Return this personnel to his owner's hand to kill an opponent's Treachery personnel present.

Contract killer employed by Vaatrik Pallra to shadow Quark and, if necessary, dispose of him.

| INTEGRITY 2 | CUNNING 5 | STRENGTH 6 |

Triage
1
Dilemma

Choose a personnel who has **Biology** or **Medical** to be stopped. If you cannot, randomly select a personnel to be killed.

"Don't be afraid. There's a lot of bleeding, but it's not as bad as it looks."

Tricorder

Equipment

Each of your Science personnel present gains Geology.

"There are no natural trace elements present in those tricyanate crystals."

Twist of Fate

Interrupt

When your ● personnel is about to be killed, randomly select another of your personnel present to be killed instead.

Exposed as a traitor, N'Vek went from captor to memory in the blink of an eye.

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2 • Ty Kajada
Relentless Investigator

Kobliad

● Intelligence ● Leadership ● Programming
● 2 Security

Officer for Kobliad Security who pursued the dangerous and devious Rao Vantika for 20 years. "I know Vantika. I've learned to think as he thinks . . . He's alive. And he's on board this station."

| INTEGRITY | 4 | CUNNING | 6 | STRENGTH | 5 |

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6 U.S.S. Akira

Akira Class

Starship designed for border defense after the dissolution of the Federation/Klingon treaty. The hull configuration of the Akira-class starship was something of an homage to the look of the earliest Starfleet exploratory vessels.

| RANGE | 8 | WEAPONS | 10 | SHIELDS | 9 |

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7 • U.S.S. Defiant
Prototype Warship

Defiant Class

Cloaking Device. While this ship is in an engagement, it is Weapons +1 and Shields +2.

"Officially, it's classified as an escort vessel. Unofficially, the Defiant's a warship. Nothing more, nothing less."

| RANGE | 8 | WEAPONS | 10 | SHIELDS | 10 |

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7 • U.S.S. Enterprise-E
Federation Envoy

Sovereign Class

When you complete a ● planet mission, if this ship is at that mission, score 5 points.

"The new Praetor, someone called Shinzon, has requested a Federation envoy. . . . You're the closest ship so I want you to go and hear what he has to say."

| RANGE | 9 | WEAPONS | 9 | SHIELDS | 9 |

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4 U.S.S. Excelsior

Excelsior Class

Although the transwarp drive experiment of the late 23rd century was a failure, the design of the ship itself was one of Starfleet's greatest successes. New Excelsior-class ships were still being constructed over 75 years later.

| RANGE | 8 | WEAPONS | 7 | SHIELDS | 7 |

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5 U.S.S. Galaxy

Galaxy Class

The Galaxy-class starship represented a major departure in Starfleet design. For the first time, extensive living space was provided so that families of crewmembers could live with them during long tours of duty.

| RANGE | 8 | WEAPONS | 8 | SHIELDS | 9 |

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5 U.S.S. Nebula

Nebula Class

Primarily designed for research missions, the Nebula-class starship boasts a large upper equipment module to house upgraded sensors and other scientific equipment.

| RANGE | 8 | WEAPONS | 8 | SHIELDS | 8 |

U.S.S. Sovereign

6 — U.S.S. Sovereign

Sovereign Class

One of several Starfleet designs introduced in the 2370s, the Sovereign-class starship would become the Federation's primary deep-space exploration vessel.

| RANGE | 9 | WEAPONS | 9 | SHIELDS | 9 |

•Uncover DNA Clues

A — **30**

Archaeology, Exobiology, Science, and Cunning>30

Ruah IV: Investigate genetic research that was conducted here by a renowned Federation archaeologist.

Any affiliation (except 🌀) may attempt this mission.

2

Unscientific Method

3 — Unscientific Method

Dilemma

The most Cunning Science personnel who does not have Treachery is killed. Unless you have **Cunning>24** remaining, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"You didn't fill Data with substandard parts, did you old man? No, that honor was bestowed upon me. You owe me, old man. Not him, me!"

•Valdore

7 — •Valdore

Norexan Class

Cloaking Device. When an opponent begins an engagement involving your other ship, if this ship is on your Engage Cloak, you may place this ship at that mission to join that engagement.

"Might we be of assistance?"

| RANGE | 9 | WEAPONS | 9 | SHIELDS | 9 |

Van Orton

1 — Van Orton

Human

● **Archaeology** ● **Biology** ● **Science**

Of the Federation's many research departments, the Archaeology Council is among those most limited by the Prime Directive. It has nevertheless been responsible for countless discoveries on planets throughout the quadrant.

| INTEGRITY | 5 | CUNNING | 6 | STRENGTH | 4 |

•Vash

2 — •Vash
Treasure Hunter

Human

● **Anthropology** ● **2 Archaeology** ● **Science** ● **Treachery**

Thief. When you play this personnel, you may place a card from your discard pile on the bottom of your deck, then draw a card (or, if Jean-Luc Picard is at this mission, draw two cards instead).

"We're going to make a wonderful team."

| INTEGRITY | 3 | CUNNING | 6 | STRENGTH | 4 |

Vastly Outnumbered

3 — Vastly Outnumbered

Dilemma

If you have **Strength>55**, lose 5 points. Also, unless you have **Anthropology** and **2 Honor** or **two Hand Weapons** or **Integrity>28**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"The internal security net has been sabotaged... which suggests someone didn't want to be that easily found."

•Vetar

6 — •Vetar

Galor Class

When you play this ship, you may download a Pursuit card.

Warship on an open-ended assignment to patrol the Demilitarized Zone and respond to terrorist activities by the Maquis.

| RANGE | 8 | WEAPONS | 8 | SHIELDS | 8 |

Volnoth

1 — Volnoth

Acamarian

● **Anthropology** ● **Archaeology** ● **Engineer** ● **Exobiology**

Gatherer. Thief.

In 2286, the Lornack clan of Acamar massacred their Tralesta rivals, ending a long blood feud. That violence still marks the surviving Lornack in the eyes of the Gatherers — and the few others who still believe in clan vengeance.

| INTEGRITY | 4 | CUNNING | 4 | STRENGTH | 3 |

Vorax

2 Vorax

Klingon

● Astrometrics ● Engineer ● Geology ● Programming

One of the honored few selected to crew the I.K.S. Negh'Var on its glorious maiden voyage to invade the Cardassian homeworld.

INTEGRITY 6 · CUNNING 5 · STRENGTH 7

Vreenak

3 • Vreenak
Tal Shiar Chairman

Romulan

● Anthropology ● Diplomacy ● 2 Intelligence ● Law ● Leadership

Senator. While an opponent's Diplomacy personnel is at this mission, that opponent must discard a card from hand to use that Diplomacy.

"To be honest, my opinion of Starfleet officers is so low, you'd have to work very hard indeed to disappoint me."

INTEGRITY 4 · CUNNING 6 · STRENGTH 5

Warrior's Birthright

2 Warrior's Birthright

Event

To play this event, you must command three ● personnel. Plays on your mission. You may meet Integrity and Cunning requirements of this mission and each dilemma you face at this mission using Strength instead.

A Klingon proverb holds that 'if a warrior does not fight, he does not breathe.'

Wavefront

2 Wavefront

Dilemma

Unless you have a personnel who has 2 Astrometrics or a personnel who has 2 Navigation, your opponent chooses an Astrometrics or Navigation personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"Let's batten down the hatches."

Weld Ram

1 Weld Ram

Bajoran

● Archaeology ● Geology ● Science

Member of the Bajoran Institute of Science who accompanied Dr. Mora Pol on an expedition to the Gamma Quadrant.

INTEGRITY 5 · CUNNING 5 · STRENGTH 5

Wesley Crusher

3 • Wesley Crusher
Prodigy

Human

● Astrometrics ● Engineer ● Physics ● Programming

While this personnel is facing a dilemma, he gains Engineer, Exobiology, Navigation, and Science.

"...Mozart, who as a small child wrote astonishing symphonies... Wesley is such a person. Not with music, but with the equally lovely intricacies of time, energy, propulsion..."

INTEGRITY 5 · CUNNING 7 · STRENGTH 4

William T. Riker

2 • William T. Riker
Number One

Human

● Diplomacy ● Leadership ● Navigation ● Officer

While this personnel is facing a dilemma, he gains Anthropology and Security.

"Just when I thought this couldn't get any worse."

INTEGRITY 6 · CUNNING 6 · STRENGTH 6

Winn Adami

2 • Winn Adami
Kai of Bajor

Bajoran

● Diplomacy ● Law ● Leadership ● Treachery

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.

"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."

INTEGRITY 3 · CUNNING 6 · STRENGTH 4

Worf

4 • Worf
Security Detail Leader

Klingon

● 2 Honor ● Leadership ● Officer ● Security

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."

INTEGRITY 8 · CUNNING 5 · STRENGTH 8

4 • Worf
Strategic Operations Officer

Klingon

● Diplomacy ● 2 Honor ● Leadership ● Officer

When an engagement involving your ◯ ship begins at this mission, if this personnel is aboard a ship, that ship may join that engagement.

"There are many Klingons who say we have been at peace too long. That the Empire must expand in order to survive. . . . If my people return to the old ways, no one will be safe."

INTEGRITY 8   CUNNING 5   STRENGTH 8