

3 **A Klingon Matter**



Dilemma

Unless you have **2 Intelligence and Treachery** or **2 Leadership and Cunning**>32, randomly select a personnel. If that personnel has **Strength**>7, he or she is killed, then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile.

"Recently rumors began to circulate... that an assassination attempt was going to be made on the family of Mogh."

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•Aid Clone Colony



A **Biology, Diplomacy, 2 Medical, and Cunning**>36

When you complete this mission, you may download a copy of a personnel you command.

Mariposa: "We need an infusion of fresh DNA. I was hoping that you would be willing to share tissue samples from your crew."

Any affiliation (except **1) may attempt this mission.**

2

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4 **•Ak'voh**



Event

Plays in your core. When a dilemma kills a personnel, his or her owner discards a card from hand.

"It's an old Klingon tradition. When a warrior dies in battle, his comrades stay with the body to keep away predators. That allows the spirit to leave the body when it is time to make the long journey to Sto'Vo-Kor."

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2 **•Akorem Laan**
Revered Poet



Bajoran

• Anthropology • Law • Navigation • Physics

While two **1** personnel are in your discard pile, this personnel is attributes +2.

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

INTEGRITY 6 CUNNING 4 STRENGTH 4

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6 **•Aldara**



Galor Class

While you have a higher score than each of your opponents, each of your Cardassians aboard this ship is **Cunning** +1.

Ship tasked with investigating criminal activity in Cardassian space. In 2369, it pursued the Bajoran terrorist Tahna Los to Deep Space 9.

RANGE 8 WEAPONS 8 SHIELDS 8

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3 **•Amaros**
Earnest Vanguard



Human

• Engineer • Leadership • Navigation • Physics • Treachery

When an engagement involving your **1** ship begins at this mission, if this personnel is aboard a **1** ship, that ship may join that engagement.

"I share very few sentiments with the Federation."

INTEGRITY 4 CUNNING 5 STRENGTH 6

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2 **•Arctus Baran**
Mercenary Captain



Alien

• Archaeology • Biology • Officer • Treachery

Commander: Fortune. Smuggler. Thief. While this personnel is facing a dilemma, you may discard a card from hand to download Shady Resources.

"I don't need a consensus to run this ship..."

INTEGRITY 2 CUNNING 5 STRENGTH 6

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1 **Assassination Plot**



Event

Plays in your core.

Order — Destroy this event and return your Assassin to his or her owner's hand to randomly kill an opponent's personnel present with that Assassin.

"Where is the peace conference? They're going to attempt another assassination."

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•Athos IV
Maquis Base



A

You may play **1** cards, **1** cards, and equipment at this mission.

Region: Badlands. At the start of each of your turns, you may discard a card from hand to download For the Cause.

"A grim little fog-bound piece of rock in the middle of nowhere."

Maquis Headquarters

2

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•Avert Danger



A **30**

Astrometrics, Physics, Science, and Cunning >32

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

Moab IV: "Our core fragment is going to pass by Moab IV in six days. ... We didn't anticipate there would be someone living there."

2

Bank Heist



Interrupt

Crime. When your Thief is facing a dilemma, choose an opponent to reveal the top three cards of his or her deck. That Thief gains one skill from each personnel revealed until the end of that dilemma. Replace those cards in the same order.

"Gentlemen, we just robbed the Bank of Bolias."

0 Bat'leth



Equipment

Hand Weapon. To play this equipment, you must command a Klingon. When you win combat involving your Klingon present, the loser discards a random card from hand.

"I went into the mountains — all the way to the Volcano at Kri'stak. There I cut off a lock of my hair and thrust it into the river of molten rock that poured from the summit. ... then I plunged it into the lake of Lutor and twisted it into this sword. And after I used it to kill Molar I gave it a name: bat'leth, the sword of honor."

2 •Benjamin Sisko
Man of Resolve



Human

•Diplomacy •Engineer •Leadership •Officer •Security

Order — This personnel loses Diplomacy and gains Treachery until the end of this turn. You may do this only once each turn.

"I'm already involved in a very messy, very bloody business. And the only way I can see to end it is to bring the Romulans into the war. I'm prepared to do whatever it takes to accomplish that goal."

INTEGRITY 4 CUNNING 6 STRENGTH 6

3 •Boheeka
Clandestine Connection



Cardassian

•Biology •Engineer •Officer •Physics

Glinn Smuggler. When you play this personnel, you may discard any number of cards from hand, then draw an equal number of cards.

"...I'm sure you didn't contact me just to reminisce. What can I do for you...?"

INTEGRITY 4 CUNNING 5 STRENGTH 5

3 Born for Conquest



Event

Assault. Plays in your core.

Order — Destroy this event to begin combat involving your **Officer** personnel. If you win, score 10 points and randomly kill an opponent's personnel involved.

"Take every last man, form a boarding party, armed heavily. ... We are Klingons!"

2 •Borum
Selfless Hero



Bajoran

•Exobiology •Honor •Medical

Bajoran Resistance.

Order — Exchange this personnel with a **Leadership** personnel in your discard pile, then remove this personnel from the game.

"Get Li to Bajor. Four of us will stay behind, hold them off until you reach your ship. ... Just get him back safely. That's all that counts."

INTEGRITY 6 CUNNING 5 STRENGTH 4

2 Bregath



Klingon

•Archaeology •Engineer •Security •Treachery

While an opponent commands a ship that has a **Damage** card on it, this personnel is attributes +2.

"The misdeeds your troops have committed speak for themselves. Attacking a Cardassian tailor. Detaining and searching ships in neutral space without warning or provocation."

INTEGRITY 4 CUNNING 5 STRENGTH 6

2 Brief Reunion



Event

To play this event, you must command Cardassia Prime. Download a unique **Officer** personnel, then place him or her on your Cardassia Prime. At the end of this turn, kill that personnel. Destroy this event.

"I can't forgive what you did, but I can try to forget. To put it aside as if it never happened. ... shall we pick up where we left off?"

This is a mission card from the game Star Wars: The Force Unleashed II. The card has a dark, metallic border. At the top, the title "•Brute Force" is written in a stylized font. The central image is a large, blue and white planet, likely Tatooine, set against a starry space background. In the bottom left corner, there is a circular icon with a blue "A" inside. In the bottom right corner, there is a circular icon with the number "40" inside. The text on the card reads: "2 Leadership, 3 Security, and Strength>38". Below this, it says: "When you complete this mission, if each of your personnel at this mission is a [Rebel Soldier icon] personnel, score 5 points." At the bottom, there is a quote from Valt Minor: "We talk, we socialize, we waste time . . . and the insurrection continues to grow. These rebels need to be crushed, not coddled." The quote is flanked by a flame icon on the left and a yellow sphere icon on the right. At the very bottom, there is a circular icon with the number "2" inside. The bottom right corner of the card features the Lucasfilm logo.

•Brute Force

2 Leadership, 3 Security, and Strength>38

When you complete this mission, if each of your personnel at this mission is a  personnel, score 5 points.

Valt Minor: "We talk, we socialize, we waste time . . . and the insurrection continues to grow. These rebels need to be crushed, not coddled."

2

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3 • **Cal Hudson**
Attaché to the Demilitarized Zone

Human

● Diplomacy ● Leadership ● Navigation ● Officer
 ● Treachery

When you play this personnel, you may download a ship.
"We're in a war here. And I intend to win it."

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

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Cargo Haul

A

Acquisition, Medical, and Cunning > 44

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

Interstellar shipping lane: Transport medical supplies to an outlying colony.

35

4

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This is a mission card from the Star Wars: The Force Awakens board game. The card is titled "Cargo Run" and is marked with a "2" in a blue circle, indicating its cost. The top illustration shows a large cargo ship in space, with a smaller ship docked at its side. The ship's name, "CARGO", is visible on its side. The card is divided into two main sections: a "Event" section and a "Description" section. The "Event" section contains the text: "Plays on your space mission. Add Acquisition to this mission's requirements. When you complete this mission, score 5 points." The "Description" section contains the text: "From supplies to raw materials to contraband, there are as many kinds of cargo as there are places in the galaxy to take it." The card is set against a dark background with a subtle star pattern. The bottom right corner of the card features the copyright notice: "TM & © 2015 LUCASFILM LTD. © 2015 HASBRO INC."

2 • Cargo Run

Event

Plays on your space mission. Add Acquisition to this mission's requirements. When you complete this mission, score 5 points.

From supplies to raw materials to contraband, there are as many kinds of cargo as there are places in the galaxy to take it.

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Casualties of War

An illustration showing a close-up of a Klingon's arm and hand reaching down towards three fallen Klingon warriors lying face down on a dusty, hazy battlefield. In the background, there are more bodies and some wreckage under a cloudy sky.

Dilemma

Randomly select three personnel. If the total cost of those personnel is 4 or less, they are killed. Otherwise, randomly select one of those personnel to be killed.

"The Klingings had us pinned down. We couldn't beam out because they had a transport scrambler running. We called for a hopper. As soon as it set down, the Klingings came after us."

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3 • **Chakotay**
Freedom Fighter

Human

★ **Anthropology** ★ **Archaeology** ★ **Leadership**
 ★ **Navigation** ★ **Treachery**

Commander: Valjean. While this personnel is facing a dilemma, each of your other ★ personnel present is attributes +1.

"Fine. Be a fool. If I have to die, at least I'll have the pleasure of watching you go with me."

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

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Common Ground

Event

To play this event, you must command three personnel. Starting with the player to your left, each player may place a personnel from hand on a headquarters mission where that personnel could be played. (Yours must be a personnel.) Destroy this event.

"It was our hope that you would have to come together in fellowship and companionship to hear this message."

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This is a Star Trek: Voyager event card. The top left features a circular icon with a green and blue spiral and a white number '5'. To its right is the title '• Complications' in a bold, sans-serif font. The central image is a photograph of Neelix and Kesotia from the Star Trek: Voyager series. Neelix, on the right, is wearing a white and brown uniform and is holding Kesotia, who is on the left. Kesotia is an older woman with long, wavy white hair, wearing a blue and black uniform. They are in a dimly lit, industrial-looking environment. Below the image is a dark, metallic-looking banner with the word 'Event' in a white, serif font. The main body of the card has a dark, textured background. It contains a paragraph of text in a white, serif font, followed by a quote in a smaller, italicized white serif font. The quote is attributed to Kesotia. In the bottom right corner, there is a small white icon of a Klingon dagger and the text 'TM & © 2001 JPLA, PC, © 2001 NEWMEDIA INC.'.

2 *Conscription*



Event

Download two Glinns, then place them on top of your deck in any order. Destroy this event.

Though many loyal Cardassian citizens volunteer for military service, random drafts are also employed to maintain sizeable and prepared armed forces.

Coordinated Attack



Interrupt

To play this interrupt, you must command three  Officer personnel.

Order — Download an Assault or Maneuver card.

"Our next target — Sarpedon V... You'll take fifteen Vor'cha-class battle cruisers in first to soften their defenses."

3 *Crippling Attack*



Dilemma

Unless you have 2 **Leadership** and **Officer** or 2 **Navigation** and **Shields** > 6, randomly select a personnel to be killed, then this dilemma is placed on your ship.

Damage — This ship is attributes -2.

"Direct hit, sir. Moderate damage to their aft shield generators."

0 *Crowd Control*



Event

Plays in your core. When a player is about to play a personnel who costs 1, if that player has played exactly one other personnel who costs 1 during this turn, that personnel is cost +2.

Taking 200 Klingon passengers aboard a starship designed for a complement of 140 put a major strain on the Voyager crew.

3 *Dedication to Duty*



Dilemma

Randomly select a personnel. Unless you choose to kill that personnel, your opponent draws a number of cards equal to the number of  icons on that personnel.

"He stayed at his post... when the trainees ran."

4 *Deep Roots*



Event

Plays in your core. When you play a **Bajoran Resistance** personnel, you may destroy this event to destroy an event.

After so many years of violence and destruction, some former resistance cell members found themselves ill-suited to any other kind of life.

Diplomatic Masquerade



Interrupt

When your  **Diplomacy** personnel is facing a dilemma, reveal the top card of an opponent's deck. If it is a personnel, that  personnel gains the revealed personnel's skills until the end of this dilemma.

"... now, how is it again, Pandok's tried to show me..."

5 *Disable Sensors*



Event

Maneuver. Plays in your core.

Order — Begin an engagement involving your **Leadership** personnel. If you win, place this event on an opponent's ship involved. Otherwise, destroy this event.

Damage — Personnel aboard this ship cannot attempt missions.

Sensors are essential for navigation, research, and tactical response.

Discreet Inquiry



Interrupt

When your   personnel is attempting a mission, reveal a personnel from hand to make him or her gain one of the revealed personnel's skills until the end of that mission attempt. Place the revealed personnel on top of your deck.

"To do what you're asking would use up every resource I have left on Cardassia. And it may be a very messy, very bloody business. Are you prepared for that?"

3 *Disgraceful Assault*



Dilemma

Unless you have **2 Security** and **Transporters**, randomly select a personnel to be stopped. Unless you have **Biology** and **2 Medical**, that personnel is killed instead, then all your personnel are stopped.

"With a direct torpedo hit you crippled our entire gravitational field, and two of your Starfleet crew beamed aboard wearing magnetic boots — and did this."

3 *Disruptor Accident*



Dilemma

Randomly select a personnel. Unless you choose to kill that personnel, he or she and a second randomly selected personnel are stopped.

"There was an alien here ... who'd taken Romulan form. I was firing at her. ... The doctor got in the way."

2 *Divok*



Klingon

• **Biology** • **Honor** • **Medical** • **Physics**

When you play this personnel, if you command Kahless, you may draw a card.

"Kahless! I see Kahless! He is standing before me. ... with a sword. He wants something. ... Me! He wants me!"

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

4 *DNA Security Scan*



Dilemma

Unless you have **Engineer** and **2 Programming** or **2 Security** and **Cunning**>36, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"Unauthorized entry detected. ... Access to programmer interface has been denied."

2 • *Drex*
Arrogant Warrior



Klingon


• **Astrometrics** • **Officer** • **Security**

Order — Return this personnel to his owner's hand to kill an opponent's personnel present who costs 2 or less.

"A Klingon's nature drives him to seek conflicts. If there are none to be found, some Klingons will create their own."

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

Emergency Treatment



Interrupt

When your unique personnel is about to be killed by a dilemma, if your **Medical** personnel is present, that unique personnel is stopped instead. That dilemma's owner may draw three cards.

"There was a sudden disruption in his hippocampus. Luckily, he was in Sickbay, or he'd be in a coma right now."

3 • *Enabran Tain*
Retired Mastermind



Cardassian

• **2 Intelligence** • **Programming** • **Security**
• **2 Treachery**

When this personnel is about to be stopped, you may kill one of your other personnel present to prevent that.

"Everyone has reason to fear the Order."

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

2 • *Evek*
Harsh Interrogator



Cardassian

• **Diplomacy** • **Leadership** • **Officer** • **Security**

Commander: Votar Gul. While you have a captive, this personnel gains **Biology** and **Law**.

"... we have the confession of the Federation terrorist responsible for the destruction of the Bok Nor at your station, Commander."

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

3 *Exposed Power Relay*



Dilemma

Randomly select a personnel to be stopped. If you still have **nine personnel** remaining, that personnel is killed instead, then randomly select a second personnel to be killed. If you still have **ten personnel** remaining, your opponent chooses a third personnel to be killed.

"If the energy flowing through this arc were interrupted by a non-conductive material, it is likely that the circuit would be broken."

2 • **Ezri Dax**
Station Counselor



Trill

• Anthropology • Diplomacy • Geology

Host. If you command Jadzia Dax, place this personnel in her owner's discard pile. While this personnel is facing a dilemma, you may discard a card from hand to make her gain Engineer, Law, or Science until the end of that dilemma.

"I laid down on that operating table one person and I woke up a completely different person. Well, I should say eight different people."

INTEGRITY 6 CUNNING 6 STRENGTH 4

4 **Face to Face**



Dilemma

Your opponent names a skill. Randomly select two personnel. Each of those personnel that has that skill is killed.

"The duplicate atoms couldn't occupy the same point in space-time for very long before..."
"Mutual annihilation."

1 • **Ferocity**



Event

Assault. Maneuver. Plays in your core. When you win combat or an engagement involving your personnel, you may destroy this event to randomly kill an opponent's personnel involved.

The skill of a Klingon warrior is feared only slightly more than the fury of the Klingon temper.

3 **Flim-Flam Artist**



Dilemma

Unless you have **Diplomacy** and **2 Programming or Law and Cunning**>32, all your personnel are stopped, your opponent may draw a card, and this dilemma is returned to its owner's dilemma pile.

"Although I consider this woman's claim upon my ship to be an empty threat, it has further inspired my determination to expose her for the fraud she is."

3 **For the Cause**



Event

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

"...they made these people refugees overnight."

2 **For the Sisko**



Event

Prophet. Plays in your core.

Order — If you command three personnel, discard a non-personnel card from hand to place two personnel from your discard pile on top of your deck in any order.

"If the D'Janas belong in the past, why did you send me into the future?"

6 • **Fortune**



Virayllan Class

When you play this ship, you may download a Archaeology personnel.

"Starfleet Intelligence confirms that a ship matching this configuration has been linked to raids on several other planets in this sector."

RANGE 8 WEAPONS 7 SHIELDS 7

Fresh Tactic



Interrupt

To play this interrupt, you must command three Guls.

Order — Download a Capture or Punishment card.

"Is this what's kept you from breaking? Images of happier times? Memories of home and hearth? ... I must congratulate you, you're remarkably strong-willed. I see no point in holding you further. ... We will get what we need from the human female..."

3 • **Galathon**
Steadfast Rival



Romulan

• Archaeology • Geology • Law • Leadership • Officer

Commander: Trolarak. When you play this personnel, you may take Engage Cloak or a Pursuit card from your discard pile into hand.

"Well, it was quite a chase, wasn't it, my friends?"

INTEGRITY 5 CUNNING 6 STRENGTH 6

5 • **Guingouin**



Condor Class

When you win an engagement you began involving this ship, if each ship you command is a ship, score 10 points.

"You know what your problem is, captain? You've made this personnel. It didn't have to be. It wasn't with me. I have no animosity, no harsh feelings toward you."

RANGE 6 WEAPONS 6 SHIELDS 6

2 **Harana**



Human

• Anthropology • Geology • Medical • Physics

When this personnel is killed by a dilemma, in combat, or in an engagement, you may destroy a non-Maneuver event.

Though the leadership of the Darvian V colony submitted willingly to Cardassian rule, many of its citizens took the first available chance to join up with the Maquis.

INTEGRITY 4 CUNNING 6 STRENGTH 5

4 **Head to Head**



Dilemma

Your opponent names a skill. Randomly select two personnel. Each of those personnel that has that skill is killed.

"Kill him! He's the one!"
"Not me, you idiot! Him!"

4 **Heart of Glory**



Event

Assault. Maneuver. Plays in your core.

Order — Destroy this event to begin combat or an engagement involving your personnel. If you win, randomly kill two opponent's personnel involved.

"Do not deny the challenge of your destiny. Get off your knees and soar. Open your eyes and let the dream take flight."

2 **Hired Muscle**



Dilemma

Unless you have 2 Acquisition or choose to discard three cards from hand, your opponent chooses a personnel to be placed on top of his or her owner's deck.

"The FCA's involved now. And those Nausicaans working for Brunt aren't just for show."

Honorable Death



Interrupt

To play this interrupt, you must command a unique personnel present with an opponent's personnel.

Order — Kill that personnel to destroy an opponent's event.

"...every Klingon hopes to die in the line of duty..."

4 **Houdini Mines**



Dilemma

Unless you have 2 Engineer and 2 Science or 2 Programming and 3 Security, randomly select a personnel to be killed, then this dilemma returns to its owner's dilemma pile.

"You can walk by the same place a hundred times and nothing happens. And then ... bang."

7 • **I.K.S. Qam-Chee**



Vor'dia Class

Cloaking Device. While this ship is at an opponent's mission, if this ship is staffed, each of your opponent's personnel and ships at this mission is attributes -1.

Like the battleground where Kahless and Lukara withstood the attack of five hundred warriors, this ship is where the chancellor stands against new enemies of the Klingon Empire.

RANGE 8 WEAPONS 9 SHIELDS 9

If Wishes Were Horses



Interrupt

Order — Discard a card from hand to download an event, then discard a random card from hand.

"Let me guess. Another clever Federation experiment has gone awry and you turned the whole station into one vast holosuite."

Investigate Maquis Activity



A **30**

Diplomacy, 2 Leadership, and Integrity > 27

Region: Demilitarized Zone. You cannot complete this mission if your personnel is on this planet. When you complete this mission, if you have completed no other missions, score 5 points.

Volan III: "...they've managed to start their own little war out here."

2

Ja'chuq



Interrupt

When you win combat or an engagement involving your Leadership personnel, choose one of your missions. The player to your left places the top card of his or her dilemma pile face up beneath that mission (that dilemma is overcome). Remove this interrupt from the game.

"It's a long, involved ceremony in which the challengers list the battles they've won, the prizes they've taken."

1 Jaglom Shrek



Yridian

Navigation • Physics • Transporters

When you play this personnel, you may examine the top card of any player's deck.

"I am Jaglom Shrek — a man with information to sell."

INTEGRITY 4 CUNNING 5 STRENGTH 3

4 Jake Sisko
Temporal Anchor



Human

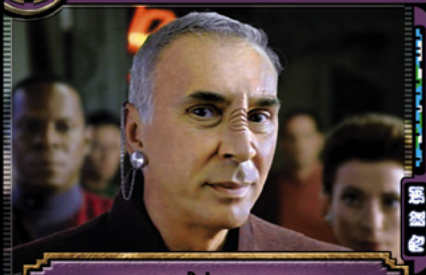
Anthropology • Astrometrics • Biology • Physics • Programming • Science

Order — Place this personnel in his owner's discard pile to download a personnel.

"To my father, who's coming home ..."

INTEGRITY 7 CUNNING 7 STRENGTH 3

3 Jaro Essa
Leader of the Circle



Bajoran

Diplomacy • Law • Leadership • Treachery

When this personnel is facing a dilemma, you may remove a personnel in your discard pile from the game to make him gain one of the removed personnel's skills until the end of that dilemma. You may do this only once each dilemma.

"I know the future. It belongs to me. I don't need your interpretation."

INTEGRITY 3 CUNNING 6 STRENGTH 5

3 Joseph Sisko
Creole Chef



Human

Anthropology • Biology • Honor

Chef. Each of your personnel present is attributes +1.

"I recognize that look ... The one that says, 'something's bothering me and I don't know what to do about it.' ... You want to tell me about it?"

INTEGRITY 7 CUNNING 5 STRENGTH 3

3 Julian Bashir
"Unnatural Freak"



Human

Biology • Exobiology • 3 Medical

Genetically Enhanced. While this personnel is attempting a mission, you may remove two cards in your discard pile from the game to make him gain Treachery until the end of this turn. You may do this only once each turn.

"My IQ jumped five points a day for over two weeks. ... After the treatments, I never looked back. But the truth is ... I'm a fraud."

INTEGRITY 4 CUNNING 8 STRENGTH 6

1 Jural



Cardassian

Geology • Science • Transporters

Glinn. While this personnel is present with a Gul, he gains Physics.

The high expectations of Gul Dukot demanded equally high performance from those under his command.

INTEGRITY 4 CUNNING 6 STRENGTH 5

3 K'mpec
Klingon Supreme Commander



Klingon

2 Leadership • Officer • Security

Chancellor. Commander: I.K.S. Qam-Chee. When you play an Honor Klingon at this mission, you may place a card from hand on the bottom of your deck to draw a card. You may do this only once each turn.

"All for the glory of the Empire. That should be my epitaph."

INTEGRITY 6 CUNNING 7 STRENGTH 6

5 • **Kahless**
The Greatest Warrior of Them All



Klingon

• Anthropology • 2 Honor • 3 Leadership

While this personnel is facing a dilemma, you may meet Integrity and Cunning requirements of that dilemma using Strength instead.

"I am Kahless . . . and I have returned."

INTEGRITY 10 CUNNING 5 STRENGTH 8

5 • **Kahless**
The Unforgettable



Klingon

• 2 Honor • 3 Leadership

When you kill an opponent's personnel in combat or an engagement, if you command a ♣ ship, you may place a ♣ personnel who costs 3 or less from hand aboard that ship.

Though Kahless ultimately brought peace to Qo'noS, he is viewed harshly by many non-Klingons who see only the lives sacrificed to achieve that global unity.

INTEGRITY 10 CUNNING 5 STRENGTH 8

2 • **Kargan**
Rash Captain



Klingon

• Leadership • Officer • Programming

Commander: **I.K.S. Pagh**. When you play this personnel, you may download a Maneuver card.

"Although we are on a peaceful mission, we are ready to go into battle instantly. I know I can count on every Klingon warrior in this crew to serve and die in that battle."

INTEGRITY 5 CUNNING 4 STRENGTH 7

3 • **Keiko O'Brien**
School Teacher



Human

• Biology • Exobiology • Honor • Science

When you are about to play a ♣ personnel at this mission, you may discard a card from hand to make that personnel cost -1.

"I'm a teacher. My responsibility is to expose my students to knowledge, not hide it from them."

INTEGRITY 6 CUNNING 5 STRENGTH 4

2 • **Kelly**
Relief Tactical Officer



Human

• Engineer • Physics • Security

Genetically Enhanced.

Events in 2373 sparked investigations at a medical facility at Adigeon Prime. A handful of recipients of accelerated critical neural pathway formation were found to be serving in Starfleet, hiding their uncanny abilities.

INTEGRITY 5 CUNNING 7 STRENGTH 7

2 • **Khar**



Klingon

• Exobiology • Honor • Officer • Security

When you play this personnel, if you command Kahless, this personnel's cost is -1.

"We do not fight merely to spill blood, but to enrich the spirit."

INTEGRITY 6 CUNNING 5 STRENGTH 6

6 • **Khazara**



D'deridex Class

Cloaking Device.

Order — If this ship is on your Engage Cloak, examine an opponent's hand and choose one of those cards. That opponent exchanges that card with the top card of his or her deck. You may do this only once each turn.

"It seems that the Enterprise can track us even though we are cloaked. I intend to find out if they can or they cannot."

RANGE 7 WEAPONS 9 SHIELDS 9

2 • **Khos**



Klingon

• Biology • Medical • Navigation • Officer

When an opponent's personnel is killed, this personnel is attributes +2 until the end of this turn (limit +4).

"Fear of the Dominion has given my people an excuse to do what they were born to do. To fight. And to conquer."

INTEGRITY 5 CUNNING 4 STRENGTH 6

2 • **Kira Nerys**
Impassioned Major



Bajoran

• Honor • Leadership • Officer • Security

Bajoran Resistance. When this personnel uses a skill to complete a mission, you may take one of your personnel from an opponent's brig or from your discard pile into hand.

"My priorities are straight, Commander; let's not be confused here — my loyalties are to Bajor."

INTEGRITY 6 CUNNING 6 STRENGTH 6

5 • **Kitara**



Perikian Class

When an opponent beams to or from this mission, if it is a planet mission and this ship is staffed, you may take a card from your discard pile into hand.

"Our scars show that the weapons aren't fully operational yet. They're still missing launch sequencers. I'm going to make sure those sequencers never reach Derna."

RANGE 6 WEAPONS 7 SHIELDS 6

2 • **Kobb**



Human

• Diplomacy • Law • Science

When you play this personnel at Athos IV, choose an opponent to place a card from hand on top of his or her deck.

"The Federation believes that it can solve every problem with a treaty. But out here, on the frontier, without the power of the Federation to back it up, a treaty is only a piece of paper."

INTEGRITY 4 CUNNING 6 STRENGTH 4

3 • **Konmel**
Renegade Warrior



Klingon

• Astrometrics • Honor • Navigation • Officer

When your other Klingon present is killed during a mission attempt, this personnel may gain one of his or her skills until the end of that mission attempt. You may do this only once each turn.

"...against whom do you test yourself? Against what enemy do you charge into battle?"

INTEGRITY 6 CUNNING 4 STRENGTH 7

2 • **Koral**
Dour Smuggler



Klingon

• Archaeology • Astrometrics • Navigation • Treachery

Smuggler. When you play this personnel, he is attributes +2 until the end of this turn.

"Mercenary of no great renown. Few have much to say about him — least of all himself. He has little patience for games."

INTEGRITY 4 CUNNING 4 STRENGTH 7

3 • **Korris**
Renegade Captain



Klingon

• Engineer • Honor • Officer • Security

When your other Klingon present is killed during a mission attempt, this personnel is Strength +3 until the end of that mission attempt (limit +3).

"Brother, this peace, this alliance, is like a living death to warriors like us."

INTEGRITY 6 CUNNING 4 STRENGTH 7

2 • **Kotra**



Event

To play this event, you must command three personnel. Plays in your core. When an opponent discards a personnel from the top of his or her deck during your turn, score 5 points. You may do this only once each turn.

"I can't help thinking what a perfect metaphor this game is for our present situation. Two players. Two minds. Two strategies. Each trying to outmaneuver the other, testing the enemy's defenses..."

3 • **Kurn**
Bajoran Security Officer



Klingon

• Law • Navigation • Officer • Security

When you win combat involving this personnel, you may return him to his owner's hand to kill an opponent's personnel involved.

"I have accepted the transition. I am a Bajoran security officer. The uniform is simply... uncomfortable."

INTEGRITY 6 CUNNING 5 STRENGTH 7

1 • **Leeta**
Dabo Girl



Bajoran

• Anthropology • Honor

Dabo Girl. When this personnel is randomly selected during a mission attempt, you may make one of your other personnel present gain one skill he or she already has until the end of that mission attempt.

"The truth is, not everyone can be a dabo girl. First of all, you have to be able to wear the clothes, and believe me, that's not easy."

INTEGRITY 6 CUNNING 5 STRENGTH 4

2 • **Legal Proceedings**



Event

Plays on your planet mission. Add Law to this mission's requirements. When you complete this mission, score 5 points.

"Often light-years away from established judicial bodies, the senior staff of a starship is given some discretionary power in dealing with matters of law."

1 • **Liam Bilby**
Family Man



Human

• **Geology** • **Leadership** • **Treachery**

Thief. While this personnel is facing a dilemma, you may place a card from hand on top of your deck to download Bank Heist.

"This life, it isn't for everyone. Sometimes I wish I could just get away from it all."

INTEGRITY 3 CUNNING 5 STRENGTH 4

3 **Life Support**



Event

Take a personnel from your discard pile and place him or her on your headquarters mission where he or she could be played. At the end of this turn, remove that personnel from the game. Destroy this event.

"If we can regenerate his pathways with his own neuron cells, we might be able to revive him."

2 **Losta**



Klingon

• **Geology** • **Navigation** • **Officer**

While you command Kahless, this personnel is attributes +2.

"Boreth. The Followers of Kahless await his return there. To Klingons, there is no more sacred place."

INTEGRITY 5 CUNNING 5 STRENGTH 6

3 **M'vil**



Klingon

• **Archaeology** • **Astrometrics** • **Biology** • **Medical**

When you play this personnel, you may destroy an opponent's event. That opponent may place two cards from hand on top of his or her deck in any order to prevent this.

Although the Maquis began among dissenting Federation colonists, their cause quickly garnered support in some surprising places.

INTEGRITY 5 CUNNING 5 STRENGTH 6

2 **Machinations**



Event

Temporal. Plays in your core. When you have drawn dilemmas, you may remove this event and those dilemmas from the game to search your dilemma pile and choose a dilemma that costs no more than the number of dilemmas you removed. Shuffle and replace your dilemma pile face down. Place the chosen dilemma on the top of your dilemma stack.

"We didn't plan to involve the humans or the Vulcans... not yet."

1 **Macius**



Human

• **Exobiology** • **Leadership** • **Medical**

Order – Place this personnel in your discard pile to take a personnel or For the Cause from your discard pile into hand.

"When an old fighter like me dies, someone always steps forward to take his place..."

INTEGRITY 6 CUNNING 6 STRENGTH 3

2 • **Maques**
Cairn Delegate



Cairn

• **Diplomacy** • **Honor** • **2 Telepathy**

A species with no native concept of spoken language, the Cairn communicate telepathically by sharing mental images. "The way my people communicate. It is... direct. Nothing is hidden."

INTEGRITY 8 CUNNING 5 STRENGTH 4

4 **Maquis Raider**



Condor Class

When you win an engagement involving this ship, the loser places one of his or her personnel involved on top of that personnel's owner's deck.

Though small, two-person lighters formed the bulk of their space force, the Maquis were able to obtain a few larger ships of similar design.

RANGE 6 WEAPONS 6 SHIELDS 6

• **McAllister C-5 Nebula**
Mine Nebula



Engineer, 2 Navigation, Officer, and Cunning > 31

Nebula. When you complete this mission, if you command three personnel, score 5 points.

"Every one of your ships has a mine on its belly, my finger's on the button, and you're in a very bad position."

30

4

3 *Meaningless Words*



Dilemma

Unless you choose to discard the top three cards of your deck, your opponent chooses a personnel to be stopped.
"It's for your own good, Benny. Wipe away the words. Destroy them before they destroy you."

2 *Memory Invasion*



Dilemma

Your opponent examines your hand and chooses a card. Unless you choose to discard that card, randomly select three personnel to be stopped.
"...It's a practice that was abolished on our world centuries ago. ... A perverse source of pleasure, perhaps. A way to exercise control over another..."

1 *Mental Discipline*



Event

Plays in your core. When your unique personnel is facing a dilemma, you may discard a personnel with the same card title from hand to make him or her attributes +1 and gain one of the discarded personnel's skills until the end of that dilemma.
"Yes, this is a tight enclosed space. Yes, there's not a lot of room to move. But a disciplined mind doesn't allow itself to be sidetracked by nagging psychological disorders like claustrophobia."

5 *Mercenary Ship*



Virayllan Class

Escaping one dangerous situation for another, the typical mercenary vessel is held together by stolen parts, desperate ingenuity, and blind luck. Nevertheless, such ships often outlast their captains.

RANGE 8 WEAPONS 7 SHIELDS 7

2 • *Michael Eddington*
Noble Hero



Human

• Engineer • Leadership • Security • Treachery
Commander: Guingovin. While an opponent's ship is in an engagement at this mission, that opponent cannot play interrupts.
"...the Maquis aren't killers. Our quarrel is with the Cardassians, not you. Leave us alone... we'll leave you alone."

INTEGRITY 4 CUNNING 6 STRENGTH 6

3 • *Miles O'Brien*
Transporter Chief



Human

• Engineer • Honor • Navigation • 2 Transporters
 While this personnel is equipped with an equipment, he gains Physics and Programming.
"I've been doing this for 22 years, and I haven't lost anybody yet."

INTEGRITY 7 CUNNING 5 STRENGTH 5

2 • *Mirok*
Interphase Researcher



Romulan

• Engineer • Physics • Science • Treachery
 When an opponent attempts this mission with an Engineer personnel, that opponent discards a card from hand.
"We will set up a muon feedback wave inside the transfer beam. The particles will accumulate in their diithium chamber. When they go to warp speed, their engines will explode."

INTEGRITY 4 CUNNING 6 STRENGTH 6

1 *Narik*



Alien

• Engineer • Physics • Programming
Smuggler.
The trust among a mercenary crew grows shorter as the time between payoffs grows longer. "I did not come this far to be cheated. I want it all. Now."

INTEGRITY 4 CUNNING 4 STRENGTH 5

1 • *Natima Lang*
Professor of Political Ethics



Cardassian

• Diplomacy • Honor • Law • Leadership • Programming
Dissident. When you play this personnel, discard a card from hand.
"There are some who believe the future of Cardassia should not remain in the hands of the military."

INTEGRITY 6 CUNNING 6 STRENGTH 4

3 Nausicaan Pirates



Dilemma

Unless you have **Leadership** and **2 Security** or **2 Treachery** and **Strength >35**, randomly select a personnel to be killed, then all your other personnel are stopped.

"They've been attacking freighters in this sector for years. My parents had a run-in with them once ... they were lucky to come out of it alive."

INTEGRITY 3 CUNNING 6 STRENGTH 5

2 Neral
Senate Proconsul



Romulan

•Diplomacy •Law •Leadership •Treachery

Senator. While this personnel is facing a dilemma, you may discard a card from hand to download Diplomatic Masquerade.

"Times are changing. And leaders who refuse to change with them ... will no longer be leaders."

INTEGRITY 3 CUNNING 6 STRENGTH 5

2 Niles



Human

•Navigation •Security •Transporters
•Treachery

When you play this personnel, you may download Retaliation.

"The treaty gave away their territory to the Cardassians, territory that these people had invested their lives in ... It's a bad treaty. The Federation gave away too much."

INTEGRITY 4 CUNNING 6 STRENGTH 5

2 Palteth



Romulan

•Astrometrics •Engineer •Navigation •Officer
•Programming

Aboard Romulan starships, the responsibilities of the helmsman include tactical analysis and monitoring electromagnetic emissions while operating under cloak.

INTEGRITY 5 CUNNING 6 STRENGTH 5

3 Peldor Joi



Event

To play this event, you must command three  personnel. Take a  personnel from your discard pile and place him or her on your headquarters mission where that personnel could be played. Each of your opponents may take a personnel from his or her discard pile into hand. Destroy this event.

"Tesra Peldor impetiri bren. Bentel vetan ulion steri."

1 Personal Forcefield



Event

Name a unique personnel you command. For the rest of this turn, when he or she is about to be killed by a dilemma, prevent that. Destroy this event.

"It is highly unstable. No more than fifteen seconds."

1 Picking Up the Basics



Event

Plays in your core.

Order — Destroy this event and stop one of your  personnel to make one of your other  personnel present gain all of that stopped personnel's skills until the end of this turn.

"Thank you, Doctor. I am now prepared to dance at the wedding."

2 Picking Up the Pieces



Dilemma

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

"Fan out. Let's search around."

1 •Pickpocket



Event

Crime. To play this event, you must command a Thief. Plays in your core.

Order — Reveal the top card of an opponent's deck. If it is not a personnel, destroy this event. Otherwise, each of your Thieves is attributes +2 until the end of this turn. You may do this only once each turn.

Advanced technology is still susceptible to old-fashioned treachery.

4 Plasma Shock



Dilemma

Randomly select a personnel. If that personnel has **Strength > 6**, he or she is stopped. Otherwise, he or she is killed.

"You were down for a good thirty seconds."

2 Political Leverage



Event

Capture. Choose an opponent's personnel aboard a ship at the same mission as your staffed **Ship**. Place that personnel in your brig. That opponent may discard the top four cards of his or her deck to prevent this. Destroy this event.

"... You've taken aboard a known criminal. You will turn him over to us."

5 Power to the Weapons



Event

Maneuver. Plays in your core.

Order — Destroy this event to begin an engagement involving your Leadership personnel. If you win, randomly kill two opponent's personnel involved.

"Congratulations, captain. You wanted them angry. They're angry."

Powerful Example



Interrupt

To play this interrupt, you must command three **Personnel**.

Order — Destroy your event to make each of your opponents destroy an event he or she commands.

"I can reduce this pumping station to a pile of debris, but I trust my point is clear. I am but one android with a single weapon. There are hundreds of Sheliak on the way ... and their weapons are far more powerful."

Precautionary Measures



Interrupt

When your **Personnel** is about to be stopped by a dilemma, stop one of your **Personnel** present to prevent that.

"I want to thank you, captain. ... For convincing the President to implement these security measures. It feels like we're finally on the right track."

3 Quaint Technology



Dilemma

Unless you have 2 **Anthropology and Programming** or 2 **Diplomacy and Cunning** > 34, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"Hello, computer..."

0 Racial Tension



Dilemma

Randomly select two personnel. Unless they are the same species, both are stopped.

"This is an Earth vessel. You're in no position to take command."

3 Raimus Criminal Master



Farian

Acquisition Engineer Leadership
2 Treachery

Thief.

Order — Place a card from hand on top of your deck to download a Crime card. You may do this only once each turn.

"When Raimus tells you to do something, you just do it."

INTEGRITY 2 CUNNING 6 STRENGTH 5

3 Rash Aggression



Event

Assault. Plays in your core.

Order — Destroy this event to begin combat involving your **Treachery** personnel. If you win, choose an opponent's personnel involved to be killed.

"You can let your engineers play with the machines. I'm sending out search parties."

3 • Rebecca Sullivan
Resistance Fighter



Human

•Biology •Honor •Medical •Science

Order – Take a ☉ personnel from your discard pile and place him or her on the bottom of your deck. You may do this only once each turn.

Maquis fighter and wife of Michael Edgington. Already a prominent member of the resistance, she became one of its most pivotal figures after her husband was captured by the Federation.

INTEGRITY 6 CUNNING 5 STRENGTH 4

0 Reconfiguration



Event

To play this event, you must command two Engineer personnel. Shuffle any player's deck to draw a card. Destroy this event.

"Computer ... re-route the power flow in the Cargo Bay Four transporter through the auxiliary replicator system."

Relentless



Interrupt

When your Honor Klingon is about to be stopped by a dilemma, discard an interrupt from hand to prevent that.

"Definitely feeling aggressive tendencies, sir!"

3 Retaliation



Event

Capture. Plays in your core.

Order – Destroy this event and stop your three ☉ personnel present together at a non-headquarters mission to place an opponent's personnel present in your brig.

"I'm sorry we won't be working together, Benjamin. It would've been nice... like old times."

3 • Ro Laren
Maquis Sympathizer



Bajoran

•Leadership •Navigation •Programming
•Security •Treachery

When this personnel uses a skill to complete a mission, you may choose an opponent to place two random cards from hand on top of his or her deck.

"When you sent me on this mission, I thought that I could do it. Now, I'm not sure where I stand."

INTEGRITY 4 CUNNING 6 STRENGTH 6

4 • Roga Danar
Decorated Subhadar



Angosian

•Biology •Engineer •Leadership •Navigation
•Programming •Security

Genetically Enhanced. When this personnel is about to be placed in a brig, place him on top of his owner's deck instead.

"My improved reflexes have allowed me to kill eighty-four times. And my improved memory lets me remember each of those eighty-four faces. Can you understand how that feels?"

INTEGRITY 4 CUNNING 8 STRENGTH 8

3 • Sakonna
Gunrunner



Vulcan

•Acquisition •Engineer •Physics •Treachery
Smuggler.

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

"Do you propose to lecture me on logic?"

INTEGRITY 4 CUNNING 7 STRENGTH 6

3 Salvaging the Wreckage



Event

Take up to four personnel and ship cards from your discard pile and place them on the bottom of your deck in any order. Remove this event from the game.

"This is the greatest intelligence find in the last ten years. We're not going to leave it here to rust."

1 Sark



Bolian

•Exobiology •Science •Transporters

"The Cardassians have no intention of allowing these people stay... They will either force them out or they will kill them. It's already started. Not a day goes by when there is not some random act of violence against our people. Every Federation colonist knows you never go out alone at night. Can you imagine living under that kind of fear?"

INTEGRITY 4 CUNNING 6 STRENGTH 6

1 • Shadow Operation



Event

To play this event, you must command two  Intelligence personnel. Plays in your core. When you are about to play a  personnel who costs 3, if you have played no other personnel this turn and your staffed ship is at an opponent's non-headquarters mission, that personnel is cost -2.

"...if for any reason we chose to enter Klingon territory, how would you stop us? With our choking devices we can slip by you at will."

Shared Delicacy



Interrupt

Punishment. To play this interrupt, you must command three Guls and have a captive.

Order — Reveal a random card from that captive's owner's hand. He or she chooses to discard that card or discard the top three cards of his or her deck.

"Wonderful! Wonderful! I like you, human. Most people become ill at the sight of live taspoc."

1 Sickbay



Event

To play this event, you must command a Medical personnel. Plays in your core. At the end of your turn, destroy this event. When your personnel is about to be killed by a dilemma, if you command a ship at the same mission, place that personnel on top of his or her owner's deck instead.

Though Dr. Pylor's sickbay was as much a menagerie as a clinic, the Enterprise explored for over a year without ever losing a crewmember.

3 • Sirol
Diplomatic Adversary



Romulan

Commander: Terix. While an opponent's Treachery personnel is at this mission, that opponent must discard a card from hand to use that Treachery.

"We were conducting some geological experiments on the surface ... It is entirely possible that we accidentally sealed you in."

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

2 • Smuggling Run



Event

Crime. Plays in your core. At the start of each of your turns, if your Smuggler is at an opponent's non-headquarters mission, that opponent has no ship at that mission, and your personnel at that mission have its requirements, you may destroy this event to score 10 points.

"Ben, what are you doing here?"

0 Sorting Things Out



Dilemma

If a personnel has been killed during this mission attempt, randomly select a personnel to be stopped.

"I've failed as the Emissary and, for the first time in my life, I've failed in my duty as a Starfleet officer. ... I need time to think ... clear my head."

1 Staunch Determination



Event

Maneuver. Plays in your core. When an opponent's personnel is killed in an engagement involving your  ship, you may destroy this event to make that opponent discard a number of cards from the top of his or her deck equal to that personnel's cost.

Long before the final offensive of the Dominion War, Cardassians were well known for fiercely defending their home territory.

2 Stolen Computer Core



Dilemma

Unless you have **Intelligence and Transporters** or **2 Security and Cunning**>34, all your personnel are stopped and this dilemma is placed on your ship.

Damage — While a Programming personnel is aboard this ship, his or her owner must discard a card from hand to use that Programming.

"I feel like we've just been mugged."

2 Straying from the Path



Event

Prophet. To play this event, you must command three  personnel. If you have fewer cards in your discard pile than in your hand, exchange your discard pile with your hand. Remove this event from the game.

"It is dangerous to walk a different path."

Stricken Dumb



Interrupt

When your personnel is facing a dilemma, discard a card from hand to make that personnel lose all his or her skills until the end of that dilemma.

There are words to describe Cal Hudson's abandonment of Starfleet to support the Maquis: treason, dereliction, betrayal. Benjamin Sisko was left with no words at all.

Subspace Accident



Dilemma

Unless you have **Astrometrics** and **2 Navigation** or **2 Physics** and **Science**, randomly select a personnel to be placed on the bottom of his or her owner's deck.

"I didn't think anything could be worse than losing him that first time on the Deliant... until I was standing there staring down at his empty bed, knowing he was alive, yet trapped somewhere that existed outside time."

2 • T'Rul
Curt Subcommander



Romulan

Engineer • Physics • Programming • Security

Order – If this personnel is aboard a ship on your Engage Clock, examine the top card of an opponent's deck.

"Romulan interests will be served through cooperation. And my role is to keep unauthorized personnel away from the cloaking device."

INTEGRITY 5 CUNNING 6 STRENGTH 5

7 • Tama



Darmok Class

While this ship is at a planet mission, if this ship is staffed, an opponent must discard a card from hand to beam to or from this planet.

"Darmok at Tanagra... Picard and Dathon at Eh-Idrel."

RANGE 8 WEAPONS 8 SHIELDS 9

Team of Ambassadors



Interrupt

When your Diplomacy personnel is facing a dilemma, meet Cunning and Strength requirements of that dilemma using Integrity instead.

"If you understood the complexities of interstellar diplomacy..."

4 Telepathic Deception



Dilemma

Unless you have **Biology, Exobiology, and Security** or **Telepathy** and **Cunning > 28**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"...look around you. You're back home... on Vulcan."

2 Temba, His Arms Wide



Event

To play this event, you must command three **Personnel** in your core. When you are about to play a personnel, you may give command of this event to the player on your right to make that personnel cost -3 (move this event to his or her core).

"Temba is a person? His arms wide. Because he's... he's holding them apart? In... in... generosity? In giving? In taking?"

6 • Terix



D'deridex Class

Cloaking Device. While this ship is at an opponent's space mission, if this ship is staffed, that opponent must discard two cards from hand to attempt this mission.

"I doubt our objectives are... compatible."

RANGE 7 WEAPONS 9 SHIELDS 9

The Prophets' Guidance



Interrupt

Prophet. To play this interrupt, you must command two Vedeks.

Order – Take a **Personnel** from your discard pile into hand.

"This isn't working, Bareil... I need to feel useful."
"It might be interesting to explore 'useless' for awhile. See how it feels."

2 • The Sirah
The Storyteller



Bajoran

• Anthropology • 2 Honor • Leadership

While this personnel is facing a dilemma, you may stop him to make each of your other personnel present attributes +3 until the end of that dilemma.

"Despite our fears, we shall stand our ground and face the Dal'Rok."

INTEGRITY 8 CUNNING 5 STRENGTH 2

1 • The Text of the Kosst Amojan



Event

Pah-wraith. To play this event, you must command Bajor and no other headquarters mission. Plays in your core.

Order – Stop your Kai or one of your Treachery personnel to choose two non-Prophet cards from your discard pile. Choose an opponent to choose one of those cards to place in your hand and one to remove from the game. You may do this only once each turn.

"There is an old saying, 'He who studies evil... is studied by evil.'"

The Truth of War



Interrupt

Assault. When you win combat, the loser discards the top two cards of his or her deck.

"Simulations can't prepare you for the real thing. Nothing can."

3 • Thomas Riker
Defiant Leader



Human

• Geology • Leadership • Officer • Security
• Treachery

Commander: U.S.S. Defiant. While this personnel is aboard your ship, it is Range +2.

"They can chase me all they want... as long as they don't catch me."

INTEGRITY 4 CUNNING 6 STRENGTH 6

0 Timescape



Dilemma

Place this dilemma on this mission. You cannot begin a mission attempt at this mission. At the end of this turn, this dilemma returns to its owner's dilemma pile.

"If we beamed aboard the Enterprise, we'd be frozen in time, just like they are."

2 Toraan



Romulan

• Intelligence • Security • Transporters

When you play this personnel, choose an opponent to discard a card from hand.

"I'm sure that every person on the bridge of this ship could offer testimony about personal experiences with the Tal Shiar. But I doubt that many could recall those encounters as tender and caring."

INTEGRITY 5 CUNNING 5 STRENGTH 6

2 • Toreth
Cautious Commander



Romulan

• Honor • Leadership • Navigation • Officer

Commander: Khazara. When this personnel uses a skill to complete a mission, you may examine an opponent's hand and choose one of those cards to be discarded. You may do this only once each turn.

"People blame the military for the wars we are asked to fight."

INTEGRITY 5 CUNNING 6 STRENGTH 5

4 Training Accident



Dilemma

Randomly select three personnel. If the **total cost of those personnel is 4 or less**, they are killed. Otherwise, randomly select one of those personnel to be killed.

"The holograms. They were malfunctioning. I tried to shut them down, but they got control of the system and they deactivated the safety protocols."

3 Traitor Exposed



Dilemma

Randomly select a Treachery personnel. If that personnel has **Cunning > 6**, he or she is stopped. Otherwise, he or she is killed.

"Captain, the spy! It's Michael Jonas! He's the one that sabotaged the ship!"

• **Treat Plague Ship**



A **Biology, Medical, and Cunning > 26**

When you complete this mission, place one of your Medical personnel at this mission in your discard pile.

Near Haven: "I thought the Tarolians were all dead. What are the poor devils doing here?"

3

20

• **Trolarak**



D'deridex Class

Cloaking Device. While this ship is at an opponent's planet mission, if this ship is staffed, that opponent must discard two cards from hand to attempt this mission.

Warbird which became involved in the race to unravel Professor Richard Galen's DNA puzzle after intercepting communications between the Cardassians and their informants.

RANGE 7 WEAPONS 9 SHIELDS 9

• **Under Scrutiny**



Event

Plays in your core. When you play this event, name a personnel. While that personnel is attempting a mission, his or her owner must discard a card from hand to use his or her skills.

"I have cut you a lot of slack in the past. I even looked the other way once or twice when I could have come down hard on you. But those days are over. ... you so much as litter on the Promenade and I will nail you to the wall."

• **Unexpected**



Dilemma

Randomly select a personnel to be stopped. Unless you have **Astrometrics** and **2 Diplomacy** or **Exobiology** and **2 Medical**, place that personnel on top of his or her owner's deck instead.

"I'm not quite sure if congratulations are in order, Commander, but ... you're pregnant."

• **Unexpected Difficulties**



Event

Plays in your core. When you have drawn dilemmas, you may destroy this event to return them to your dilemma pile and draw an equal number of dilemmas.

"That last bolt struck the warp manifold! We've got an antimatter cascade, sir!"

• **Unseen Manipulations**



Event

To play this event, you must command three **Treachery** personnel. Plays in your core. When an opponent begins the Execute Orders segment of his or her turn, if that opponent has not drawn two cards or played a ship this turn, he or she discards the top two cards of his or her deck.

"Excellent. Everything is proceeding as scheduled."

• **Valjean**



Condor Class

Order — Reveal the top card of an opponent's deck. If it is not a personnel, place it on the bottom of its owner's deck to make this ship attributes +2 until the end of this turn. You may do this only once each turn.

"How am I supposed to be 'creative' with a 39-year-old rebuilt engine?"

RANGE 6 WEAPONS 6 SHIELDS 6

• **Varis Sul**
Tetrarch of the Paqu



Bajoran

• **Geology** • **Honor** • **Law**

While a **Leadership** personnel is in your discard pile, this personnel gains **Diplomacy** and **Leadership**.

"My father was a great man. A great leader. ... I try to be strong, the way he was strong, but ... it's difficult."

INTEGRITY 6 CUNNING 5 STRENGTH 3

• **Vast Resources**



Event

Punishment. To play this event, you must command three **personnel**. Kill your captive to draw a number of cards equal to that captive's cost. Destroy this event.

"Did you know that the Obsidian Order saves everything that comes into its possession? You never know what might prove useful. We have libraries of data transcripts, vaults of ancient artifacts ... even cryogenic chambers containing biological subjects like this one here."

1 Vekor



Alien

● Medical ● Navigation ● Science
Thief.
 The loyalty of a mercenary crew runs as deep as the purse of the captain. "I don't care if that's a weapon for your private use or if you're really just making a delivery as planned. All I care about is my money."

INTEGRITY 4 CUNNING 5 STRENGTH 4

Vile Deception



Interrupt

When an opponent's personnel is attempting a mission, if your Romulan is at that mission, that opponent chooses to reveal his or her hand and discard all interrupts revealed or chooses two of his or her personnel involved in that mission attempt to be stopped.

"It's a fake!"

Vision of Violence



Interrupt

Prophet. When your ● personnel is in combat, add the Strength of a ● personnel in your discard pile to your total Strength.

"Accept this gift from the Prophets."

2 Visionary



Event

Temporal. To play this event, you must command two ● Engineer personnel. Plays in your core. When you draw a card, you may discard that card to draw a card. You may do this only once each turn.

"What if I could travel into the future again? This time, just before the destruction of DS?? I could find out what's going to happen, then return to the present in time for us to prevent it from happening."

We Are Klingon



Interrupt

When your ● personnel is attempting a mission, he or she is Strength +1 until the end of that mission attempt (or +3 if you command Kahless).

"How can you not sing for all to hear?"

4 We Will Not Surrender



Event

Maneuver. Plays in your core.

Order — Destroy this event to begin an engagement involving your ● Officer personnel. If you win, score 10 points and randomly kill an opponent's personnel involved.

"If a war starts here, the blame will be yours."

Well-Crafted Lure



Interrupt

Capture. To play this interrupt, you must command a ● Law personnel at a non-headquarters mission.

Order — Randomly select an opponent's non-unique personnel present. You may discard a number of cards from hand equal to that personnel's cost to place him or her in your brig.

"...so you concocted an elaborate ruse to bring me here."

4 William Patrick Samuels
Maquis Saboteur



Human

● Astrometrics ● Engineer ● Treachery
Order — If this personnel is on a planet mission, stop him to place a Damage card from hand on an opponent's undamaged ship at this mission.
 "...I set an implosion device that destroyed the freighter Bok'Nor."

INTEGRITY 4 CUNNING 6 STRENGTH 5

2 Winn Adami
Devious Manipulator



Bajoran

● Diplomacy ● Leadership ● Treachery
Vedek. When you play this personnel, you may download a Treachery Bajoran.
 "The sacrifices the Prophets call on us to make are great sometimes, my dear. But the rewards they give... will last through eternity."

INTEGRITY 3 CUNNING 6 STRENGTH 4