

**Analyze**

**Interrupt**

When an opponent's dilemma that your **1** personnel is facing is about to be returned to its owner's dilemma pile, overcome that dilemma instead.

*"A vessel has been detected. Unimatrix 424, grid 116... Vessel identified. Federation Starfleet. Intrepid class. 143 life-forms. Prepare for assimilation."*

3 S 70

**2 At An Impasse**

**Event**

To play this event, you must command three **2** 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 Galorndom Care, where no good deed goes unpunished."*

4 U 39

**Avert Solar Implosion**

**A**

**35**

**Archaeology, Geology, Physics, Science, and Cunning >34 or Anthropology, Honor, Leadership, Officer, and Strength >38**

*Veridian III: "Veridian III is uninhabited. However, Veridian IV supports a pre-industrial society."*

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

**2**

9 R 5

**4 Bio-neural Computer Core**

**Dilemma**

Randomly select a personnel to be stopped. If your opponent does not command that personnel and you still have **nine** personnel remaining, place him or her on your opponent's headquarters mission instead, then randomly select a second personnel that your opponent does not command to be placed on your opponent's headquarters mission. That opponent now commands those personnel.

9 R 1

**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.*

6 P 16

**Cascade Virus**

**Interrupt**

To play this interrupt you must command Athos IV and three **2** personnel. When an opponent is about to play a non-unique personnel or a personnel who costs 2 or less, prevent that and place the personnel in its owner's discard pile.

*"Before you waste a lot of time running around trying to restore computer control, let me save you some trouble. You can't."*

12 R 33

**3 Charles Tucker III Standing In**

**Human**

**2 Engineer 2 Programming 2 Transporters**

**Commander: Enterprise.** During your Play and Draw Cards segment, you may spend 1 additional counter for each space mission you have completed.

*"He's... indisposed at the moment. Can I help you?"*

**INTEGRITY 6 CUNNING 6 STRENGTH 6**

9 R 14

**Cluttering Irrelevancies**

**Interrupt**

When your Hologram is facing a dilemma, name a skill. That Hologram gains that skill and is attributes +2 until the end of that dilemma. At the end of this mission attempt, return that Hologram to its owner's hand.

*"He wasn't programmed to be a tenor, he was programmed to be a physician."*

7 U 39

**3 Deanna Troi Guide and Conscience**

**Betazoid/Human**

**2 Anthropology 2 Biology 2 Diplomacy 2 Navigation 2 Officer 2 Telepathy**

When an opponent discards, examines, or reveals a card in your hand or deck, you may draw a card. You may do this only once each turn.

*"Captain - I think I may have a way to find them."*

**INTEGRITY 6 CUNNING 5 STRENGTH 4**

18 R 261

**Delegated Assignment**

**Interrupt**

When one of your unique personnel is about to be stopped by a dilemma, stop two of your personnel present to make that personnel attributes +2 until the end of turn instead.

*"Confirm that each distribution amplifier is at one hundred percent efficiency. . . . If there's more than a .03 percent fall off, replace it. . . ."*

7 R 40

**Deliver Ancient Artifact**

**40**

Archaeology, Exobiology, 2 Geology, Science, and Cunning>34 or Diplomacy, 2 Honor, Leadership, Security, and Strength>38

*Vulcan: "We've got a more important mission. We have to take this to the capital. . . ."*

Any affiliation (except ) may attempt this mission.

2

9 R 6

**Deliver Evidence**

**35**

Anthropology, Honor, Intelligence, Officer, and Integrity>32 or Archaeology, Navigation, Science, Security, and Cunning>34

Region: Bajor System.

*Near Deep Space Nine: "If they want a fight, they'll have to fight on our terms."*

Any affiliation (except ) may attempt this mission.

2

9 R 7

**Explore Black Cluster**

**35**

Astrometrics, Leadership, Physics, Science, and Cunning>34

Sector 97: Conduct a survey of this region known for its violent and unpredictable gravitational wavefronts.

Any affiliation (except ) may attempt this mission.

4

1 S 167

**Feldomite Rush**

**30**

Engineer, Geology, Cunning>28, and (Acquisition or Law or 2 Treachery)

*Parson III: "Who'd have dreamed they'd strike feldomite on Parson III? The Sepian Commodities Exchange is in chaos - everybody's selling, prices falling. . . ."*

Any affiliation (except ) may attempt this mission.

2

1 U 169

**Gal Gath'thong**  
Pride of the Praetor

**4**

**Bird-of-Prey Class**

**Cloaking Device.** To play this ship, you must command two personnel. When you move this ship from an opponent's mission, if this ship's Commander is aboard, that opponent must discard two cards from hand (limit two cards per turn).

*"His heading is now 111 . . . mark 14. The heading a Romulan would take toward the Neutral Zone . . . and home."*

RANGE 7 WEAPONS 6 SHIELDS 6

12 R 122

**Ghost Stories**

**2**

**Event**

Plays in your core. When you play this event, name a non-dual dilemma. Your copies of that dilemma have: Persistent. (When your personnel complete this mission, this dilemma's owner may discard a non-personnel card from hand to return this dilemma to his or her dilemma pile.)

*"Gather round, but I'm warning you: this is not a tale for the faint of heart."*

14 R 30

**Guess Who's Coming to Dinner?**

**2**

**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."*

0 D 20

**Investigate Massacre**

**30**

Diplomacy, 2 Science, and Cunning>28

Region: Neutral Zone.

*Tarod IX: "The outpost was not just destroyed, it's as though some great force just scooped it off the face of the planet."*

2

1 U 179

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

6 P 47

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 R 122

2 • **Krajensky Founder**  
Adversary



**Changeling**

● Diplomacy ● Intelligence ● Law ● Treachery

**Founder. Infiltrator. Shape-shifter.** When personnel the opponent on your right commands attempts this mission, if this mission has two or more dilemmas overcome beneath it, you may draw two extra dilemmas and spend two extra in total cost on dilemmas.  
*"I'll be coming along as an observer."*

INTEGRITY 3 CUNNING 6 STRENGTH 5

12 C 52

• **Kressari Rendezvous**



**A** **30**

**Officer, 2 Treachery, and Strength>30**

**Region: Cardassia System.** When you complete this mission, you may place up to three of your Hand Weapons aboard the completing ship in their owners' discard piles. Score 5 points for each.

*Outskirts of the Cardassia system: Complete a covert weapons transfer to agents supplying a Bajoran isolationist faction.*

INTEGRITY 2 CUNNING 2 STRENGTH 2

1 U 184

2 • **Kruge**  
Instinctive Commander



**Human**

● Astrometrics ● Intelligence ● Officer ● Treachery

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

INTEGRITY 3 CUNNING 6 STRENGTH 7

11 P 22

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

5 R 152

3 • **Lyndsay Ballard**  
Back From the Dead



**Human**

● Astrometrics ● Honor ● Navigation ● Physics  
 ● Programming ● Science

While this personnel is facing the last dilemma on your opponent's dilemma stack, you may kill her to make each ●●● personnel present attributes +1 until the end of this turn.  
*"Hey! Show some respect for the dead!"*

INTEGRITY 7 CUNNING 5 STRENGTH 5

10 C 74

3 **Outclassed**



**Dilemma**

Unless you have **unused Range>8** or **Weapons>8** all your personnel are stopped.  
*"Looks like they used a dispersal field to mask their approach."*

8 R 13

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?"*

4 C 66

**1** *Preeminent Precision*

Event

To play this event, you must command three personnel. Plays in your core.

**Order** — Stop your Engineer aboard your ship to make that ship Range +2 until the end of this turn.

*"The dilithium matrix has got to be aligned within .3 microns."*

8 U 37

**4** • *Quarantine*

Event

**Decay 5.** (When there are five cards on this event, destroy it.) **Q.** Plays in your core. When your dilemma is about to be overcome, place it on this event instead. When you lose command of this event, the player on your right places all dilemmas here face up beneath his or her mission.

*"Q. What's going on here? Where's the anomaly?"*  
*"Where's your mommy? I don't know."*

5 P 11

**4** • *Rekar*  
*Tool of the Tal'Shiar*

Romulan

**Astrometrics** **Engineer** **Intelligence**  
**Leadership** **Officer** **Security**

**Commander: U.S.S. Prometheus.** When you play this personnel, if you command an Intelligence personnel, he is cost -1. When this personnel attempts a non- mission and your personnel who has a cost of 4 or more is present, subtract one from the number of dilemmas your opponent can draw.

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

13 U 100

**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."*

4 R 71

**3** • *T'Pol*  
*Non-believer*

Vulcan

**Anthropology** **Honor** **Leadership**  
**Science** **Security**

When this personnel uses a skill to complete a mission, you may take an Artifact or event from your discard pile into hand. You may do this only once each turn.

*"We found the Kir'Shara."*

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

9 R 16

**3** *Tampering With Time*

Event

**Temporal.** Plays in your core. At the start of each of your turns, you may choose one: stop one of your personnel to examine the top three cards of an opponent's dilemma pile; or stop one of your personnel to examine the bottom three cards of an opponent's dilemma pile. Place those cards on the top and/or bottom of that dilemma pile in any order.

*"Without Bell, there's a good chance those hostages will die."*

5 P 14

**0** *The Edge of Forever*

Event

**Temporal.** Plays in your core.

**Order** — Lose 5 points to choose one: download a card that could be played at your headquarters mission and place it there; or take a card from your discard pile that could be played at your headquarters mission and place it there. Destroy this event.

*"A gateway to your own past, if you wish."*

5 P 16

**3** *Thon*

Andorian

**Astrometrics** **Navigation** **Programming**

**Order** — If you do not command a completed space mission, discard a random card from your hand to place your ship this personnel is aboard at your incomplete space mission. You may do this once each turn.

*Each member of the Imperial Guard is trained in every aspect of warship operations.*

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

10 R 99

**Transport Delegations**

**35**

**Anthropology, 2 Diplomacy, Leadership, and Intergity>31**

*Parliament: "We are to deliver these delegates to this sector's neutral conference planet..."*

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

**2**

7 U 52

2 **Up the Ante**



**Dilemma**

**Consume:** 2. (Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.) You may end this mission attempt to prevent and overcome this dilemma (all your personnel are stopped). If you do not and you complete this mission this turn, you win the game. If you do not and do not complete this mission this turn, you lose the game.

*"Break the rules, and you will suffer."*

8 R 18

7 **U.S.S. Defiant**  
Stolen Warship



**Defiant Class**

**Cloaking Device.**  
**Order** – If this ship is staffed and at a non-headquarters mission, this mission's owner places two cards from hand on top of his or her deck. You may do this only once each turn.

*"Are you telling me that one of the most heavily armed warships in this quadrant is now in the hands of Maquis terrorists?"*

**RANGE 8 WEAPONS 10 SHIELDS 10**

3 U 205

2 **Vedek Assembly**



**Event**

For each Vedek you command, take a card from your discard pile and place it on the bottom of your deck. Remove this event from the game.

*"All the hours listening to 112 Vedeks talking at once makes me yearn again for the sanctity of my arboretum."*

7 U 34