

**1 Adapted to Service Us**



**Event**

To play this event, you must command three **1** personnel. Plays in your core. When you win combat or an engagement involving your **1** personnel, you may discard the top card of your deck to take command of an opponent's event that has no cards on it. (Move that event to your core.)

*"Recognize it? ... It's your nanovirus. With a few modifications. We've reprogrammed it to target your mutated drones."*

**3 Aftermath**



**Dilemma**

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

*"Lieutenant, I need bandages, disinfectant ... something with alcohol in it."*

**4 • Alexander Rozhenko**  
K'mtar



**Human/Klingon**

**2 Diplomacy • Honor • Programming • Transporters**

**High Council Member.** When you play this personnel, if each of your non-headquarters missions requires Diplomacy, you may download up to two events, then play each of them at cost -3.

*"I never became a warrior! I became a diplomat. A 'peccemacat'."*

**INTEGRITY 8 CUNNING 5 STRENGTH 8**

**3 Annexation Drone**



**Borg**

**• Geology • Navigation • Physics • Transporters**

**Drone.** When you play this personnel, if each of your non-headquarters missions is an **A** mission, score 5 points. When you lose command of this personnel, remove it from the game.

*Task: Review targets for expansion in peripheral unimetrics. Classify.*

**INTEGRITY 5 CUNNING 5 STRENGTH 5**

**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**  
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**

**5 • Bareil Antos**  
Esteemed Vedek



**Bajoran**

**• Anthropology • Biology • 2 Diplomacy • 2 Honor • Leadership • Science**

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

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

**INTEGRITY 8 CUNNING 6 STRENGTH 5**

**4 • Bashir Founder**  
Nefarious Saboteur



**Changeling**

**• Engineer • Exobiology • Intelligence • Medical • Physics • 2 Treachery**

**Founder. Infiltrator. Shape-shifter.** When you play an Infiltration card, if this personnel is present with an opponent's personnel, you may draw a card.

*"I can only imagine what my replacement is up to on the station."*

**INTEGRITY 1 CUNNING 7 STRENGTH 6**

**5 • Benjamin Sisko**  
The Emissary of the Prophets



**Human**

**• Anthropology • Archaeology • 2 Diplomacy • 2 Honor • 2 Leadership**

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

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

**INTEGRITY 9 CUNNING 7 STRENGTH 6**

**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."

**2 Biogenic Weapon**



**Event**

To play this event, you must command two  personnel. Plays on a mission. This mission cannot be attempted unless its owner has completed each other non-headquarters mission he or she commands.

"He launched three stratospheric torpedoes at the planet and spread cobalt dioxenide throughout the biosphere. ... The Cardassians are already evacuating."

**4 Borg Queen**  
Guardian of the Hive



**Borg**

**3 Leadership** **Treachery**

While this personnel is facing a dilemma, you may replace your Drone present with a Drone from your discard pile. Place the Drone you replaced in his or her owner's discard pile. You may do this only once each dilemma.

"You wish to ensure the well-being of your 'collective.' I can appreciate that."

**INTEGRITY 4** **CUNNING 8** **STRENGTH 6**

**2 Borum**  
Selfless Hero



**Bajoran**

**Exobiology** **Honor** **Medical**

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

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

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

**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."

**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."

**2 Bustling with Activity**



**Event**

Plays in your core. When you play a personnel at Mouth of the Wormhole, each player may discard a card from hand to download a personnel of the same affiliation as the played personnel.

With the discovery of the wormhole to the Gamma Quadrant, Deep Space 9 became a center of commerce and base of exploration virtually overnight.

**Change of Heart**



**Interrupt**

To play this interrupt, you must command three  personnel. When a random selection is made by a dilemma, you may ignore its results and select again.

Commander Daxtra appealed to Suran for support when she came to realize not only that do the ends not justify the means, but that Shinzon's goals had little to do with hers.

**1 Changed History**



**Event**

**Temporal.** Plays in your core. When you win an engagement involving your  ship, you may reveal the top card of the loser's deck. If it is a personnel you do not command, you may place him or her on that ship. (You now command that personnel.)

"They must have done it in the past. They went back and assimilated Earth."

**5 • Complications**



**Event**

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

*"You didn't expect to find me here. You thought this was Ceti Alpha VI."*

**2 Confessions in the Pale Moonlight**



**Event**

Plays in your core. While your  Treachery personnel is attempting a mission, you may destroy this event to make him or her gain a skill of your choice until the end of this turn.

*"I laid the first stone right there. I'd committed myself. I'd pay any price, go to any lengths, because my cause was righteous. My intentions were good. In the beginning, that seemed like enough."*

**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."*

**2 • Croxis**  
Fanatical Lieutenant



**Borg**

     
 

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

**3 • Damar**  
Useful Adjutant



**Cardassian**

      


**Glinn.** When an opponent is about to draw dilemmas, if this personnel is attempting a mission, you may discard a card from hand to subtract one from the number he or she can draw. You may do this only once each turn.

*"The last mines have been neutralized."*

INTEGRITY 3 CUNNING 5 STRENGTH 6

**Dark Secrets**



**Interrupt**

**Pah-wraith.** When your  personnel is facing a dilemma, remove two cards in your discard pile from the game to make each of your  personnel attributes +1 until the end of that dilemma (or +3 if you choose an opponent to choose the two cards you remove from the game instead).

*"The Pah-wraiths aren't evil, but they are powerful. And they're willing to share their power with you. ... do you want it?"*

**1 • Data**  
Loyal Brother



**Android**

     
 

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

**2 • Deanna Troi**  
Major Rahal



**Betazoid/Human**

  

While this personnel is present with a  Dissident personnel, she is attributes +1 and gains Intelligence, Leadership, and Security.

*"How typical of the military to resort to brute force when discretion is required."*

INTEGRITY 6 CUNNING 5 STRENGTH 4

**4 Dignitaries and Witnesses**



**Dilemma**

Unless you have an **Admiral** or a **General** or 3 **Leadership**, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.

*"Today the guns are silent. A great tragedy has ended. We have known the bitterness of defeat and the exultation of triumph, and from both we have learned there can be no turning back. We must go forward to preserve in peace what we've won in war."*

**1 Disadvantage Into Advantage**



**Event**

To play this event, you must command three  personnel. Plays in your core. The first unique personnel played each turn costs -2.

*"My technique was to look for some thing, no matter... no matter how small, that was common to both groups. And then, to begin a process where one person or one group expresses themselves to each other."*

**2 Distant Exploration**



**Event**

Plays on your headquarters mission. When you complete a mission that has a different quadrant icon than this mission, score 5 points.

*"The lifeforms who created the wormhole have agreed to allow safe passage for all ships traveling to the Gamma Quadrant."*

**7 Dominion Battleship**



**Battleship**

This ship is attributes +1 for each of these species you have aboard it: Changeling, Jem'Hadar, and Vorta.

*"...that ship out there is a direct threat to every Federation outpost and colony within fifty lightyears."*

**RANGE 9 WEAPONS 10 SHIELDS 10**

**3 •Dukat**  
Liberator and Protector



**Cardassian**

    **2 Treachery**

**Gul.** When this personnel uses a skill to complete a mission, each of your opponents discards the top three cards of his or her deck. You may do this only once each turn.

*"A true victory is to make your enemy see they were wrong to oppose you in the first place. To force them to acknowledge your greatness."*

**INTEGRITY 2 CUNNING 6 STRENGTH 6**

**3 •Enabran Tain**  
"Retired" Splymaster



**Cardassian**

   **2 Intelligence**  **2 Treachery**

When you play this personnel, if each of your non-headquarters missions requires Intelligence, you may draw up to seven cards, then discard two cards from hand.

*"I take this action not in defiance of the Cardassian state, but in defense of it."*

**INTEGRITY 2 CUNNING 7 STRENGTH 3**

**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."*

**Escape**



**Interrupt**

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

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

**4 Eye to Eye**



**Dilemma**

Your opponent names a number. Randomly select two personnel. Each of those personnel that has an attribute matching that number is stopped.

*"You don't trust me."  
"I guess I am... a little... afraid of you."  
"Then you fear yourself."*

**4 Face to Face**



**Dilemma**

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

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

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?"*

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?"*

3 **Final Adventure**



Dilemma

Consume: 2. (Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.) Your opponent names a number. For each of your headquarters missions, randomly select a personnel who has a cost equal to that number to be killed and this dilemma returns to its owner's dilemma pile.

*"The least I could do ... for the Captain of the Enterprise."*

1 **Foresight**



Event

Plays in your core.

Order — Stop your  personnel to examine the top card of your deck, then place it on the top or bottom of your deck.

*"The knowledge and experience of the human — Picard — is part of us now. It has prepared us for all possible courses of action."*

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

2 **Friction**



Event

To play this event, you must command three  personnel. Plays in your core. When a player plays a non-Jem'Hadar personnel, that personnel is stopped.

*"All right, that's enough. ... Now the two of you, sit down. I promise, you'll both have more fight than you can handle before this is over."*

3 **Full Security Alert**



Dilemma

Randomly select a Security personnel to be stopped. If that personnel costs 2 or less, randomly select two other Security personnel to be stopped.

*"More security, transporter room four. More security. More security!"*

3 **Gelnon Aloof Tactician**



Vorta

• Archaeology • Law • Leadership • Science • Treachery

When you play this personnel, if each of your non-headquarters missions is an  mission, you may download a Jem'Hadar and place it aboard your  ship.

*"I was initially quite skeptical about you and the other new Jem'Hadar bred in this quadrant. But this is a most impressive debut."*

INTEGRITY 4 CUNNING 6 STRENGTH 4

3 **Gomtuu Shock Wave**



Dilemma

Unless you have 2 Diplomacy and Integrity > 32 or Telepathy and Integrity > 35, all your personnel are stopped and this dilemma is placed on your ship.

Damage — This ship is attributes -2.

*"Whatever Tin Man hit us with, it fried circuits I thought were unfryable."*

**2 Goran**



**Cardassian**

★ **Biology** ● **Intelligence** ● **Medical** ● **Transporters**  
**Infiltrator.** When you play this personnel, you may discard an equipment or event card from hand to make this personnel cost -2.  
*"They must have found out there was a Maquis cell here."*

INTEGRITY 6 CUNNING 6 STRENGTH 6

**0 Guidance of the Council**



**Event**

Plays in your core. When you play a Diplomacy personnel, you may destroy this event to download a Chancellor or High Council Member.  
*"Since the mid-21<sup>st</sup> century, the Klingon High Council has governed the affairs of the Empire from the Great Hall in the First City on Qo'noS."*

**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

**3 Hard Time**



**Dilemma**

Place this dilemma in your core. Randomly select a personnel and place him or her on this dilemma. At the start of your next turn, remove this dilemma from the game and return the personnel on it to his or her owner's hand.  
*"... you haven't been in prison. What you experienced was an artificial reality, an interactive program that created memories of things that never actually happened."*

**4 Head to Head**



**Dilemma**

Your opponent names a skill. Randomly select two personnel. Each of those personnel that has that skill is killed.  
*"Kill him! He's the one!"*  
*"Not me, you idiot! Him!"*

**2 Helpless**



**Dilemma**

Randomly select a personnel. Unless he or she has at least one skill listed in this mission requirements, stop that personnel, then randomly select another personnel to be stopped.  
*"It is the truth. I stand before you, defrocked. I'm condemned to be a member of this lowest of species. A normal, imperfect, lumpen human being."*

**4 High Command "Motivation"**



**Event**

Plays in your core. At the start of each of your turns, you may kill one of your ● personnel to spend a number of additional counters that turn equal to that personnel's cost. If that personnel is unique, you may spend 1 more additional counter that turn.  
*"It would seem that the unfortunate soul had been given a massive dose of a psychotropic drug."*

**0 • I Don't Like to Lose**



**Event**

Plays in your core. When you are about to draw dilemmas, you may discard a card from hand to subtract up to three dilemmas from the number of dilemmas you may draw and add that same number to the total cost you may spend on dilemmas.  
*"I reprogrammed the simulation so it was possible to rescue the ship. ... I changed the conditions of the test. Got a commendation for original thinking."*

**I Need A Little Counseling**



**Interrupt**

When your personnel is attempting a mission, he or she gains a skill from your ● personnel present until the end of that mission attempt.  
*"Do you really need counseling or did you come down here to play?"*

**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."

**4 Interstellar Treaty**

**Event**

To play this event, you must command two Diplomacy personnel. Place a Diplomacy personnel from hand who costs 3 or less on your headquarters mission. Destroy this event.

As important as the military victory over the Dominion was the diplomatic victory of uniting the Alpha Quadrant against them.

**2 Invocation of Kosst Amojan**

**Event**

**Pah-wraith.** Discard a unique personnel from hand to choose one: take two personnel from your discard pile into hand; or download a personnel. Destroy this event.

"The Pah-wraiths demand a sacrifice. Someone worthy of them . . . Who better than you?"

**2 •Ixtana'Rax**  
Honored Elder

**Jem'Hadar**

**Anthropology** **Astrometrics** **Honor**  
 **Leadership** **Navigation** **Officer**

When this personnel uses one of his skills to complete a mission, he is killed.

"It must be gratifying for an 'Elder,' to end his career with a victory."

**INTEGRITY 6 CUNNING 6 STRENGTH 8**

**4 •Jake Sisko**  
Temporal Anchor

**Human**

**Anthropology** **Astrometrics** **Biology**  
 **Physics** **Programming** **Science**

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

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

**INTEGRITY 7 CUNNING 7 STRENGTH 3**

**2 •Jean-Luc Picard**  
Vintner

**Human**

**Archaeology** **Biology** **Diplomacy** **Science**

When you play this personnel, if each of your non-headquarters missions requires Biology, you may download up to three personnel.

"You're all treating me like an invalid, but I assure you I've got a few years left. I don't need to be led around and I don't want to be patronized."

**INTEGRITY 6 CUNNING 5 STRENGTH 3**

**3 •Jean-Luc Picard**  
Galen

**Human**

**Anthropology** **Archaeology** **Leadership**  
 **Science**

**Commander: Fortune. Thief.** While an artifact is in your discard pile, each of your Smuggler personnel and Thief personnel is attributes +1.

"Wheels within wheels. I'm starting to forget which side I'm on."

**INTEGRITY 6 CUNNING 6 STRENGTH 6**

**3 •Kamala**  
The Perfect Mate

**Kriosian**

**2 Anthropology** **Archaeology** **Diplomacy**  
 **Telepathy**

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

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

**INTEGRITY 6 CUNNING 6 STRENGTH 4**

**5 Kelvan Show of Force**

**Dilemma**

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

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

**2 • Kira Nerys**  
Starfleet Emissary



**Bajoran**

• Leadership • Officer • Security  
 You may play this personnel at Bajor or Cardassia Prime. While this personnel is facing a dilemma, you may discard an event from hand to make a non-Bajoran present attributes +2 until the end of that dilemma.  
*"You want me to go behind enemy lines and teach a bunch of Cardassians how to be resistance fighters?"*

INTEGRITY 6 CUNNING 6 STRENGTH 6

**Knowledge and Experience**




**Interrupt**

To play this interrupt, you must command three 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?"*

**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

**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

**3 • Lamat'Ukan**  
Resourceful Third



**Jem'Hadar**

• Programming • Security • Transporters  
 Alpha. When an engagement you began ends, you may unstop each of your personnel and ships involved and restore all Range those ships have used this turn. You cannot begin any other engagements this turn.  
*"I've realigned the targeting sensors. There were errors in the tracking subroutines."*

INTEGRITY 6 CUNNING 5 STRENGTH 7

**4 • Locutus**  
Voice of the Borg



**Borg**

• 2 Diplomacy • 2 Leadership • Officer  
 • 2 Treachery  
 Commander: *Locutus' Borg Cube*. While this personnel is facing a dilemma, if he uses his Diplomacy, Leadership, Officer, or Treachery to meet its requirements, score 10 points.  
*"I am Locutus of Borg. Resistance is futile. Your life as it has been is over. From this time forward, you will service us."*

INTEGRITY 1 CUNNING 6 STRENGTH 8

**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 • 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 • Machinations**



**Event**

**Temporal.** Plays in your core. When you have drawn dilemmas, you may remove this event and those dilemmas from the game to search your dilemma pile and choose a dilemma that costs no more than the number of dilemmas you removed. Shuffle and replace your dilemma pile face down. Place the chosen dilemma on the top of your dilemma stack.  
*"We didn't plan to involve the humans or the Vulcans. ... not yet."*

**3** **Maglock**



**Dilemma**

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

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

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**0** **Maquis Raid**



**Event**

To play this event, you must command two  ships. Plays in your core. When an opponent's personnel gains a skill as an effect of that opponent paying a cost, you may place a card from hand on this event. When your  personnel is facing a dilemma, you may take a card on this event into hand to make that personnel gain a skill of your choice until the end of that dilemma.

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**3** • **Mendak**  
*Duplicious Admiral*



**Romulan**

**Exobiology** **Intelligence** **Leadership**  
**Officer** **Transporters** **Treachery**

**Admiral, Commander: Devoras.** While each of your non-headquarters missions is not a  mission, you may attempt each of them using your  personnel.

*"...my patience has limits. The game is over. I expect you to leave peacefully. Now."*

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

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**2** • **Michael Eddington**  
*Traitor to Starfleet*



**Human**

**Engineer** **Programming** **Security** **Treachery**

**Order** — Return this personnel to his owner's hand to return an opponent's Leadership personnel present to his or her owner's hand.

*"I'm afraid I need to take command of the station for the next few hours."*

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

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**3** **Mr. Tricorder**



**Dilemma**

Your opponent chooses a personnel. Unless you choose to place him or her aboard your ship at this mission, randomly select two personnel to be stopped.

*"Data, we don't have time for this!"*

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**No Harm Done**



**Interrupt**

When a personnel facing a dilemma uses his or her skills, he or she loses all skills until the end of this turn.

*"...I got off several cutting remarks that no doubt did serious damage to their egos. ... I'm serious, Doctor. Thanks to your ministrations, I'm almost completely healed. The damage I did to them will last a lifetime."*

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**4** • **Odo**  
*Curzon Odo*



**Changeling**

**Anthropology** **Diplomacy** **2 Law** **Security**

**Host, Shape-shifter.** This personnel is Cunning +1 for each Diplomacy personnel in your discard pile (limit +4). This personnel is Strength +1 for each Security personnel in your discard pile (limit +4).

*"... it's as if Odo and Curzon have been ... joined. It's proving to be an interesting experience for both of us."*

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

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**1** **Ohhhh! Nothing Happened!**



**Event**

**Q. Temporal.** Plays in your core. When you play another Temporal card, you may destroy this event to name a dilemma. Choose an opponent to take a copy of that dilemma from his or her dilemma pile and remove it from the game. That opponent shuffles and replaces his or her dilemma pile face down.

*"You mean I caused the anomaly... and the anomaly in some way disrupted the beginning of life on Earth."*

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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'rat 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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**4 Overwhelmed**



**Dilemma**

Place this dilemma on this mission. When a personnel facing a dilemma at this mission uses his or her skills, he or she is stopped. At the end of this turn, return this dilemma to its owner's dilemma pile.

*"Just a minute, Doctor. Why don't we go back to the beginning and take me through this step by step, nice and easy."*

**2 Personal Duty**



**Dilemma**

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

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

**1 • Quark**  
Resistance Informant



**Ferengi**

● **Acquisition** ● **Anthropology** ● **Diplomacy** ● **Programming**

**Dissident.** When you play this personnel, discard a card from hand. When this personnel is facing a dilemma, he may gain a skill from your Dissident present until the end of that dilemma. You may do this only once each turn.

*"I want the Federation back. I want to sell root bear again!"*

**INTEGRITY 4 CUNNING 6 STRENGTH 4**

**3 • Quintessence**



**Event**

To play this event, you must command three ● personnel. Plays in your core. At the start of your turn, you may download a ● personnel or ● ship. When you do this, discard cards from the top of your deck equal to the cost of that card.

*"...disembodiment. It's the epitome of perfection."*

**4 • Remata'Klan**  
Unit Leader



**Jem'Hadar**

● **Exobiology** ● **Honor** ● **Leadership** ● **Officer** ● **Security**

When this personnel is an eligible target for a random selection, you may exclude another ● personnel present from that selection.

*"You may discipline me, but only I discipline the men. That is the order of things."*

**INTEGRITY 7 CUNNING 6 STRENGTH 8**

**2 Requisitions Drone**



**Borg**

● **Archaeology** ● **Astrometrics** ● **Physics** ● **Science**

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

*Task: Assess resources needed for scientific evaluations. Obtain.*

**INTEGRITY 5 CUNNING 5 STRENGTH 5**

**4 • Roga Damar**  
Decorated Subhadar



**Angosian**

● **Biology** ● **Engineer** ● **Leadership** ● **Navigation** ● **Programming** ● **Security**

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

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

**INTEGRITY 4 CUNNING 8 STRENGTH 8**

**3 • 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 • Santos**  
Squad Leader



**Human**

● **Leadership** ● **Medical** ● **Navigation** ● **Transporters**

While this personnel is attempting a mission, you may destroy your event to add that event's cost to this personnel's attributes until the end of that mission attempt.

*"We have to make a preemptive strike. Send a message to Cardassia that we won't sit still and let them kill us with toxins."*

**INTEGRITY 4 CUNNING 5 STRENGTH 6**



## Secret Conspiracy



Interrupt

When an opponent's personnel is about to complete a mission, add the skills (except Intelligence) of your Intelligence personnel at that mission to the mission's requirements. This effect lasts until the end of that opponent's turn.

"...if the Duras are being aided by the Romulans, it becomes very much our concern."



## Shankar Maquis Soldier



Human



Archaeology • Biology • Geology • Officer  
• Treachery

When you play this personnel, if you command at least three Region: Demilitarized Zone missions, you may make each opponent place his or her hand on the top of his or her deck in the order of his or her choice.

"Starfleet does not condone the Maquis' actions ..."

INTegrity 4

CUNning 6

STRENGTH 6



## Shipboard Fire



Dilemma

Unless there are no damage markers on this ship, all your personnel are stopped.

An unchecked hazard aboard a starship can quickly lead to even more alarming problems. Just as with ancient sailing vessels, fire poses a particular risk.



## Shri-tal



Interrupt

When your personnel is killed by a dilemma, you may draw cards equal to that personnel's cost.

"There's a Cardassian tradition, called Shri-tal. The dying give their secrets to their family, to use against their enemies. But I have no one left to carry my secrets. No one but you. ... Be my daughter one last time, Nerys. Hear what I know ... and use it as you see fit."



## Stalling for Time



Event

To play this event, you must command three personnel. Name a personnel. Each opponent returns each personnel he or she commands who has that card title to his or her owner's hand. Remove this event from the game.

"Wouldn't it be better to postpone this operation? Let me stay with them longer, meet other Maquis leaders ... It seems to me I could be more valuable if I had more time."



## Stealth Mission



Event

**Pursuit.** Plays in your core. When your opponent overcomes a dilemma, you may place a card from hand on this event. At the start of each of your turns, take all cards on this event into hand to make your Cloaking Device ship Range +1 until the end of this turn for each card taken off this event this way.

"Lay in a course to the wormhole. I want to cloak as soon as we reach the Gamma Quadrant."



## 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."



## Strength for Our Struggle



Interrupt

When your personnel is facing a dilemma, he or she gains one of every skill he or she already has until the end of that dilemma.

"Ra parked us between their warp nacelles. I thought she was crazy, but it worked. She knew exactly what she was doing."



## 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 stack 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."

**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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**1 The Manheim Effect**



**Event**

**Temporal.** Plays in your core. When you are about to draw dilemmas, you may destroy this event to take an overcome dilemma you own from an opponent's completed mission and place it on top of your dilemma pile.

*"Sensors show nothing, sir, but it appears a moment in time repeated itself exactly. For everyone."*

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**3 The New Resistance**



**Event**

To play this event, your opponent must command a ship at a non-headquarters mission. Plays in your core. When you play a Dissident personnel, you may reveal the top card of your deck. If it is a Dissident, you may play him or her at cost -3.

*"Relax. We're just sitting here enjoying each other's company."*

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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 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'boj... More revered than Sabak's armor, and more coveted than the Emperor's crown! ... the bat'leth of the first Warrior King."*

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**3 The Three Vipers**



**Dilemma**

Unless you have **Engineer and 2 Navigation or Astrometrics, Officer, and Science**, all your personnel are stopped and this dilemma is placed on your ship.

**Damage —** At the start of each of your turns, discard a card from hand.

*"When the river wakes, stirred once more to Janir's side, three vipers will return to their nest in the sky."*

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**Transwarp Conduit**



**Interrupt**

**Order —** Move your ship at Destroy Transwarp Hub or Unicomplex to any mission. (No Range is required or used.)

*"Of all the Borg's tactical advantages, this could be the most significant."*

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**3 Tribunal Sentencing**



**Event**

**Punishment.** To play this event, you must command three personnel. Plays in your core. While you have an opponent's personnel in your brig, that opponent has 1 fewer counter to spend during each of his or her Play and Draw Cards segments.

*"The investigation is over. Your case is going to a special tribunal this afternoon. You will be informed of the sentence just before it meets."*

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**6** *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..."*

**7** *U.S.S. Defiant*  
Repurposed Warship

**Defiant Class**

**Cloaking Device.** When you play this ship, if each of your non-headquarters missions is a **1** mission, you may spend 5 additional counters this turn.

*"Despite the continuing threat posed by the Dominion, I've convinced Starfleet that we must continue our exploration of the Gamma Quadrant."*

**RANGE 8** **WEAPONS 10** **SHIELDS 10**

**3** *Unknown Microorganism*

**Dilemma**

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

*"I was walking along, minding my own business, making a simple geological sweep and something stuck me in the leg."*

**0** *Urgency*

**Dilemma**

**Consume: 1.** (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) Place this dilemma on this mission. Each personnel may use no more than one skill during each dilemma he or she faces. Each personnel may use no more than one skill to meet a mission's requirements. At the end of this turn, this dilemma returns to its owner's dilemma pile.

**2** *Vash*  
Treasure Hunter

**Human**

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

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

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

**INTEGRITY 3** **CUNNING 6** **STRENGTH 4**

**2** *Vina*  
Orion Slave Girl

**Orion**

**Honor**

**Order** - This personnel gains any one skill of your choice. She keeps that skill until this order is executed again.

*"Or I can wear whatever you wish or be anything you wish."*

**INTEGRITY 6** **CUNNING 4** **STRENGTH 3**

**3** *Weyoun*  
Loyal Subject of the Dominion

**Vorta**

**Anthropology** **Diplomacy** **Law** **Leadership**  
**Security** **Treachery**

When this personnel uses a skill to complete a mission, you may draw a card.

*"Now that I've done something for you, perhaps there's something you'd consent to do for me."*

**INTEGRITY 3** **CUNNING 6** **STRENGTH 4**

**6** *Whisper in the Dark*

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

**2** *William T. Riker*  
Wistful Admiral

**Human**

**Leadership** **Navigation** **Officer** **Security**

**Admiral, Commander: U.S.S. Enterprise-D.** While this personnel is attempting a space mission, he is attributes +1 and gains **Diplomacy** and **Law**.

*"I just never could admit it was over. I kept thinking one day we'd get together again. And then... she was gone. You think you've got all the time in the world, until..."*

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

**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

**2 • Worf**  
Son of Mogh



**Klingon**

• 2 Honor • Officer • Physics • 2 Security

When you play this personnel, each opponent draws a card.

*"I return your family honor. I give you back what was wrongfully taken from you. Let your name be spoken once again. You are Worf... son of Mogh."*

INTEGRITY 8    CUNNING 5    STRENGTH 8

**3 Worn-Out Welcome**



**Dilemma**

Randomly select a personnel to be stopped. Unless you have **Anthropology** and **2 Diplomacy** or **Transporters** and **3 Treachery**, place that personnel on one of your headquarters missions.

*"I think it's time we left."*  
*"I couldn't agree more."*

**2 • Yarka**  
Harbinger of the Prophets



**Bajoran**

• Anthropology • Archaeology • Physics

While each of your non-headquarters missions is a mission, each of your Bajorans present is attributes +1.

*"You must listen to me.... I've studied the prophecies all my life. We are on the verge of a great disaster."*

INTEGRITY 4    CUNNING 5    STRENGTH 4