

## 2 Authenticate Artifacts



### 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."

## 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.*

## 3 Cry "Havoc!"



### 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."

## 2 D'Arsay Archive



### 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."

## •Earth Cradle of the Federation



You may play 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

## 1 Kolaran Raiders

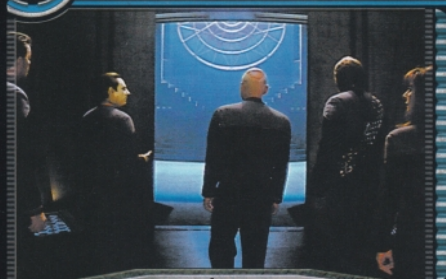


### Dilemma

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-warrior civilization at an early stage of industrial development."*

## 2 Limited Welcome



### 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."*

## •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

## 4 Ornarar 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."*



**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!"*

**•Qo'noS**  
Heart of the Empire



**A** 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's a place as hard and turbulent as the Klingons themselves.*

**Klingon Headquarters**

**2**

**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?"*

**•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**

**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."*

**2 Sunad**



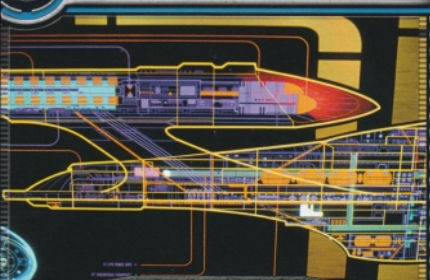
**Zalkonian**

**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**

**2 Systems Diagnostic**




**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.*

**1 Triage**



**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."*

**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."*