

2 Accelerated Aging



Dilemma

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

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

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

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

3 • Blow You Out of the Stars



Event

Maneuver. Plays in your core
Order – Begin an engagement involving your ♠ personnel. If you win, place this event on an opponent's ship involved. That opponent may place one of his or her unique personnel involved in your brig to prevent this and destroy this event. If you do not win, destroy this event.
Damage – This ship is attributes –2.


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Damage – This ship is attributes –2.

3 • Carol Marcus
 Intelligent Scientist



Human

● 2 Exobiology ● Honor ● Physics ● Science
 This personnel is Cunning +1 for each card in an opponent's hand (limit +5).

"The matrix formed in a day. The life forms grew later, at a substantially accelerated rate. ... Can I cook or can't I?"

INTEGRITY 6 CUNNING 5 STRENGTH 4

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INTEGRITY 6 CUNNING 5 STRENGTH 4

3 Cellular Peptide Cake



Event

Replicate – Discard an event from your hand. (You may discard an event card from your hand when you play this event. If you do, put this event in your hand instead of destroying it.) To play this event, you must command a Klingon. Each player returns a non-III event in an opponent's core to its owner's hand. Destroy this event.

"With mint frosting."

3 Cellular Peptide Cake

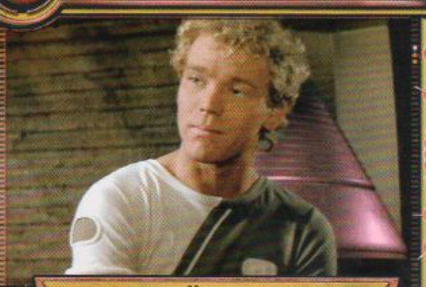


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"With mint frosting."

1 • David Marcus
 Young Scientist



Human

● 2 Biology ● Exobiology ● Physics
 ● Programming ● 2 Science
 When this personnel is stopped by a dilemma, you may destroy an event in your core (if you do not, lose 5 points instead).

"We are dealing with something that could be perverted into a dreadful weapon."

INTEGRITY 5 CUNNING 7 STRENGTH 6

1 •David Marcus
Young Scientist



Human

●2 Biology ●Exobiology ●Physics
 ●Programming ●2 Science

When this personnel is stopped by a dilemma, you may destroy an event in your core (if you do not, lose 5 points instead).

"We are dealing with something that could be perverted into a dreadful weapon."

INTEGRITY 5 CUNNING 7 STRENGTH 6

11P 24

2 Destined Journey




Dilemma

Choose a personnel who has **Honor** or **Leadership** to be stopped. If that personnel has both Honor and Leadership, you may unstop your stopped personnel present and that personnel joins the mission attempt. If you cannot choose a personnel with Honor or Leadership, all your personnel are stopped.

"You will seek the prophets. In the end, not for Bajor and not for the Federation. But for yourself, for your own path."

11P 2

2 Destined Journey



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"You will seek the prophets. In the end, not for Bajor and not for the Federation. But for yourself, for your own path."

11P 2

3 Final Triumph



Dilemma

Unless you choose to **discard an event from your hand**, your opponent chooses a personnel to be stopped.

"No ... Kirk. The game's not over. To the last I will grapple with thee!"

11P 3

3 Final Triumph



Dilemma

Unless you choose to **discard an event from your hand**, your opponent chooses a personnel to be stopped.

"No ... Kirk. The game's not over. To the last I will grapple with thee!"

11P 3

•Genesis Planet



A **35**

Geology, Cunning>42 and (Biology, 2 Exobiology and 2 Science or 2 Security, Transporters and 2 Treachery)

Order — If this mission is completed, lose 5 points to make this a space mission. Kill all personnel (and destroy all equipment) on this mission.

Mutara sector: "Look around you! The planet's destroying itself!"

Any affiliation may attempt this mission.

4

11P 14

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Geology, Cunning>42 and (Biology, 2 Exobiology and 2 Science or 2 Security, Transporters and 2 Treachery)

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Any affiliation may attempt this mission.

4

11P 14

5 •James T. Kirk
Original Thinker



Human

★ ●Diplomacy ●2 Honor ●Leadership ●Officer
 ★ Admiral. Commander: U.S.S. Enterprise. When a dilemma is about to be revealed, if this personnel is attempting a mission, you may remove him from the game to prevent and overcome that dilemma.

"I don't believe in the no-win scenario ... I don't like to lose."

INTEGRITY 7 CUNNING 6 STRENGTH 6

11P 17

5 •James T. Kirk
Original Thinker



Human

★ ●Diplomacy ●2 Honor ●Leadership ●Officer
 ★ Admiral. Commander: U.S.S. Enterprise. When a dilemma is about to be revealed, if this personnel is attempting a mission, you may remove him from the game to prevent and overcome that dilemma.

"I don't believe in the no-win scenario ... I don't like to lose."

INTEGRITY 7 CUNNING 6 STRENGTH 6

11P 17

3 **Jasad**



Cardassian

Intelligence • Navigation • Officer • Treachery

Gul. While this personnel is aboard your ship, that ship is attributes +1 for each of your different Capture cards and each of your different Punishment cards.

"Your space station could not defend itself against one Cardassian warship."

INTEGRITY 4 CUNNING 6 STRENGTH 6

3 **Jasad**



Cardassian

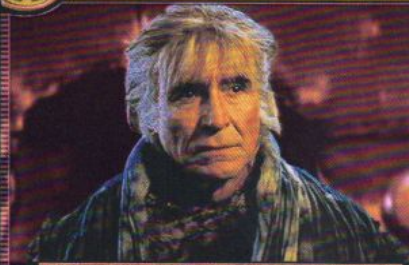
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INTEGRITY 4 CUNNING 6 STRENGTH 6

4 • **Khan Noonien Singh**
Genetically-Engineered Nemesis



Human

Exobiology • Leadership • Programming
2 Treachery

Commander: *U.S.S. Reliant*. Genetically Enhanced. While present with an opponent's personnel, each of that opponent's personnel is attributes -1.

"I have done far worse than kill you. I've hurt you. And I wish to go on hurting you."

INTEGRITY 2 CUNNING 8 STRENGTH 8

4 • **Khan Noonien Singh**
Genetically-Engineered Nemesis



Human


Exobiology • Leadership • Programming
2 Treachery

Commander: *U.S.S. Reliant*. Genetically Enhanced. While present with an opponent's personnel, each of that opponent's personnel is attributes -1.

"I have done far worse than kill you. I've hurt you. And I wish to go on hurting you."

INTEGRITY 2 CUNNING 8 STRENGTH 8

Khan!



Interrupt

When an opponent scores 5 or more points, if he or she has not completed a mission, he or she loses 5 points.

"You're going to have to do your own dirty work now! Do you hear me? Do you?"

Khan!



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"You're going to have to do your own dirty work now! Do you hear me? Do you?"

3 • **Kira Nerys**
Outspoken Major



Bajoran

Diplomacy • Honor • Leadership • Security

While this personnel is facing a dilemma, each personnel present is attributes +1 and gains Honor.

"... I have the bad habit of telling the truth ... even when people don't want to hear it."

INTEGRITY 6 CUNNING 6 STRENGTH 6

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Outspoken Major



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"... I have the bad habit of telling the truth ... even when people don't want to hear it."

INTEGRITY 6 CUNNING 6 STRENGTH 6

2 • **Kruge**
Instinctive Commander



Klingon

Astrometrics • Intelligence • Officer • Treachery

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

"I give two minutes for you and your gallant crew."

INTEGRITY 3 CUNNING 6 STRENGTH 7

2 • Kruge
Instinctive Commander




Klingon

● Astrometrics ● Intelligence ● Officer ● Treachery

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

INTEGRITY 3 **CUNNING 6** **STRENGTH 7**

4 Learning Curve



Event

Decay 4. (When there are four cards on this event, destroy it.) Plays in your core. At the end of each of your turns, if you played two or more ♠ personnel this turn, place two cards from the top of your deck on this event. You may play cards from this event as though they were in your hand.
"There's the 'Starfleet way', and there's the 'Maquis way'."

4 Learning Curve



Event

Decay 4. (When there are four cards on this event, destroy it.) Plays in your core. At the end of each of your turns, if you played two or more ♠ personnel this turn, place two cards from the top of your deck on this event. You may play cards from this event as though they were in your hand.
"There's the 'Starfleet way', and there's the 'Maquis way'."

5 No-Win Situation



Event

Plays in your core. When your dilemma is prevented or its requirements are met, randomly select an opponent's personnel that was facing that dilemma to be stopped.
"How we deal with death is at least as important as how we deal with life, wouldn't you say?"

5 No-Win Situation



Event

Plays in your core. When your dilemma is prevented or its requirements are met, randomly select an opponent's personnel that was facing that dilemma to be stopped.
"How we deal with death is at least as important as how we deal with life, wouldn't you say?"


3 Not Quite Domesticated Pets



Dilemma

Unless you have **Diplomacy, 2 Leadership and Integrity>28** or **Biology, 2 Exobiology and Cunning>34**, randomly select a personnel to be stopped. If your opponent has more events in his or her core than you and he or she does not command that personnel, place that personnel at his or her headquarters mission instead and that opponent now commands that personnel.

3 Not Quite Domesticated Pets



Dilemma

Unless you have **Diplomacy, 2 Leadership and Integrity>28** or **Biology, 2 Exobiology and Cunning>34**, randomly select a personnel to be stopped. If your opponent has more events in his or her core than you and he or she does not command that personnel, place that personnel at his or her headquarters mission instead and that opponent now commands that personnel.

6 • Queen's Borg Sphere
Contingency Vessel



Sphere

While this ship is at a mission, each personnel aboard it is attributes +1. While your Borg Queen is aboard this ship, it is staffed.
"You think in such three-dimensional terms. How small you've become."

RANGE 9 **WEAPONS 10** **SHIELDS 9**

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Contingency Vessel



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"You think in such three-dimensional terms. How small you've become."

RANGE 9 **WEAPONS 10** **SHIELDS 9**

3 • **Saavik**
Protégée



Vulcan

Law Leadership Navigation Officer
 When you play this personnel, if James T. Kirk is at this mission, you may download No-Win Situation.
"The Kobayashi Maru... On the test, sir. Will you tell me what you did? I would really like to know."

INTEGRITY 5 CUNNING 7 STRENGTH 6

3 • **Saavik**
Protégée



Vulcan

Law Leadership Navigation Officer
 When you play this personnel, if James T. Kirk is at this mission, you may download No-Win Situation.
"The Kobayashi Maru... On the test, sir. Will you tell me what you did? I would really like to know."

INTEGRITY 5 CUNNING 7 STRENGTH 6

4 • **Spock**
Trainee Instructor



Human/Vulcan

Biology Honor Leadership Officer
 Physics Science
 Commander: *U.S.S. Enterprise*. When a Damage card is about to be placed on your ship that this personnel is aboard, you may kill him to remove it from the game instead.
"In any case, were I to invoke logic, logic clearly dictates that the needs of the many outweigh the needs of the few."

INTEGRITY 7 CUNNING 8 STRENGTH 7

4 • **Spock**
Trainee Instructor



Human/Vulcan

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 Commander: *U.S.S. Enterprise*. When a Damage card is about to be placed on your ship that this personnel is aboard, you may kill him to remove it from the game instead.
"In any case, were I to invoke logic, logic clearly dictates that the needs of the many outweigh the needs of the few."

INTEGRITY 7 CUNNING 8 STRENGTH 7

3 **Subterranean Barrier**



Dilemma

Unless you have **Biology, Exobiology, Geology and Integrity**>25 or **Diplomacy, Leadership, Officer and Cunning**>32 all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
"Occasionally, some of them do find their way to the surface. We don't know how. But the Ocampa seal the tunnels afterwards."


3 **Subterranean Barrier**



Dilemma

Unless you have **Biology, Exobiology, Geology and Integrity**>25 or **Diplomacy, Leadership, Officer and Cunning**>32 all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
"Occasionally, some of them do find their way to the surface. We don't know how. But the Ocampa seal the tunnels afterwards."

2 **The Caretaker's "Guests"**



Dilemma

Your opponent chooses a personnel. You may replace him or her with a personnel of the same affiliation from your discard pile. Place the personnel your opponent chose on the top of his or her owner's deck.
"What are they doing to us? What are these things growing on us?"

2 **The Caretaker's "Guests"**



Dilemma

Your opponent chooses a personnel. You may replace him or her with a personnel of the same affiliation from your discard pile. Place the personnel your opponent chose on the top of his or her owner's deck.
"What are they doing to us? What are these things growing on us?"

4 • **The Genesis Effect**



Event

Plays on your mission. When you play this event, name a dilemma. When your personnel face that dilemma at this mission, prevent and overcome it.
"Matter is reorganized with life generating results. Instead of a dead moon, a living breathing planet, capable of sustaining whatever life forms we see fit to deposit on it."

4 • **The Genesis Effect**



Event

Plays on your mission. When you play this event, name a dilemma. When your personnel face that dilemma at this mission, prevent and overcome it.

"Matter is reorganized with life generating results. Instead of a dead moon, a living breathing planet, capable of sustaining whatever life forms we see fit to deposit on it."

INTEGRITY 4 CUNNING 6 STRENGTH 5

2 • **Tom Paris**
"Starfleet Observer"



Human

• Biology • Geology • Navigation • Science

When this personnel is stopped by a dilemma, you may discard a card from hand to choose one; draw two cards; or take a personnel from your discard pile into your hand.

"All I need to know from you is, what's in it for me?"

INTEGRITY 4 CUNNING 6 STRENGTH 5

2 • **Tom Paris**
"Starfleet Observer"



Human

• Biology • Geology • Navigation • Science

When this personnel is stopped by a dilemma, you may discard a card from hand to choose one; draw two cards; or take a personnel from your discard pile into your hand.

"All I need to know from you is, what's in it for me?"

INTEGRITY 4 CUNNING 6 STRENGTH 5

3 • **Tuvok**
Undercover



Vulcan

• Navigation • Officer • Science • Security

Infiltrator. While this personnel is facing a dilemma and you have a personnel present, this personnel is attributes +1 and gains Intelligence.

"I must inform you that I was assigned to infiltrate your crew, Sir."

INTEGRITY 6 CUNNING 7 STRENGTH 7

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Undercover



Vulcan

• Navigation • Officer • Science • Security

Infiltrator. While this personnel is facing a dilemma and you have a personnel present, this personnel is attributes +1 and gains Intelligence.

"I must inform you that I was assigned to infiltrate your crew, Sir."

INTEGRITY 6 CUNNING 7 STRENGTH 7

5 • **U.S.S. Enterprise**
Earth's Savior



Constitution Class

While you command a personnel, you may play this ship at your Earth. When this ship is about to move between Earth and another mission, subtract 1 from the Range required.

"All I ask is a tall ship, and a star to steer her by."

SHIELDS 7 WEAPONS 7 RANGE 8

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Earth's Savior



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"All I ask is a tall ship, and a star to steer her by."

SHIELDS 7 WEAPONS 7 RANGE 8

4 • **Unbelievable Emergency**



Dilemma

Your opponent names a skill. For each headquarters mission you command, randomly select two personnel to be stopped. If either of those personnel that is selected has the named skill, kill that personnel instead.

"Energy wave at two-hundred forty degrees port."

4 • **Unbelievable Emergency**



Dilemma

Your opponent names a skill. For each headquarters mission you command, randomly select two personnel to be stopped. If either of those personnel that is selected has the named skill, kill that personnel instead.

"Energy wave at two-hundred forty degrees port."