2 **A Devil Scorned**

Dilemma

Unless you have **2 Diplomacy, 2 Treachery, and Cunning>42** or **2 Engineer, Navigation, and 2 Physics**, randomly select a Leadership personnel to be stopped, then this dilemma returns to its owner's dilemma pile.

"I could give you a night that would light fire in your dreams until you die, and you would reject me? . . . You shall regret that."

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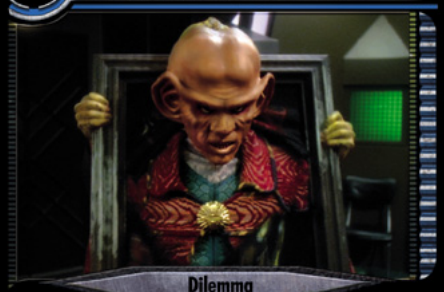
2 **A Pleasant Surprise**



Dilemma

Randomly select a Diplomacy or Treachery personnel to be stopped.

"Do you like surprises, Quark?"
"Only pleasant ones."
"I like to think I'm pleasant. Do you think I'm pleasant?"
"Absolutely."

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0 **A Royal Hunt**

Dilemma

Consume: 2. *(Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.)* For each of your headquarters missions, randomly select a personnel to be stopped. If you still have **nine personnel** remaining, randomly select another personnel to be stopped. This dilemma returns to its owner's dilemma pile.

"Ha ha! You made a noble fight of it, Captain!"

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2 **•Aamin Marritza**
Honorable Patriot

Cardassian

2 Honor **Programming**

Dissident. While this personnel is attempting a mission, you may discard an event from hand to make him gain a skill of your choice that he does not already have until the end of that mission attempt. You may do this only once each turn.

"Don't you see? I have to be punished, we all have to be punished. Major, you have to go out and tell them I'm Gul Darhe'el."

INTEGRITY 8 | CUNNING 6 | STRENGTH 3

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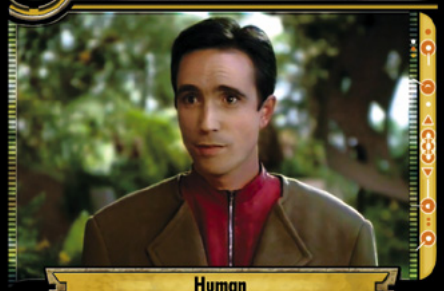
3 **•Aaron Conor**
Born Leader



Human

Diplomacy **2 Honor** **Leadership**

Genetically Enhanced. When you play this personnel, choose an opponent. For each headquarters mission he or she commands, this personnel is cost –1.

". . . I found today exhilarating. Meeting you, meeting new people, with new ideas . . ."

INTEGRITY 8 | CUNNING 6 | STRENGTH 6

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1 **Accepting the Past**

Event

To play this event, you must command three Ⓐ personnel. Discard a random card from hand, then reveal your hand. If there are two different cards in your hand that you have a copy of in your discard pile, score 5 points. Destroy this event.

"Don't deny the violence inside of you, Kira. Only when you accept it can you move beyond it."

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2 **All-Out War** X

Event

Assault. Maneuver. Lose 5 points to play in your core.
Order – Destroy this event to begin combat or an engagement involving your Ⓐ personnel. If you win, randomly kill three opponent's personnel involved.

". . . let your people know, the Klingon Empire will remember what has happened here. You have sided against us in battle. And this we do not forgive . . . or forget."

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2 **All-Out War**

Event

Assault. Maneuver. Lose 5 points to play in your core.
Order – Destroy this event to begin combat or an engagement involving your Ⓐ personnel. If you win, randomly kill three opponent's personnel involved.

". . . let your people know, the Klingon Empire will remember what has happened here. You have sided against us in battle. And this we do not forgive . . . or forget."

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Allies on the Inside

Interrupt

Order – Download a Dissident personnel, then discard cards from hand equal to that personnel's cost. Remove this interrupt from the game.

"Sisko will get here. The question is, will he get here soon enough?"
"He's only got seven hours before they detonate the minefield and start bringing their reinforcements through the wormhole."
"We've got to stop them."

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2 Alluring Spy

Dilemma

Unless you have **Diplomacy, 2 Exobiology, and Strength>42** or **Intelligence, 2 Leadership, and Cunning>38,** randomly select a Security personnel to be stopped, then this dilemma returns to its owner's dilemma pile.

Working for the Reptilian Xindi, the seductive Rajiin infiltrated Enterprise during its mission in the Delphic Expanse.

2 Amar'itak

Jem'Hadar

● Exobiology ● Geology ● Security

When you play this personnel, if you command a Vorta, choose an opponent. You may draw a card for each headquarters mission he or she commands.

"There's something to be said for soldiers who aren't afraid to die."

Integrity 6 | Cunning 5 | Strength 8

1 Anneli

Bajoran

● Astrometrics ● Biology ● Science

While you command an event in your core, this personnel is attributes +1.

In early 2370, the Federation was forced by the Alliance for Global Unity to abandon Deep Space Nine. The Bajoran Militia was dispatched to secure the station.

Integrity 5 | Cunning 5 | Strength 5

3 •Anything or Anyone X

Event

Infiltration. To play this event, you must command three Jem'Hadar personnel. Plays in your core. You may execute only one order using this event each turn.
Order – Place an Infiltrator from hand on this event. (You now command that personnel.)
Order – Place an Infiltrator from this event aboard an opponent's ship or on an opponent's planet mission.

3 •Anything or Anyone

Event

Infiltration. To play this event, you must command three Jem'Hadar personnel. Plays in your core. You may execute only one order using this event each turn.
Order – Place an Infiltrator from hand on this event. (You now command that personnel.)
Order – Place an Infiltrator from this event aboard an opponent's ship or on an opponent's planet mission.

0 Apprehended

Event

Assault. Capture. Maneuver. Plays in your core.
Order – Lose 5 points and destroy this event to begin combat or an engagement involving your Federation personnel. If you win, choose an opponent's personnel involved to place in your brig.

"It is my duty to inform you that you will be turned over to a Cardassian Tribunal, where you will be tried as war criminals."

2 At An Impasse

Event

To play this event, you must command three Klingon personnel. Plays in your core. No player may draw cards from his or her deck. (Players do not need to spend all their counters on their turns.) At the end of the opponent on your right's turn, remove this event from the game.

"Welcome to Galorndorn Core, where no good deed goes unpunished."

0 At What Cost?

Event

Lose 5 points to spend 7 additional counters this turn. Destroy this event.

"Kirk, I thank you. What you have done is–"
"What I have done, I had to do."
"But at what cost? Your ship. Your son."
"If I hadn't tried… the cost would have been my soul."

2 •B'Etor X
Romulan Conspirator

Klingon

● Diplomacy ● Physics ● Programming
● Science ● 2 Treachery

When this personnel is about to be stopped by a dilemma, you may unstop a stopped Klingon personnel present. That personnel joins this mission attempt.

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

Integrity 2 | Cunning 6 | Strength 6

3 • B'Etor
Ambitious Renegade

Klingon

Astrometrics Leadership Programming
Science 2 Treachery

When you play this personnel, reveal cards from the top of your deck equal to the cost of an event in your core. Take each Treachery personnel revealed into your hand. Replace the remaining cards in the same order.

"I hope for your sake you are initiating a mating ritual."

Integrity 2 | Cunning 6 | Strength 6

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2 • B'Etor
Romulan Conspirator

Klingon

Diplomacy Physics Programming
Science 2 Treachery

When this personnel is about to be stopped by a dilemma, you may unstop a stopped personnel present. That personnel joins this mission attempt.

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

Integrity 2 | Cunning 6 | Strength 6

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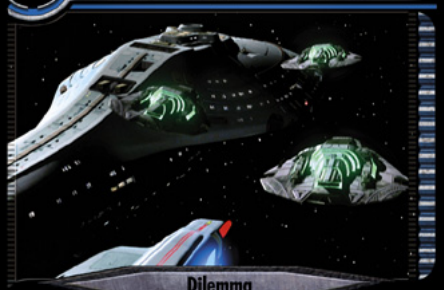
2 B'omar Stipulations



Dilemma

Unless you have **Diplomacy and Cunning>30** or **Leadership and Strength>30**, all of your personnel are stopped and this dilemma returns to its owner's dilemma pile.

"While in our space, your vessel will not exceed warp three, and your weapons systems will remain off-line. You will avoid unnecessary scans, and you will not conduct surveys of any kind. You will make no attempt to explore our space. And you will avoid all communications with non-military craft."

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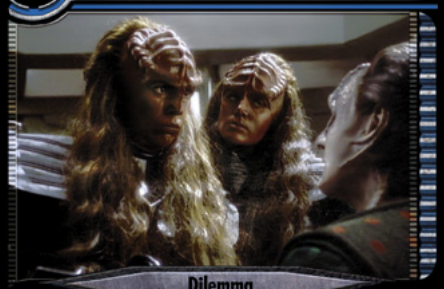
2 Back Room Dealings



Dilemma

Choose a personnel who has **Treachery** or **Integrity<4** to be stopped. If you cannot, randomly select a personnel to be killed.

"Watch your tongue, Cardassian, or I'll rip it out and eat it. … We have no time for your games!"

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4 • Bareil Antos
Opaka's Protector

Bajoran

Anthropology Diplomacy 2 Honor
Leadership Programming

Vedek.
Order – Stop this personnel to download a card, then place that card in your discard pile.

"I could never replace Opaka. Bajor wouldn't have survived the occupation without her."

Integrity 8 | Cunning 6 | Strength 5

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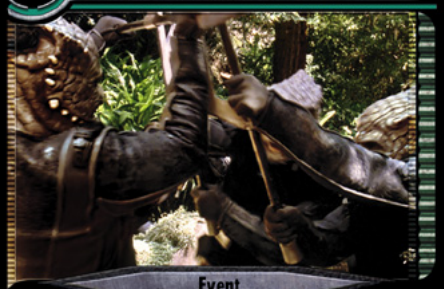
3 Battle Lust



Event

Assault. Maneuver. Plays in your core.
Order – Destroy this event to begin combat or an engagement involving your Jem'Hadar. If you win, randomly kill an opponent's personnel involved. If that personnel costs 1, randomly kill another opponent's personnel involved. Repeat this until you kill a personnel who does not cost 1.

"The Klingon will to fight pales in comparison to our own."

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2 • Beverly Crusher
Chief Physician

Human

Biology Exobiology 2 Medical

When this personnel is stopped by a dilemma, you may take a personnel from your discard pile into hand.

"My feelings about my husband's death will have no effect on the way I serve you, this vessel, or this mission."

Integrity 6 | Cunning 6 | Strength 4

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3 Biochemical Hyperacceleration

Dilemma

Consume: 2. *(Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.)* Randomly select three personnel. They cannot use their skills while facing this dilemma. Unless you have **Biology, Geology, and Medical** or **2 Security and Strength>38**, those personnel are returned to their owner's hand.

"I was looking right at him and he – then he just wasn't there."

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1 Biological Distinctiveness

Event

To play this event, you must command three personnel. Plays in your core. Each of your personnel is attributes +1 for each personnel on this event.
Order – Place a personnel you command but do not own on this event.

The thousands of species assimilated by the Borg have each by their own small measure brought the Collective a step closer to perfection.

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3 **Bleeding to Death**

Dilemma

Unless you have **Biology and 2 Medical** or **2 Honor and Integrity>30**, randomly select a personnel to be killed, then place this dilemma in your core. At the start of each of your turns, place the top card of your deck on this dilemma. When you complete a mission, all your cards here are shuffled and placed on top of your deck, then this dilemma is removed from the game.

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2 •**Bochra**
Loyal Centurion

Romulan

Geology Navigation Officer

At the start of each of your turns, if this personnel is at an opponent's incomplete non-headquarters mission, you may spend 1 additional counter during your Play and Draw Cards segment.

"No wonder your race is weak. You waste time and resources on defective children."

INTEGRITY 6 | CUNNING 5 | STRENGTH 6

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Brainwashing

Interrupt

Capture. To play this interrupt, you must command three personnel.
Order – Lose 5 points to reveal an opponent's hand. Choose a personnel that you do not command and place him or her on your headquarters mission. (You now command that personnel.)

"...La Forge was conditioned by the Romulans – a process referred to historically, and somewhat inaccurately, as brainwashing."

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3 •**Broca**
Grovelling Lackey

Cardassian

Archaeology Engineer Officer
Transporters Treachery

Legate.
Order – Discard a card from hand and reveal an event from hand to download a copy of that event. You may do this only once each turn.

"But I've done everything you've asked! I tell you, I'm loyal!"

INTEGRITY 4 | CUNNING 5 | STRENGTH 5

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2 **Broken Captive**

Dilemma

Your opponent chooses one of his or her captives. Unless you have **the skills on that captive**, all your personnel are stopped.

"Praetor, this is the man known as Sloan. Unlike the doctor, his mind is quite susceptible to our data retrieval methods. Under questioning, he has confirmed much of what the doctor and the senator have told you."

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1 •**Captain on the Bridge**

Event

Plays in your core. You may play a Commander that corresponds with your ship aboard that ship. When you do, he or she is cost –1.

"I'm becoming better acquainted with my new command, this Galaxy Class U.S.S. Enterprise. I am still somewhat in awe of its size and complexity."

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2 **Caught in the Act**

Event

Capture. Plays in your core.
Order – Stop two of your personnel present together with an opponent's personnel at a non-headquarters mission to reveal the top card of that opponent's deck. If it is a personnel that opponent does not command, place him or her in your brig. (That opponent now commands him or her.) Otherwise, the opponent draws that card. You may do this only once each turn.

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1 **Cave-In**

Dilemma

Consume: 1. *(Your opponent places the top card of his or her dilemma pile face up beneath this mission.)* Unless you have **2 Engineer and Transporters** or **Geology, Officer, and Strength>35,** randomly select two personnel to return to their owner's hand.

"Anij, stay with me. Help me find the power to keep you in this moment..."

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Chance Observation

Interrupt

When your personnel is facing a dilemma, reveal the top three cards of an opponent's deck and make that personnel attributes +1 for each non-event card revealed. This effect lasts until the end of that dilemma.

"Serve me faithfully and you will be rewarded. Keep those lovely eyes on Commander Suran."

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3 Collateral Damage

Event

Assault. Maneuver. Plays in your core.
Order – Destroy this event to begin combat or an engagement involving your Jem'Hadar. If you win, randomly kill an opponent's personnel involved. That opponent discards cards from the top of his or her deck equal to that personnel's cost.

"There's method to their madness. They're inflicting considerable damage on the Klingons."

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2 Counterinsurgency Program

Dilemma

Your opponent discards any number of event or equipment cards from hand and names a skill (except Acquisition, Intelligence, Law, or Telepathy) for each one. Unless you have **those skills**, all your personnel are stopped.

"Seems we've tripped some kind of automated security program the Cardassians left."

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2 • Crosis
Fanatical Lieutenant

Borg

Exobiology Officer Programming
Security Treachery

For each event you command beyond the number of events an opponent of your choice commands, this personnel is attributes +1 (limit +6).

"I was like you once, without… feeling. But the One helped me. He can help you too."

Integrity 3 | Cunning 6 | Strength 6

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2 • Crosis
Fanatical Lieutenant

Borg

Exobiology Officer Programming
Security Treachery

For each event you command beyond the number of events an opponent of your choice commands, this personnel is attributes +1 (limit +6).

"I was like you once, without… feeling. But the One helped me. He can help you too."

Integrity 3 | Cunning 6 | Strength 6

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5 • Data
Pinocchio

Android

Astrometrics Engineer Exobiology
Officer Programming

When you play this personnel, name Anthropology, Navigation, or Physics. This personnel gains that skill.

"I am superior, sir, in many ways. But I would gladly give it up to be human."

Integrity 6 | Cunning 10 | Strength 10

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1 • Data
Loyal Brother

Android

Astrometrics Biology Engineer
2 Programming Treachery

At the start of each of your turns, you must discard an event from hand or stop this personnel.

"In a quest such as ours, sacrifices have to be made. It is regrettable. But the greater good must be served."

Integrity 3 | Cunning 9 | Strength 10

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2 • Day Kannu
Field Colonel

Bajoran

Engineer Officer Security Treachery

When you win combat involving this personnel, score 5 points.

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

Integrity 3 | Cunning 5 | Strength 6

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3 Dealing With Pressure

Dilemma

Randomly select three personnel. Unless **one of those personnel has an attribute>6**, all three are stopped.

"No one here is going to die. The bridge will send a rescue party as soon as possible, so I want you all to stop crying. Everything is going to be all right."

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2 • Deanna Troi
Ship's Counselor

Betazoid/Human

Anthropology Diplomacy Honor Telepathy

Order – If this personnel is present with an opponent's personnel, stop this personnel to examine that opponent's hand and choose a non-ship card to place on the bottom of his or her deck.

"I can only sense strong emotions… I am only half-Betazoid; my father was a Starfleet officer."

Integrity 6 | Cunning 5 | Strength 4

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1 **Deep Hatred**

Event

To play this event, you must command three personnel. Examine your opponent's discard pile and choose an interrupt to remove from the game. Then examine his or her hand and deck and remove each copy of that interrupt from the game. He or she shuffles and replaces his or her deck. Destroy this event.

"I would rather die than pollute my body with Klingon filth."

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1 **Defragmentation Drone**

Borg

Physics Security

Drone.

Order – Destroy an event in your core to draw cards equal to that event's cost.

Task: Scan active directives for outdated instructions from the hive mind. Purge.

Integrity 5 | Cunning 5 | Strength 5

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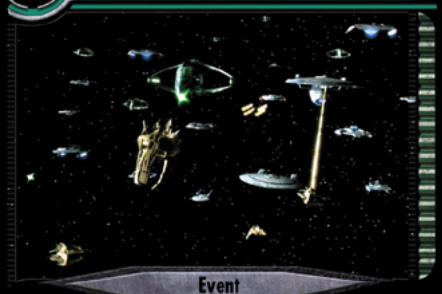
1 **Deploy the Fleet**



Event

Score 5 points for each of your staffed ships that has its Commander aboard at an opponent's non-headquarters mission. Destroy this event.

"I know that we will pay a heavy price for every system we take from them. But in the end, that's the only way to drive the Dominion out of the Alpha Quadrant. And that is a goal we all share – Klingons, humans, and Romulans."

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3 **Desperate Sacrifice**

Event

Plays in your core.

Order – If you command four events, destroy this event to make each player choose two events he or she commands, then destroy each other event he or she commands.

"My God, Bones. What have I done?"
"What you had to do. What you always do. Turn death into a fighting chance to live."

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1 **•Dorian Collins**
Acting Chief Petty Officer

Human

Cadet. While this personnel is facing a dilemma, she is attributes +1 and gains Anthropology, Engineer, Geology, Honor, and Transporters.

"Down is so… shocking on the Moon. One minute you're in the darkest night you can imagine, and then in the next instant, the sun lifts up and this glorious, pure light just explodes across the surface. I felt like I met God every morning."

Integrity 6 | Cunning 5 | Strength 4

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2 **•Dukat**
Anjohl Tennan

Cardassian

Anthropology Archaeology Diplomacy
Programming 2 Treachery

While this personnel is facing a dilemma, you may remove an Anthropology or Leadership personnel in your discard pile from the game to make this personnel attributes +1 until the end of this mission attempt.

"The Pah-wraiths have judged you and found you worthy."

Integrity 2 | Cunning 6 | Strength 6

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2 **•Dukat**
Anjohl Tennan

Cardassian

Anthropology Archaeology Diplomacy
Programming 2 Treachery

While this personnel is facing a dilemma, you may remove an Anthropology or Leadership personnel in your discard pile from the game to make this personnel attributes +1 until the end of this mission attempt.

"The Pah-wraiths have judged you and found you worthy."

Integrity 2 | Cunning 6 | Strength 6

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2 **Echo Papa Stasis Field**

Dilemma

Randomly select an Officer or Security personnel to be stopped.

"What appeared in the form of Captain Rice is an intelligence gathering device used during the Ersalrope Wars…"
"If it's found out, it encases the subject to await a more detailed interrogation later."

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2 **Emergency Transport Unit**

Equipment

When your personnel present is about to be killed, you may return this equipment to its owner's hand to place that personnel on your ship at this mission instead. He or she is stopped.

Portable transport technology capable of beaming a single target over a short distance. Data carried a prototype version of the device.

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0 **Endangered**

Event

Plays in your core. When the player on your right begins a mission attempt, you may lose 5 points and destroy this event to draw three extra dilemmas and spend three extra in total cost on dilemmas.

"Tell them to stop, or I'll kill everyone in this room, starting with you."

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2 **Escaping Detection**

Event

To play this event, you must command three personnel. Plays in your core. While it is not your turn, if you command more events than each of your opponents, each of your personnel aboard your Cloaking Device ship is at all missions in the same quadrant as that ship.

"…we will have to travel through Federation space…"
"That is not a problem. … We will be cloaked."

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2 **Examination Drone**

Borg

Anthropology Archaeology Astrometrics

Drone. When you play this personnel, choose an opponent. You may draw a card for each headquarters mission he or she commands.

Task: Process data on recent contact with alien species. Analyze.

Integrity 5 | Cunning 5 | Strength 5

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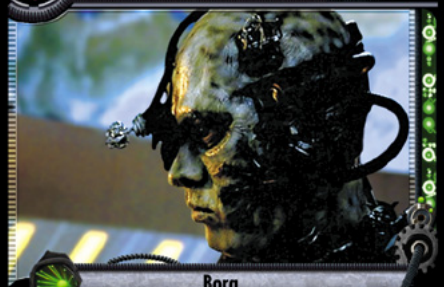
2 **Facilitation Drone**



Borg

Biology Geology Medical Programming

Drone. When you play this personnel, you may reveal up to three cards from the bottom of your deck. As your next action, you may play one of those cards as if it were in your hand. Those you do not play are placed in your discard pile.

Task: Process requisitions of informational and biological resources. Access.

Integrity 5 | Cunning 5 | Strength 5

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0 **Far-Seeing Eyes**

Event

To play this event, you must command three personnel. Plays in your core. At the start of each of your turns, you may lose 5 points and destroy this event to examine your opponent's deck and remove two non-ship cards from the game. He or she shuffles and replaces his or her deck.

"A vessel of some kind is decloaking. … It's a Romulan warbird."
"In Cardassian space?"

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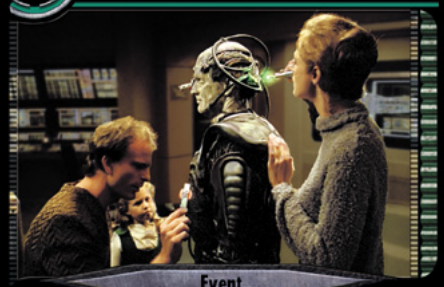
0 **Field Studies**



Event

To play this event, you must command three personnel at your space mission. Lose 5 points to reveal the top two cards of an opponent's dilemma pile. Place face up beneath that mission any dilemmas that could be faced there. Replace the remaining cards in any order. Destroy this event.

"Your parents… They spent their career studying the Borg. They tracked a cube at close range for what, two years?"

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3 • **Five of Twelve**
Secondary Adjunct of Trimatrix 942

Borg

Anthropology Biology Engineer
Navigation Programming

Drone. When you fail a mission attempt involving this personnel, he is not stopped.

Propulsion analysis drone with a rare recessive mutation as yet undetected by the Collective, through which it experiences individuality while in regeneration mode.

Integrity 5 | Cunning 6 | Strength 6

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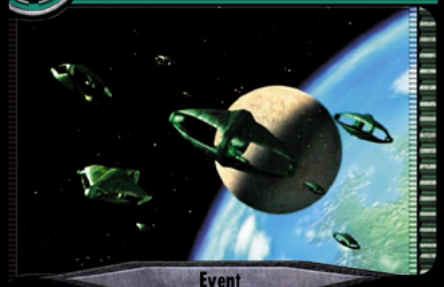
2 • **Forcing Their Hand**



Event

To play this event, you must command three personnel. Plays in your core. An opponent may play a card he or she owns that is on this event as if that card were in his or her hand. At the start of each of your turns, place each card here in its owner's discard pile.

Order – Place a random card from an opponent's hand on this event. You may do this only once each turn.

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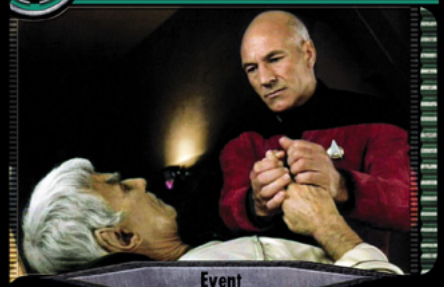
2 **Forever Linked**



Event

Plays in your core. When your personnel is killed, you may place him or her on this event. (You no longer command him or her.) When your personnel is facing a dilemma, you may place a personnel from this event in his or her owner's discard pile to make that personnel gain a skill from that discarded personnel until the end of this turn.

"We shall always retain the best part of the other… inside us."

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7 Formal Hearing

Dilemma

For each event your opponent commands in his or her core, this dilemma is cost –1. Unless you have **Diplomacy, Intelligence, 2 Programming, and Cunning>38** or **2 Honor, Law, and 2 Officer**, randomly select three personnel to be stopped.

"We are here to consider the request of the Klingon Empire that Lt. Commander Worf be extradited for trial on charges of murder."

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2 Founder Architect

Changeling

Astrometrics **Law**

Founder. Shape-shifter. While this personnel is attempting a mission, he is attributes +1 for each event in each player's core (limit +5).

"…what you can control can't hurt you. So, many years ago, we set ourselves the task of imposing order on a chaotic universe."

Integrity 5 | Cunning 5 | Strength 5

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1 •Geordi La Forge
Conn Officer

Human

Astrometrics **Navigation** **Officer**

While this personnel is on a planet, he loses Astrometrics, Navigation, and Officer and gains Engineer, Physics, and Programming.

"My father was an exo-zoologist. My mother a command officer. … They were always on the move. Some of the time together, some times separately. … But to me, it was just one long adventure."

Integrity 6 | Cunning 6 | Strength 5

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2 •Getting Under Your Skin

Event

To play this event, you must command three personnel. Plays in your core. When you play an event in your core, you may reveal the top card of an opponent's deck. If it is a personnel, score 5 points. You may do this only once each turn.

"I look forward to seeing your station – while it's still here, that is. The way the war's going with the Federation, it may not be around much longer."

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1 •Goval
Follower of the One

Borg

Archaeology **Geology** **Science**

While this personnel is attempting a mission, you may discard an equipment or event card from hand to make him attributes +2 until end of this mission attempt.

"I need you, Goval. I need you to help me build a future for the Borg. I can't do it without you. Will you help me?"

Integrity 4 | Cunning 5 | Strength 5

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2 Guess Who's Coming to Dinner?

Dilemma

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

"We must do this again some time."

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3 •Guinan
Listener

El-Aurian

Anthropology **Exobiology** **2 Honor**

When you play this personnel, each player scores 5 points.

"My name is Guinan. I tend bar, and I listen."

Integrity 8 | Cunning 7 | Strength 4

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3 •Guinan
Listener

El-Aurian

Anthropology **Exobiology** **2 Honor**

When you play this personnel, each player scores 5 points.

"My name is Guinan. I tend bar, and I listen."

Integrity 8 | Cunning 7 | Strength 4

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2 Gunboat Diplomacy

Event

Plays in your core. When you play a Vorta, you may choose an opponent to choose one: you may download a Jem'Hadar; or each player scores 5 points.

"…we have you completely surrounded and outnumbered. Would you like something to eat, Captain? Or maybe something to drink?"

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2 • Hannah Bates
Biosphere Expert

Human

Engineer Physics Programming Science

Genetically Enhanced.

"All of us in this colony have been living in the dark ages. It's like we're victims of a 200-year-old joke. Until you came, all we could see was to the wall of our biosphere. Suddenly our eyes have been opened to the infinite possibilities."

Integrity 4 | Cunning 7 | Strength 5

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3 Harsh Conditions

Dilemma

For each headquarters mission you command, your opponent names a skill. Place this dilemma on this mission. While your personnel is facing a dilemma, he or she cannot use those skills. At the end of this mission attempt, this dilemma is overcome.

"This is the gulag Rura Penthe! … Punishment means exile from prison to the surface. On the surface, nothing can survive."

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1 • Hogue
Student of Political Ethics

Cardassian

Honor Leadership Navigation

Dissident.

Order – Discard the top card of your deck to make this personnel gain Science until the end of this turn. You may do this only once each turn.

"There are some who believe that the future of Cardassia should not remain in the hands of the military."

Integrity 6 | Cunning 5 | Strength 5

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0 Hollow Pleasantries

Event

Plays in your core. When you play a Vorta, each opponent may draw a card. That Vorta is cost –1.

"Captain Sisko, I can't tell you how happy I am to see you again."
"I wish I could say the same."

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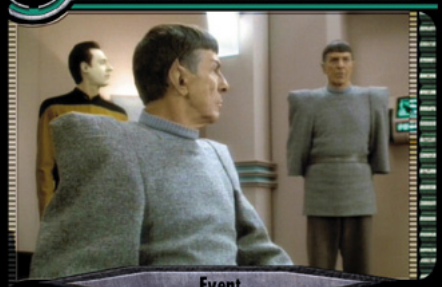
0 Holographic Hoax



Event

To play this event, you must command three personnel. Choose an opponent to draw a card, then remove the top card of his or her deck from the game. Destroy this event.

"In the meantime, Ambassador Spock will be telling his people to welcome the peace envoy. And when they do, our forces will seize control before anyone realizes what has happened."

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6 • I.K.S. Ning'tao

K'Vort Class

Cloaking Device. When you win an engagement involving this ship, you may lose 5 points to download a Damage card and place it on an opponent's ship at this mission.

"If they succeed, you can drink to their courage, and if they fail… you can still drink to their courage."

Range 7 | Weapons 8 | Shields 7

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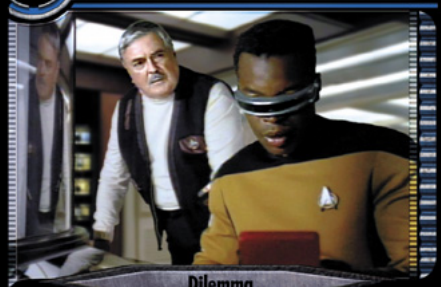
1 In the Way



Dilemma

Randomly select a personnel. If that personnel has a skill listed in this mission's requirements (or any alternate requirements listed in game text you are using to attempt it), he or she is stopped.

"I was driving starships while your great grandfather was still in diapers. I'd think you'd be grateful for some help!"

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2 In Training

Dilemma

Consume: 2. *(Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.)* Randomly select a personnel who costs 1 or 2. All other personnel who cost 1 or 2 are stopped.

"Tighten the back of your tongue. … Keep trying. You've almost got it."

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Indomitable

Interrupt

To play this interrupt, you must command three personnel. When your mission attempt ends, lose 5 points to unstop each of your personnel who became stopped during that attempt. You cannot attempt that same mission again this turn.

"You can't outrun them. You can't destroy them. If you damage them, the essence of what they are remains – they regenerate and keep coming."

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3 • Jadzia Dax
Problem Solver

Trill

Astrometrics Physics Programming Science

Host. When you are about to place an event in your discard pile, you may stop this personnel to place it on the bottom of your deck instead.

"I told you this was gonna be a tough assignment when we came here. Of course, I didn't realize it was going to be this tough."

Integrity 6 | Cunning 7 | Strength 6

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3 • Jadzia Dax
Problem Solver

Trill

Astrometrics Physics Programming Science

Host. When you are about to place an event in your discard pile, you may stop this personnel to place it on the bottom of your deck instead.

"I told you this was gonna be a tough assignment when we came here. Of course, I didn't realize it was going to be this tough."

Integrity 6 | Cunning 7 | Strength 6

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3 • Jadzia Dax
Sworn Ally

Trill

Anthropology Diplomacy Physics Science

Host. While this personnel is present with an Honor Klingon, she is attributes +1 and gains Honor.

"No Klingon warrior would leave a comrade behind while he goes off to battle."

Integrity 6 | Cunning 7 | Strength 6

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1 • Jake Sisko
Reporter Behind the Lines

Human

Anthropology Biology Honor Programming

Dissident. When you play this personnel, discard a card from hand. When you play another Dissident personnel, you may make each player discard the top card of his or her deck.

"There's a war going on and I'm a reporter. This is where I belong."

Integrity 6 | Cunning 5 | Strength 5

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2 • K'Tal
Senior Council Member

Klingon

Anthropology Diplomacy Law

High Council Member. When you play a Chancellor or High Council Member at this mission, you may download an event.

"The Arbiter confirms that you have completed the Rite of Succession. Your enemies have been destroyed. You stand alone. Do you wish to claim leadership of the Council?"

Integrity 6 | Cunning 4 | Strength 6

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2 • Kalita
Maquis Pilot

Human

Astrometrics Biology Navigation

When you play this personnel, you may place an opponent's event on top of its owner's deck.

Cautious pilot whose many missions for the Maquis include a supply raid on the U.S.S. Enterprise and the commandeering of the U.S.S. Defiant.

Integrity 5 | Cunning 6 | Strength 5

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1 • Karen Farris
Rigorous Leader

Human

Cadet. While this personnel is facing a dilemma, she is attributes +1 and gains Astrometrics, Engineer, Leadership, Officer, and Security.

"What's going on… in case you haven't noticed, is that we are in the middle of a war. We can't afford to have young cadets thinking about mommy and daddy when they need to be concentrating on their duties."

Integrity 5 | Cunning 5 | Strength 5

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2 • Kell
Romulan Accomplice

Klingon

Diplomacy Engineer Exobiology Programming Treachery

High Council Member. While this personnel is at a mission, he is an Infiltrator. While this personnel is at your mission, you may attempt it.

Traitorous emissary of the Klingon High Council who collaborated with the Romulans in an assassination attempt on the governor of Krios.

Integrity 3 | Cunning 5 | Strength 5

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1 • Kira Meru
Comfort Woman

Bajoran

Anthropology Exobiology Geology

While this personnel is attempting a mission, you may lose 5 points to make her gain a skill on a personnel in your discard pile until the end of that mission attempt.

"What do you expect me to do? Kick and bite Dukat every time he comes near me? How is that gonna help Taban or the children?"

Integrity 5 | Cunning 5 | Strength 5

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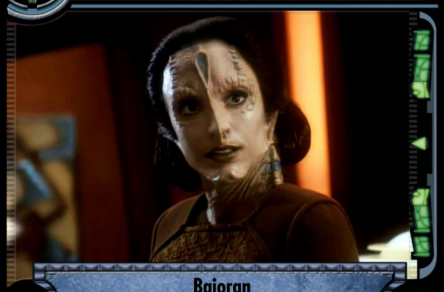
1 • Kira Nerys
Iliana Ghemor
X



Bajoran

Honor Programming Security
Dissident.
Order – Lose 5 points and stop this personnel to download up to three Dissident personnel, then place them on a headquarters mission where they could be played.
"This is absurd. You can mutilate me, change my appearance; you are never going to convince me that I am a Cardassian."

INTEGRITY 6 CUNNING 6 STRENGTH 6

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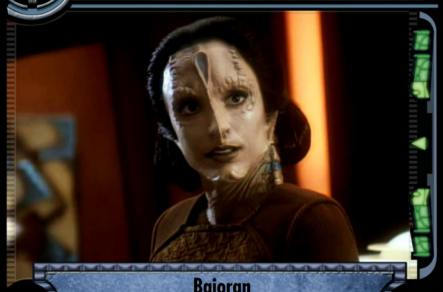
4 R 119

1 • Kira Nerys
Iliana Ghemor



Bajoran

Honor Programming Security
Dissident.
Order – Lose 5 points and stop this personnel to download up to three Dissident personnel, then place them on a headquarters mission where they could be played.
"This is absurd. You can mutilate me, change my appearance; you are never going to convince me that I am a Cardassian."

INTEGRITY 6 CUNNING 6 STRENGTH 6

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4 R 119

Knowledge and Experience

Interrupt

To play this interrupt, you must command three Dissident personnel. When a personnel you command but do not own is facing a dilemma, lose 5 points to prevent and overcome that dilemma. Remove this interrupt from the game.
"We're no longer just fighting the Borg, we're fighting the life experience they've stolen from Captain Picard. Now, how the hell do we defeat an enemy that knows us better than we know ourselves?"

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4 R 89

Knowledge and Experience

Interrupt

To play this interrupt, you must command three Dissident personnel. When a personnel you command but do not own is facing a dilemma, lose 5 points to prevent and overcome that dilemma. Remove this interrupt from the game.
"We're no longer just fighting the Borg, we're fighting the life experience they've stolen from Captain Picard. Now, how the hell do we defeat an enemy that knows us better than we know ourselves?"

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4 R 89

3 • Koval
Chairman of the Tal Shiar

Romulan

Biology Exobiology Intelligence
Leadership Security Treachery
While an opponent commands more headquarters missions than you, this personnel cannot be stopped by dilemmas.
"Now we'll have our private talk. . . . This can be painful or not. That's up to you. . . . Either way, I will know what you know."

INTEGRITY 3 CUNNING 7 STRENGTH 5

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4 R 58

2 • Krim
Thoughtful Tactician

Bajoran

Astrometrics Honor Leadership Officer
Commander: *Talnot*. General.
Order – Lose 5 points and stop this personnel to name a dilemma. Choose an opponent to take each copy of that dilemma from his or her dilemma pile, place them beneath your completed mission, then shuffle and replace his or her dilemma pile face down.

INTEGRITY 6 CUNNING 6 STRENGTH 6

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4 R 104

2 • Kulan
Militia Soldier

Bajoran

Engineer Honor Navigation Transporters
Bajoran Resistance. When you play this personnel, for each event in your discard pile, he is cost –1. While you have a Navigation personnel in your discard pile, this personnel gains Navigation.
One of the first acts of the provisional government was to officially reform the Bajoran Militia, forcibly disbanded by Cardassia in 2339.

INTEGRITY 6 CUNNING 5 STRENGTH 5

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4 C 105

2 Lack of Preparation

Dilemma

Unless you have **the skills needed to complete this mission**, this dilemma and all remaining dilemmas you have not yet faced return to their owner's dilemma pile.
Often past the boundaries of explored space and beyond easy contact with home, a starship must get by on the ingenuity and expertise of its crew.

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4 C 0

2 Language Barrier

Dilemma

Unless you have **Anthropology and Leadership** or **2 Diplomacy and Integrity>30**, randomly stop two personnel for each headquarters mission you command.
"The double bars indicate an elongated 'S' sound—"
"And the inverted 'T' means to hold the 'Z.'"
". . . Unless. . . ?"
"Unless. . . it's followed by three wavy lines, in which case the 'Z' becomes a 'B.'"

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4 C 0

0 • Leeta
Rebel Supporter

Bajoran

Anthropology Honor

Dabo Girl. Dissident. When you play this personnel, discard a card from hand. While you have more than ten cards in your discard pile, each of your Dissident personnel present is attributes +1.

Inspired by the bravery of her husband Rom, Leeta joined in the underground efforts to oust the Dominion from Deep Space 9.

Integrity 6 | Cunning 5 | Strength 4

2 • Lenara Kahn
Wormhole Theorist

Trill

Astrometrics Engineer Physics Science

Host. When you play this personnel, you may examine the top four cards of your deck. You may reveal one event and take it into hand. Place the remaining cards on the bottom of your deck in any order.

Member of the Trill ministry of science. One of her past hosts, Nilani, was married to one of Dax's past hosts, Torias.

Integrity 5 | Cunning 6 | Strength 4

3 • Leyton Founder
Hostile Operative

Changeling

Biology Intelligence Leadership Officer Security Treachery

Founder. Infiltrator. Shape-shifter. When you are about to play an Infiltration event, if this personnel is at an opponent's mission, that event is cost –1.

"The bottom line is a changeling infiltrated the grounds of Starfleet Headquarters, imitated the admiral, and got away scot-free."

Integrity 3 | Cunning 6 | Strength 5

6 • Lore
The One

Android

Diplomacy Engineer Leadership Programming Security 2 Treachery

While this personnel is facing a dilemma, he cannot be stopped.

"When I stumbled on their ship, they were lost, disoriented – they had no idea how to function as individuals. They couldn't even navigate their own vessel. They had lost their sense of purpose. I gave them their purpose. And they gave me mine."

Integrity 1 | Cunning 10 | Strength 10

6 • Lore
The One

Android

Diplomacy Engineer Leadership Programming Security 2 Treachery

While this personnel is facing a dilemma, he cannot be stopped.

"When I stumbled on their ship, they were lost, disoriented – they had no idea how to function as individuals. They couldn't even navigate their own vessel. They had lost their sense of purpose. I gave them their purpose. And they gave me mine."

Integrity 1 | Cunning 10 | Strength 10

2 • Luaran
Cautious Inspector

Vorta

Biology Engineer Physics Science Treachery

When you play this personnel, if you command a Jem'Hadar, you may draw a card for each space mission you command.

Meticulous Vorta with a particularly untrusting disposition. Her ship patrols the Kelvas system and its surrounding territory.

Integrity 4 | Cunning 6 | Strength 3

2 • Lursa
Romulan Conspirator

Klingon

Anthropology Engineer Law 2 Treachery

When your other personnel present is about to be stopped by a dilemma, 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.

"If you rule against us and we are victorious in a war against Gowron . . . it would mean the end of the alliance with the Federation."

Integrity 2 | Cunning 6 | Strength 7

2 • Lursa
Ambitious Renegade

Klingon

Engineer Leadership Navigation 2 Treachery

When you play this personnel, reveal cards from the top of your deck equal to the cost of an event in your core. Take each Assault and Maneuver card revealed into your hand. Replace the remaining cards in the same order.

". . . now we have a weapon of unlimited power."

Integrity 2 | Cunning 6 | Strength 7

2 • Lursa
Romulan Conspirator

Klingon

Anthropology Engineer Law 2 Treachery

When your other personnel present is about to be stopped by a dilemma, 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.

"If you rule against us and we are victorious in a war against Gowron . . . it would mean the end of the alliance with the Federation."

Integrity 2 | Cunning 6 | Strength 7

Lying in Wait

Interrupt

When a personnel is about to be randomly selected by a dilemma, if you command a personnel at the same mission, make the selection as follows instead: the player who commands the eligible personnel excludes one from that selection, then the dilemma's owner chooses from the remaining eligible personnel.

Many fail to detect any Romulan influence in events until it is too late.

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2 Mareth

Romulan

Archaeology Engineer Programming Transporters

When this personnel is about to be stopped by a dilemma, you may discard an event from hand to prevent that.

Romulans share a capacity for extreme emotion with the Vulcans, but have embraced these feelings where their distant ancestors suppress them. Their moods can be subject to dangerously quick changes.

Integrity 5 | Cunning 6 | Strength 5

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3 • Martin Benbeck
Strict Interpreter

Human

Anthropology Honor Law Security

Genetically Enhanced. When you play this personnel, choose an opponent. You may draw a card for each headquarters mission he or she commands.

"Your presence here has already begun to affect the entire balance of our society."

Integrity 7 | Cunning 6 | Strength 6

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2 • Mila
Trusted Confidante

Cardassian

Biology Honor Intelligence Medical

Chef. Dissident. When an interrupt is played, you may kill this personnel to prevent that interrupt and place it in its owner's discard pile.

"What you're proposing is suicide. . . . Alright, I'll prepare some food. Nobody should die on an empty stomach."

Integrity 7 | Cunning 5 | Strength 3

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3 • Miles O'Brien
Repair Chief

Human

2 Engineer Honor Programming Transporters

When your event is about to be destroyed by an opponent, you may discard an event from hand to prevent that.

"'Fix the replicators, Chief.' 'My console's offline, Chief.' I should have transferred to a cargo drone. No people, no complaints."

Integrity 7 | Cunning 6 | Strength 5

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4 Militia Patrol

Event

Assault. Plays in your core.

Order – Destroy this event to begin combat involving your Bajoran Resistance personnel. If you win, randomly kill three opponent's personnel involved. That opponent may lose 5 points to prevent this.

Many former prison inmates serve in the Militia out of a sense of obligation, so those who fought to win their freedom won't have to.

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1 • Misdirection

Event

Infiltration. Plays in your core. While an opponent's personnel is present with your Infiltrator, he or she is attributes –1.

"We need to remind the Tzenkethi that the Federation is committed to protecting our colonies near their border. . . . The Defiant will leave in two days on a week-long patrol. I'll be coming along as an observer."

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2 Mission Accomplished

Event

Plays in your core. When you complete a mission, if you command a staffed ship at that mission with its Commander aboard, score 5 points.

"Once again, we've saved civilization as we know it."

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0 • More Than Meets the Eye

Event

Q. Lose 5 points to play in your core. When you reveal a planet dilemma from your dilemma stack, it is cost –1.

"Just one of our hand phasers could finish off an entire regiment." "Except for one thing. That hardly sounds like Q to give us an advantage like that."

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2 **Morik**

Borg

Anthropology Engineer Medical Transporters

The cost of the event in your core that has the highest cost is added to this personnel's attributes.

"You probably can't imagine what it is like to be so lost and frightened that you will listen to any voice which promises change."

INTEGRITY 4 CUNNING 5 STRENGTH 5

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0 **Mutual Advantage**

Event

To play this event, you must command three personnel. Each player discards a card from hand and draws a card. Then you may draw a card. Destroy this event.

"They have the energy and drive and the clones possess the emotional maturity, and the technological knowledge."
"They started out together. It seems only… fitting they should end up together."

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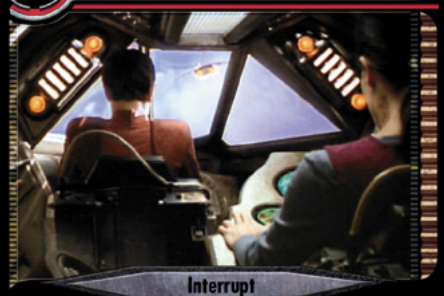
Natural Instincts



Interrupt

When your Bajoran Resistance personnel is facing a dilemma, name a skill that none of your personnel facing that dilemma has. That Bajoran Resistance personnel gains that skill until the end of that dilemma.

"Navigational sensors aren't functioning."
"No problem. … We'll have to fly by the seat of our pants."

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0 **No Escape**

Event

To play this event, you must command two Jem'Hadar. Plays in your core. When you play a Maneuver event, for each of your Damage cards on an opponent's ship, it is cost –1.

"There's no way out of here … The Jem'Hadar have cut us off. We need to consolidate the fleet and make our stand here."

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3 **•O'Brien Founder**
Agent Provocateur

Changeling

Anthropology Astrometrics Engineer Intelligence Treachery

Founder. Infiltrator. Shape-shifter. When you play this personnel, you may download an Infiltration card.

"We're smarter than Solids. We're better than you. And most importantly, we do not fear you the way you fear us."

INTEGRITY 4 CUNNING 6 STRENGTH 5

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3 **•Odo**
Impartial Investigator

Changeling

Anthropology Exobiology Honor Law Security

Shape-shifter.
Order – If this personnel is at a non-headquarters mission, lose 5 points and stop him to place an opponent's non-Honor personnel present in your brig.

"I suppose I'm considered a neutral observer."

INTEGRITY 6 CUNNING 6 STRENGTH 8

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3 **•Odo**
Impartial Investigator

Changeling

Anthropology Exobiology Honor Law Security

Shape-shifter.
Order – If this personnel is at a non-headquarters mission, lose 5 points and stop him to place an opponent's non-Honor personnel present in your brig.

"I suppose I'm considered a neutral observer."

INTEGRITY 6 CUNNING 6 STRENGTH 8

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2 **•Odo Founder**
Adept Imposter

Changeling

Engineer Programming Security Treachery

Founder. Infiltrator. Shape-shifter. When you are about to place an Infiltration card in your discard pile, if this personnel is present with an opponent's personnel, you may place that Infiltration card on top of your deck instead.

"Wait… it's me, Odo. … Chief, remember the last time we went kayaking in the holosuites? You had lamb stew for lunch."

INTEGRITY 3 CUNNING 6 STRENGTH 8

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2 **•Odo Founder**
Adept Imposter

Changeling

Engineer Programming Security Treachery

Founder. Infiltrator. Shape-shifter. When you are about to place an Infiltration card in your discard pile, if this personnel is present with an opponent's personnel, you may place that Infiltration card on top of your deck instead.

"Wait… it's me, Odo. … Chief, remember the last time we went kayaking in the holosuites? You had lamb stew for lunch."

INTEGRITY 3 CUNNING 6 STRENGTH 8

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1 On Foreign Ground

Dilemma

Unless you command **an event in your core**, your opponent chooses a personnel to be killed for each headquarters mission you command. If you have at least one card in your hand, you may discard your hand to prevent this.

"I don't understand a word you are saying, but I guarantee you — I know how to use this."

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One-Upsmanship

Interrupt

Order — Download a personnel or event, then shuffle that card and each copy of that card your opponents command into their owners' decks.

"Well, there's one difference between us — I'm hungry."
"The difference is your weakness, Captain, not mine."

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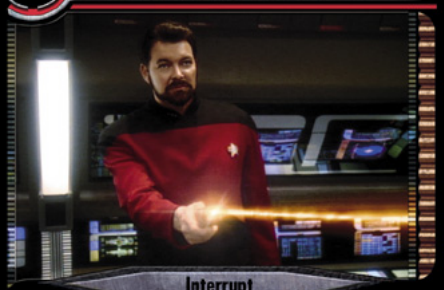
Operational Necessity



Interrupt

To play this interrupt, you must command two personnel. When an interrupt is played, discard a card from hand to prevent that interrupt and place it in its owner's discard pile.

"You were a resistance fighter. You know that certain times you do things that you're not proud of to accomplish the mission."

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0 Organized Terrorist Activities

Event

To play this event, you must command three personnel. Lose 5 points to make an opponent place his or her hand on top of his or her deck. Then you may examine that deck and choose a non-ship card to remove from the game. He or she shuffles and replaces his or her deck. Remove this event from the game.

"I wish there was a better way to handle this thing. I really do. Nobody wants peace any more than the Maquis."

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Outlining the Stakes

Interrupt

To play this interrupt, you must command three personnel. When you are checking if your personnel can meet a mission's requirements, lose 5 points to subtract a skill from those requirements.

"Vice Proconsul M'ret of the Imperial Senate. . . . His defection will be a profound blow to Romulus. . . . Now you realize why we are willing to go to such extraordinary lengths — even kidnapping you — to make sure we succeed."

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2 •Parem
Special Security

Romulan

Astrometrics Physics Security Treachery

While this personnel is facing a dilemma, he is attributes +1 for each other dilemma he has faced this turn.

Officer in a special task force of the Romulan military. In 2368, he was part of the team assigned to monitor field tests of a prototype phase-inverting cloaking device.

Integrity 4 | Cunning 5 | Strength 7

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1 •Party Atmosphere

Event

Plays in your core. When a player plays an event in his or her core, he or she chooses an opponent. For each headquarters mission that opponent commands, that event is cost −1.

"Hey, how can you listen to this without feeling the urge to dance?"

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0 •Power Shift

Event

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

"I knew they would never give us our freedom. I would have to take it. . . . But the point is that finally the Empire is realizing that there is a better way."

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2 Prison Compound

Event

Punishment. To play this event, you must command three personnel. Round the total number of icons on all your captives to the nearest multiple of 5. Score that number of points. Destroy this event.

"We had no idea that Bajoran prisoners were still being held on Cardassia IV. . . . I assure you the camp prefect will be chastised accordingly."

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1 **Pulling the Strings**

Event

To play this event, you must command two Vorta. Plays in your core. When the player on your right begins a mission attempt, you may place this event on the bottom of its owner's deck to draw an extra dilemma and spend one extra in total cost on dilemmas.

"You're gonna make it look like Gowron ordered the assassination." "…Needless to say, it is very important that the Dominion's part in this remain secret."

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2 **•Razka Karn**
Scavenger

Bajoran

Acquisition Archaeology Astrometrics Engineer Navigation

Bajoran Resistance. Smuggler. Thief. While this personnel is facing a dilemma, you may discard an event from hand to replace his Integrity with the Integrity of a personnel in your discard pile until the end of that dilemma.

"Let's just say I miss the old days on Bajor."

Integrity 4 Cunning 6 Strength 5

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Reborn

Interrupt

To play this interrupt, you must command three personnel present together at a non-headquarters mission.
Order – Lose 5 points to randomly select an opponent's personnel present with those personnel and take command of him or her.

"Captain! Help! Please help!"

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3 **Reconnaissance Drone**

Borg

Exobiology Navigation Security Transporters

Drone. When you play this personnel, you may download a non-Drone personnel, then place that personnel on top of your deck.

Task: Scout areas where resistance is anticipated. Secure.

Integrity 5 Cunning 5 Strength 5

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1 **Reide**

Human

Diplomacy Exobiology Physics

Order – Discard two cards from hand to place two random cards from an opponent's hand on top of his or her deck. You may do this only once each turn.

"…the Maquis are moving beyond self-defense. Their ranks are growing. They're acquiring ships, weapons – they seem to be preparing for a more aggressive military posture."

Integrity 4 Cunning 5 Strength 6

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2 **Relam**

Romulan

Astrometrics Officer Science Treachery

When this personnel is about to be stopped by a dilemma, you may discard an event from hand to prevent that.

Romulan thinking is often complex and long-term. Their military almost never initiates conflict, instead waiting for adversaries to commit themselves, then responding accordingly.

Integrity 4 Cunning 6 Strength 6

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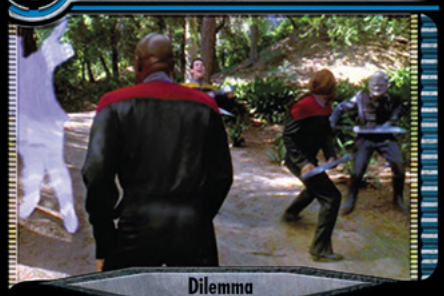
2 **Renegade Ambush**



Dilemma

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

"The Jem'Hadar that attacked your station are renegades. They've turned their back on their oath of allegiance to the Dominion…"

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2 **•Ressikan Flute**

Event

Artifact. *(To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.)* Plays in your core.
Order – Stop your personnel who has Integrity>6 to take an event from your discard pile into your hand.

A long-dead civilization on the planet Kataan is remembered only through this instrument and the memories bestowed upon its player.

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1 **•Riley Shepard**
Confident Cadet

Human

Cadet. While this personnel is facing a dilemma, he is attributes +1 and gains Biology, 2 Navigation, Programming, and Security.

"It was a group of elite cadets at the Academy. They were the best of the best. Red Squad received special training, special quarters, special everything."

Integrity 5 Cunning 5 Strength 6

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2 Rodak'koden

Jem'Hadar

Honor Physics Security Transporters

When you play this personnel, if you command a Vorta, you may draw two cards, then discard three cards from hand (only discard two if you command an event in your core).

"The Dominion has endured for 2,000 years, and will continue to endure long after the Federation has crumbled into dust."

Integrity 6 Cunning 5 Strength 8

3 •Running a Tight Ship

Event

Plays in your core. When you attempt a space mission using a ship with its Commander aboard, subtract one from the number of dilemmas your opponent may draw and one from the total cost he or she may spend on dilemmas.

"… I won't allow fear to undermine this crew's sense of purpose… even if that fear is justified."

2 •Rusot
Proud Nationalist

Cardassian

Biology Geology Officer Treachery

Dissident. Gul. While you command more events in your core than each of your opponents, this personnel gains Leadership and Security.

"It doesn't seem right, all this plotting and secrecy. What are we? Romulans?"

Integrity 4 Cunning 5 Strength 6

3 •Sela
Devious Schemer

Human/Romulan

Intelligence Leadership Officer Security 2 Treachery

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

"Do not be distressed. Your dream of reunification is not dead. It will simply take a different form — the Romulan conquest of Vulcan."

Integrity 2 Cunning 6 Strength 5

2 •Selok
Deep Cover Operative

Romulan

Anthropology Intelligence Security Treachery

While this personnel is at a mission, she is an Infiltrator. While this personnel is at your mission, you may attempt it.

Romulan patriot who spent years gathering intelligence on the Federation under the alias of a Vulcan ambassador.

Integrity 4 Cunning 6 Strength 5

2 •Seskal
Comrade in Arms

Cardassian

Anthropology Astrometrics Officer Science

Dissident. Glinn. While you command more events in your core than each of your opponents, this personnel cannot be stopped by dilemmas.

Passionate member of Damar's resistance. Resents that tactics the Bajorans used against his people are needed to fight the Dominion.

Integrity 5 Cunning 5 Strength 6

2 Setek

Romulan

Anthropology Exobiology Medical Physics

When this personnel is about to be stopped by a dilemma, you may discard an event from hand to prevent that.

Diligence and determination make the Romulans both powerful enemies and powerful allies. As the latter, they are perhaps even more dangerous, for they will end an alliance — without warning — the moment it is no longer to their advantage.

Integrity 5 Cunning 5 Strength 6

0 •Seth Matthews
Red Squad Cadet

Human

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

"We have cadets here as young as seventeen who are doing the jobs of officers twice their age."

Integrity 5 Cunning 5 Strength 5

0 Shared Problems

Event

To play this event, you must command three personnel. Plays in your core. When a player begins a mission attempt, the player to his or her left may draw an extra dilemma and spend one extra in total cost on dilemmas.

"I was suddenly overcome with a wave of nausea…"

"…but when you moved back to me, it got better. Well, it seems as if we're stuck with each other."

3 **Short Circuit**

Dilemma

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

"We've got to get out of here! The whole thing might blow!"

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2 **Side by Side**

Dilemma

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

"Synthetic organs are in place. We merely synchronize them with Kirk's autonomic nervous system, duplicating the rhythms of his body. At the same time, we duplicate the mental patterns."

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3 **•Solbor**
Faithful Attendant

Bajoran

●Anthropology ●Exobiology ●Honor

Prylar. When you complete a mission involving this personnel, if your Kai, other Prylar, or Vedek used a skill to complete it, score 5 points.

Advisor and liaison for Kai Winn. Has served well in this capacity since her election, despite the differences with her policies he sometimes feels.

INTEGRITY 7 | CUNNING 5 | STRENGTH 3

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1 **Standing Your Ground**

Event

Plays in your core. When you are about to destroy an event to begin an engagement involving your ship with its Commander aboard, you may destroy this card instead to pay that cost.

"Let's make sure history never forgets the name… Enterprise."

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2 **•Storage Compartment** X

Event

Plays in your core. When you have chosen dilemmas, you may place one unused planet dilemma or space dilemma on this event instead of beneath your dilemma pile. When you have drawn dilemmas, you may take any dilemmas from this event and add them to those drawn.

"There must be thousands of them."
"Hundreds of thousands."
"1,771,561."

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2 **•Storage Compartment**

Event

Plays in your core. When you have chosen dilemmas, you may place one unused planet dilemma or space dilemma on this event instead of beneath your dilemma pile. When you have drawn dilemmas, you may take any dilemmas from this event and add them to those drawn.

"There must be thousands of them."
"Hundreds of thousands."
"1,771,561."

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3 **•Surmak Ren**
Medical Administrator

Bajoran

●Biology ●Leadership ●Medical ●Programming ●Science

Bajoran Resistance. When you play this personnel, each opponent discards a card from hand for each headquarters mission he or she commands.

Former member of the Higa Metar resistance sect. He assisted in the creation of an aphasia virus to infect the staff of Terok Nor.

INTEGRITY 5 | CUNNING 6 | STRENGTH 5

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6 **•Talnot**

Janitza Class

While you command an event in your core and have a copy of that same event in your discard pile, your opponent cannot destroy that event.

Lead ship in the small armada which, under the command of General Krim, secured Deep Space 9 under orders from Jaro Essa.

RANGE 6 | WEAPONS 7 | SHIELDS 7

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0 **Talosian Trial**

Dilemma

Consume: 1. *(Your opponent places the top card of his or her dilemma pile face up beneath this mission.)* Your opponent takes one of his or her planet dilemmas that is overcome beneath one of your missions and places it face down on top of his or her stock of chosen dilemmas.

"They've reached into my mind and taken the memory of somewhere I've been. … It's starting just as it happened two weeks ago."

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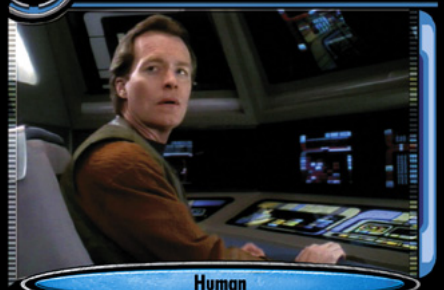
2 • Tamal
Technician



Human

Anthropology Engineer Science

While this personnel is attempting a mission, you may discard a Leadership personnel from hand to make a personnel present attributes +1 until the end of that mission attempt.

Former petty officer aboard the U.S.S. Gandhi, recruited into the Maquis by Thomas Riker.

INTEGRITY 6 CUNNING 6 STRENGTH 6

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2 • Tamarith
Reformist

Romulan

Anthropology Biology Honor Medical

Dissident. When you complete a mission, if this personnel used any of her skills, score 5 points.

Member of an underground group that pursues the fundamentals of Vulcan philosophy. Small but growing, the movement pushes covertly for a reunification of Romulus and Vulcan.

INTEGRITY 6 CUNNING 5 STRENGTH 4

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0 Targeted for Assimilation

Event

Assault. Lose 5 points to play in your core.
Order – Destroy this event to begin combat involving your personnel. If you win, choose an opponent's personnel involved and take command of him or her.

The Borg assimilation process occurs with such speed and efficiency that it takes only a few minutes to transform an ally into an enemy.

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2 Taul

Romulan

Biology Geology Navigation Security

When this personnel is about to be stopped by a dilemma, you may discard an event from hand to prevent that.

Romulans are well known to prefer isolation from other societies. Until the outside threats of the Borg and the Dominion became evident, the Empire had gone nearly a century with only minimal contact with its neighbors.

INTEGRITY 5 CUNNING 5 STRENGTH 6

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1 Tempted By Flesh

Event

To play this event, you must command three personnel. Examine a number of cards from the top of an opponent's dilemma pile equal to the number of his or her personnel you command. You may place those dilemmas on the top and bottom of that dilemma pile in any order. Destroy this event.

"Was that good for you?"

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3 Test of Wisdom

Dilemma

Unless you have **Anthropology, 2 Archaeology, and Integrity>38** or **2 Honor and 2 Officer**, all your Treachery personnel are stopped.

"He will triumph who knows when to fight and when not to fight."

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2 The Dreamer and the Dream

Dilemma

Place this dilemma on this mission. At the end of this turn, this dilemma is overcome. If at that time this mission has not been completed, its owner discards his or her hand.

"You can deny me all you want but you cannot deny Ben Sisko. He exists! That future, that space station, all those people – they exist! In here, in my mind. I created it! And every one of you know it. You read it. It's here! You hear what I'm telling you? You can pulp a story but you cannot destroy an idea!"

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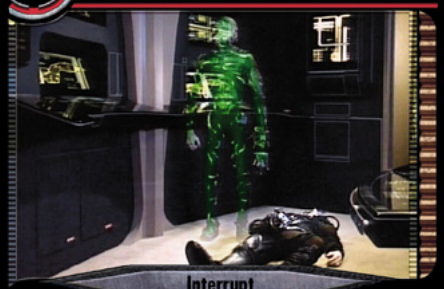
The First of Many



Interrupt

When your Borg is stopped while attempting a mission, discard the top card of your deck to unstop one of your other stopped Borg present. The Borg you unstop joins the mission attempt.

Like information and technology, Borg drones themselves are simply another resource at the Collective's disposal – and the least limited of all of them.

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0 The Key to Victory

Event

Pah-wraith. Draw cards equal to the cost of an event in your core, then discard that number of cards from hand. Then, if you command three personnel, you may draw a card. Destroy this event.

"You see, we have an ally we never knew we had."

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The Order of Things

Interrupt

When your Founder or Vorta is about to be killed, kill your unique Jem'Hadar present with him or her to prevent that.

"He does not have to earn my loyalty, Captain. He has had it from the moment I was conceived. I am a Jem'Hadar, he is a Vorta."

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2 • The Perfect Tool

Event

Plays in your core. During each of your Play and Draw Cards segments, you may spend 1 additional counter for each personnel you command but do not own.

"Welcome, Mister La Forge. We've waited a long time to meet you. … You are going to be of great help to us."

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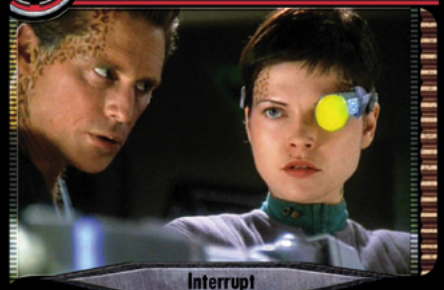
The Rite of Emergence



Interrupt

When your Host is attempting a mission, discard two random cards from hand to make him or her gain Treachery and a skill of your choice until the end of this turn.

"I wish you'd stop being afraid of me. It's not like we're strangers. That worm in your belly used to be mine. Which means I'm part of you… and you're part of me."

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2 • The Stone of Gol

Equipment

Artifact. *(To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.)* When combat begins involving your personnel present, the opponent's personnel involved who has the highest Strength is killed.

"There was even a time when we used our telepathic abilities as a weapon. A time when we learned to kill with a thought."

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2 • The Sword of Kahless

Equipment

Artifact. *(To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.)* **Hand Weapon.** Each of your Klingons and Honor personnel present is Integrity –2, Cunning +1, and Strength +2.

"An icon that predates the Klingon Empire. An icon more sacred than the Torch of G'kar … More revered than Sabek's armor, and more coveted than the Emperor's crown! … the bat'leth of the first Warrior King."

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2 Thought Maker

Event

Artifact. *(To play this card, you must have completed a mission requiring Acquisition, Anthropology, or Archaeology.)* Plays in your core. When you have drawn dilemmas, you may search your dilemma pile for a copy of one of your overcome dilemmas and add it to those drawn. Shuffle and replace your dilemma pile face down.

Illegal device that twists a victim's mind into reliving the past.

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1 • Tim Watters
Valiant Captain

Human

Cadet. Commander: *U.S.S. Valiant.* While this personnel is facing a dilemma, he is attributes +1 and gains Diplomacy, 2 Leadership, Officer, and Physics.

"I want you to look at this moment in your life. Take it in. Appreciate the fact that you are on this ship, with this group of people, at this point in history. … Hold on to it. Savor it for as long as you can. You're Starfleet. You're Red Squad. And you're the best."

Integrity 5 | Cunning 5 | Strength 6

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3 • Toran
Ambitious Brute

Cardassian

● Astrometrics ● Diplomacy ● Officer ● Physics
● 2 Treachery

Assassin. Gul.
Order – Discard a personnel from hand and return this personnel to his owner's hand to kill an opponent's personnel present who has a skill that discarded personnel has.

"I will take over from here."

Integrity 2 | Cunning 5 | Strength 6

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2 • Treyam
Militia Soldier

Bajoran

● Archaeology ● Medical ● Physics
● Programming

Bajoran Resistance. When you play this personnel, for each event in your discard pile, he is cost –1. While you have a Medical personnel in your discard pile, this personnel gains Medical.

Trained in guerrilla tactics, the Militia is strong even in small numbers.

Integrity 5 | Cunning 5 | Strength 6

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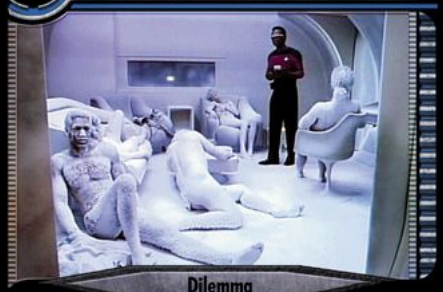
8 Tsiolkovsky Infection X



Dilemma

For each event your opponent commands in his or her core, this dilemma is cost –1. Unless you have **2 Anthropology, 2 Programming, and Cunning>38** or **2 Biology, Exobiology, and 2 Medical**, randomly select three personnel to be killed.

"Like intoxication but worse. Judgment almost completely impaired…"

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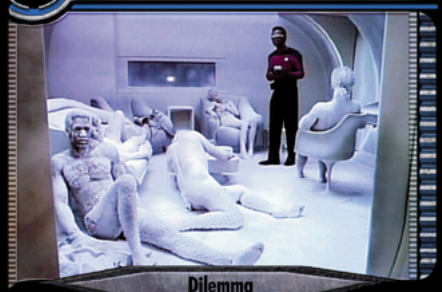
8 Tsiolkovsky Infection



Dilemma

For each event your opponent commands in his or her core, this dilemma is cost –1. Unless you have **2 Anthropology, 2 Programming, and Cunning>38** or **2 Biology, Exobiology, and 2 Medical**, randomly select three personnel to be killed.

"Like intoxication but worse. Judgment almost completely impaired…"

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7 • U.S.S. Valiant
Red Squad Training Ship

Defiant Class

This ship is attributes +1 for each of your Cadets aboard (limit +4).

"The training cruise was supposed to last three months. We had seven regular officers and a crew of 35 cadets. The plan was for the cadets to run the ship while the officers observed and critiqued our performance. … Our mission was to circumnavigate the entire Federation before returning home."

Range 8 | Weapons 10 | Shields 10

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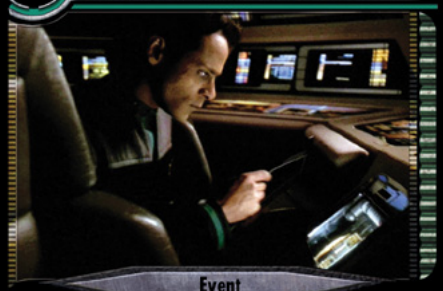
1 Undercover Resource



Event

Infiltration. Plays in your core. While your Infiltrator is at an opponent's incomplete non-headquarters mission, you may spend 1 additional counter during each of your Play and Draw Cards segments.

"Obviously we have a changeling infiltrator on the station. … That's who I'd send."

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2 Ungracious Hosts

Dilemma

Choose a personnel. Your opponent may discard cards from hand equal to the number of ● icons on that personnel to place him or her in your opponent's brig.

"Did you say something, pinkskin?"

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1 • VIP Welcome

Event

To play this event, you must command three ◆ personnel. Plays in your core. When a player plays a personnel who costs 3 or more, he or she may draw a card.

"I am Captain Picard. Welcome aboard. We hope your journey will be pleasant and comfortable."

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2 • We Are Back

Event

To play this event, you must command three ◒ personnel. Plays in your core. Each of your ◒ Officer personnel is Cunning +2. When an opponent plays an event to his or her core, destroy this event.

"Matters more urgent caused our absence. Now, witness the result. Outposts destroyed, expansion of the Federation, everywhere. Yes, we have indeed been negligent, Captain, but no more."

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2 • Weyoun
Warship Commander

Vorta

●Leadership ●Navigation ●2 Treachery

Commander: *Tenak'talar.* 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.

"As I see it, you have two choices. Either you remove the mines… or we will take this station from you and remove them ourselves."

Integrity 2 | Cunning 6 | Strength 4

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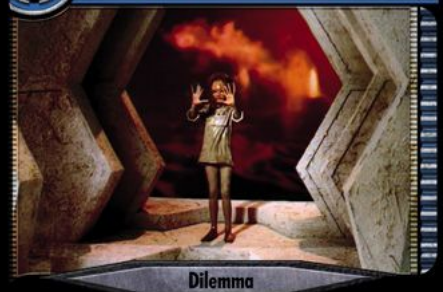
8 Whisper in the Dark X



Dilemma

For each event your opponent commands in his or her core, this dilemma is cost –1. Unless you have **2 Geology, 2 Physics, and Cunning>38** or **2 Honor, 2 Officer, and Transporters**, randomly select three personnel to be killed.

"The Dremans are not a subject for philosophical debate, they are a people. … We are going to allow her to die, are we not?"

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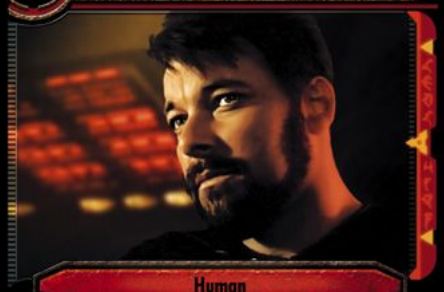
2 • William T. Riker
Exchange Officer



Human

Anthropology Leadership Navigation Officer

While this personnel is facing a dilemma, you may discard a card from hand to make him gain a skill from your Klingon present until the end of that mission attempt.

"I have been assigned to serve this ship and to obey your orders and I will do exactly that."

Integrity 6 Cunning 6 Strength 6

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2 • William T. Riker
First Officer

Human

Anthropology Leadership Navigation Officer

When this personnel is about to be stopped by a dilemma, you may unstop one of your stopped personnel present. That personnel joins this mission attempt.

"I have no problem with following any rules you lay down, short of compromising your safety."

Integrity 6 Cunning 6 Strength 6

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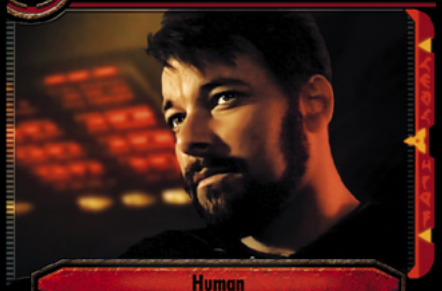
2 • William T. Riker
Exchange Officer



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3 • Worf
Conn Officer

Klingon

Honor Navigation Officer Security

Order – Destroy your event to exchange a dilemma beneath your mission with the top card of its owner's dilemma pile.

"The Romulans attacked the Khitomer outpost. Everyone was killed. I was buried under the rubble and left for dead. A human Starfleet officer found me."

Integrity 7 Cunning 5 Strength 8

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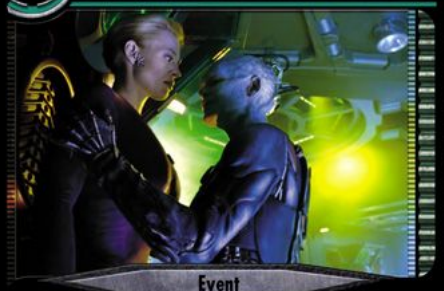
0 You've Always Been My Favorite



Event

To play this event, you must command three personnel. Lose 5 points to play in your core. When you play this event, download up to five cards, then place them on this event. You may spend 1 counter to take a card on this event into your hand. When there are no cards on this event, destroy it.

"We're not friends."
"No, we're more than that – we're family."

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2 Your Fear Will Destroy You

Event

Infiltration. For each opponent's headquarters mission where you command an Infiltrator, score 5 points. Remove this event from the game.

"How many changelings do you think are here on Earth right at this moment? … What if I were to tell you that there are only four on this entire planet? Huh? Not counting Constable Odo, of course. Think of it. Just four of us, and look at the havoc we've wrought."

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2 Your Moment is Fading

Dilemma

Randomly select a personnel. Unless **that personnel has an attribute>6**, he or she is stopped. If that personnel also has an attribute<5, he or she is killed instead of being stopped.

"Time to pray, Captain. Pray to me. … Pray that you die easily."

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