Errata are occasionally issued to cards by the Design Team responsible for 2nd Edition. The reason for the Design Team to do so might be to correct typos, clarify the card's effect, more closely align its wording with other cards, or to change the overall game balance.

Errata are in effect immediately upon announcement.

Altovar, Vindictive Criminal – Erratum:
  Thief. Order - Return this personnel to his owner's hand to return an opponent's Medical personnel present to his or her owner's hand.

Alvera Tree Ritual – Erratum:
  This card is unique.
  Ritual. *(When you play this event, if you do not command a Ritual, draw a card. Cards you own cannot destroy this event.)* Plays in your core. When a personnel begins a mission attempt, you may have each player shuffle his or her dilemma pile.

Analyze – Erratum:
  When an opponent's dilemma that your 🔵 personnel is facing is about to be returned to its owner's dilemma pile, overcome that dilemma instead.

*Assess Contamination – Erratum:
  Prevent and overcome the first dilemma your personnel face here each turn that has a coast of 1 or more and does not require a skill.

At An Impasse – Erratum:
 At the end of the opponent on your right's turn, remove this event from the game.

Avert Solar Implosion – Erratum:
  The "or" in this mission's game text is not bold.

Benjamin Sisko, Outlaw – Erratum:
  Order - Choose one for this personnel to gain: "Honor personnel present are Cunning +1"; or "Treachery personnel present are Cunning +1". This effect lasts until this order is executed again.

Benjamin Sisko, Vastly Outnumbered – Erratum:
  When this personnel begins a mission attempt, if an opponent commands a Maneuver event, you may name a dilemma. This personnel gains "This personnel and each 🔵 personnel present cannot be killed or stopped by that dilemma" until the end of turn.

Bio-neural Computer Core – Erratum:
  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.

Bustling With Activity – Erratum:
  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.

Cal Hudson (Convincing Recruiter) – Erratum:
  Commander: *Javert.* When you play this personnel, if you have completed a mission requiring Leadership or Security, he is cost -4. While present with this personnel, each 🔵 Treachery personnel present gains 🔴.

Captain on the Bridge – Erratum:
  This card is unique.

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

Cascade Virus – Erratum:
  To play this interrupt you must command Athos IV and three 🔴 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.

Charles Tucker, III, Standing In – Erratum:
  This card's title is Charles Tucker III.

Cluttering Irrelevancies – Erratum:
  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.

Collapse Anti-Time Anomaly – Erratum:
  When your personnel attempt this mission, if there are no dilemmas overcome beneath it, you may download a Q card.

Condition Red – Erratum:
  Plays in your core. Each of your 🟢 personnel loses 🟢 and gains 🌟. At the start of each of your turns, if an opponent commands more ships than you, you may discard a card from hand to download a non-unique ship.

Cosette (Reliable Raider) – Erratum:
  This ship is attributes +1 for each of your Region: Demilitarized Zone missions.
  Order – Reveal the top card of an opponent's deck. If it is a personnel, name an event. Cards that opponent owns may not prevent or destroy that event you own until the start of your next Execute Orders segment. You may do this only once each turn.

*Damar, Useful Adjutant – Erratum:
  Glinn. When an opponent is about to draw dilemmas, 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.

Deanna Troi, Guide and Conscience – Erratum:
  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.

Deanna Troi, Ship's Counselor – Erratum:
  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.

Defensive Upgrades – Erratum:
  To play this event, you must command six 🟢 personnel. Plays in your core. When your event is about to be destroyed by a card an opponent owns, you may destroy this event to prevent that. When an event or interrupt you own is about to be prevented, you may destroy this event to prevent that.

Delegated Assignment – Erratum:
  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.

Deliver Ancient Artifact – Erratum:
  The "or" in this mission's game text is not bold.

Deliver Evidence – Erratum:
  The "or" in this mission's game text is not bold.

Eight of Eleven, Laura – Erratum:
  Dissident. While you command a 🔵 non-Dissident personnel, this personnel lose all of her skills and her next ability. When your Dissident present is about to be killed by a dilemma at a 🔵 mission, you may discard a card from hand and stop that personnel to prevent that.

Enterprise, Damaged Starship – Erratum:
  While this ship is at a Region: Delphic Expanse mission, you may play 🔵 personnel and equipment aboard this ship. While you command a completed Region: Delphic Expanse mission and this ship is at a Region: Delphic Expansion mission, you may play 🟠 personnel aboard this ship.

Explore Black Cluster – Erratum:
  Astrometrics, Leadership, Physics, Science, and Cunning>34

Feldomite Rush – Erratum:
Engineer, Geology, Cunning>28, and (Acquisition or Law or 2 Treachery)

Find Lifeless World – Erratum:
This mission's Order is replaced with: At the start of each of your turns, you may discard six cards from hand to draw five cards.

Finding Our Way – Erratum:
To play this event, you must not command a headquarters mission. Plays on your Caretaker's Array. Cards an opponent owns cannot prevent or destroy this event. When a card instructs you to place a personnel on your headquarters mission, that personnel may be placed aboard your 🔵 ship instead.
Order – Discard a card from hand to download a 🔵 ship. You may do this only once each turn.

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

Forcing Their Way – Erratum:
To play this interrupt, you must not command *U.S.S. Voyager*.
Order - Discard a Nucleogenic card from hand to place a 🔵 Treachery personnel from hand aboard your *U.S.S. Equinox*.

Founder Trap – Erratum:
Infiltration. When an opponent's personnel is about to complete a mission, discard a random card from hand to add the skills of your Infiltrator at that mission to the mission's requirements. This effect lasts until the end of that opponent's turn. Remove this interrupt from the game.

Gal Gath'thong, Pride of the Praetor – Erratum:
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).

Ghost Stories – Erratum:
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.)

Guess Who's Coming to Dinner – Erratum:
Choose a personnel who has **Diplomacy** or **Integrity>6** to be stopped. If you cannot, randomly select a personnel to be killed.

Hate – Erratum:
When an opponent's personnel gains a skill as a result of paying a cost, if you command a completed mission, lose 5 to remove that personnel from the game.

Hikaru Sulu, Experienced Helmsman – Erratum:
You may play this personnel at cost -2 to ignore his next ability.

Holding Cell – Erratum:
This card is unique.

Ibboko (Kreetassan Chancellor) – Erratum:
When you play this personnel, you may download a Ritual event or a Kreetassan personnel. When a Ritual event you own is destroyed, you may discard a card from hand to place that Ritual event in your core.

Ilia, Finest Navigator in Starfleet – Erratum:
You may play this personnel at cost -2 to ignore her next ability.

Investigate Massacre – Erratum:
Diplomacy, 2 Science, and Cunning>28

Ixtana'Rax, Honored Elder – Erratum:
When this personnel uses one of his skills to complete a mission, he is killed.

Jake Sisko, Temporal Anchor – Erratum:
Replace his ⚫ icon with a 🔵 icon.

James T. Kirk, Experienced Commander – Erratum:
You may play this personnel at cost -2 to ignore his next ability. When you play this personnel, he gains "This personnel and each 🅰 personnel present who has a cost of 4 or more may be excluded from random selections" until the end of this turn.

James T. Kirk, Original Thinker – Erratum:
Admiral. Commander: *U.S.S. Enterprise.* When a dilemma is about to be revealed, if this personnel is attempting a mission, you may remove him from the game to prevent and overcome that dilemma.

Javert, Maquis Flagship – Erratum:
While this ship is at your 🔵 mission that is worth 40 or less points and your corresponding Commander is aboard this ship, your personnel may attempt and complete that mission, regardless of effects preventing 🔴 personnel (or ships those personnel are aboard) from doing so, with these requirements: **Leadership, Security, Treachery, and Strength>36.**

Jean-Luc Picard, Bearer of Ill Tidings – Erratum:
Dissident. When this personnel is present with your Dissident and a dilemma is about to be revealed, you may lose 5 points to shuffle your opponent's dilemma stack.

Kira Nerys (Ih'valla) – Erratum:
When you begin a mission attempt involving this personnel, you may lose 5 points to take up to two ⚫ cards from your discard pile into hand.

Klingon Tea Ceremony – Erratum:
This card is unique.
Ritual. *(When you play this event, if you do not command a Ritual, draw a card. Cards you own cannot destroy this event.)* Plays in your core. When an opponent downloads a card, if he or she has already downloaded a card this turn, that opponent must place it on top of his or her deck instead of in his or her hand.

Korath (Duplicitous Tinkerer) – Erratum:
High Council Member. When you are about to play a non-Hand Weapon equipment, you may play it at cost +2 to destroy an opponent's event that has no cards on it.

Krajensky Founder, Adversary – Erratum:
Founder. Infiltrator. Shape-shifter. When personnel the opponent on your right commands attempt 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.

Kressari Rendevous – Erratum:
This card's title is Kressari Rendezvous.

Kruge, Instinctive Commander – Erratum:
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).

Legacy – Erratum:
You and your opponent each reveal the top three dilemmas of your dilemma piles. Unless you revealed an equal or greater number of dilemmas that require a skill than your opponent, all of your personnel are stopped.

Leonard H. McCoy, Experienced Advisor – Erratum:
You may play this personnel at cost -2 to ignore his next ability.

Locutus, Voice of the Borg – Erratum:
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.

Lustful Distraction – Erratum:
To play this interrupt, stop two of your 🔵 personnel. While you have no cards in hand, you may play this interrupt from on your Watch Dog. When an interrupt is played, prevent that interrupt and place it in its owner's discard pile.
Order - Choose an event. The owner of that event shuffles it into his or her deck.

Lyndsay Ballard, Back From the Dead – Erratum:
"Physics" is misspelled as "Pysics" on this card.

Machinations – Erratum:
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.

Mara, Science Officer – Erratum:
When you play this personnel, if you command two 🔴 Klingons, this personnel is cost -2. When you play a 🔴🟣 personnel, you may discard a 🔴 card from hand to download an interrupt.

Montgomery Scott, Experienced Engineer – Erratum:
You may play this personnel at cost -2 to ignore his next ability.

Mot, The Barber – Erratum:
When your six personnel present attempt a mission, subtract one from the number of dilemmas your opponent may draw and one from the total cost he or she may spend on dilemmas.

Navaar, Experienced Gift – Erratum:
Thief. When a personnel present is facing a dilemma, you may destroy your event to have that personnel gain a skill of your choice until the end of the turn.

Once More Unto the Breach – Erratum:
Your opponent chooses a staffed Cloaking Device ship he or she commands at this mission. That ship is Weapons +1 until the end of this dilemma. Unless you have **Shields>that ship's Weapons**, randomly select a personnel to be killed and all of your personnel are stopped.

Outclassed – Erratum:
Unless you have **unused Range>8** or **Weapons>8** all your personnel are stopped.

Par Lenor – Erratum:
At the start of each of your turns, you may destroy one of your Rule events to spend additional counters this turn equal to that event's cost.

Party Atmosphere – Erratum:
This event is now unique.

Preeminent Precision – Erratum:
Order - Stop your ⬤ Engineer aboard your ship to make that ship Range +2 until the end of this turn.

Quarantine – Erratum:
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.

Rebuilding the Fleet – Erratum:
To play this interrupt, you must command a personnel with 2 Engineer or a personnel with 2 Medical.
Order - Each player counts the number of ships that cost 6 or more in his or her discard pile. Then each player shuffles each personnel and ship from his or her discard pile into his or her deck and draws cards equal to the number of ships counted (limit 6).

Recruitment Tactics – Erratum:
Assault. Plays in your core.
Order – Destroy this event to begin combat involving your Bajoran Resistance personnel. If you win, randomly select an opponent's personnel involved to be killed and you may take a Bajoran Resistance personnel from your discard pile and place him or her on your Bajor.

Rekar, Tool of the Tal'Shiar – Erratum:
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.

Renegade Ambush – Erratum:
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.

Restore Errant Moon – Erratum:
3 Astrometrics, Engineer, and Cunning>42

*Reyga, Young Scientist – Erratum:
While this personnel is facing a dilemma that has a cost of 1 or more and does not require a skill, you may stop him and remove two Rule cards from beneath your Ferenginar from the game to prevent and overcome that dilemma.

Running a Tight Ship – Erratum:
This event is now unique.

Sabotaged Transporter – Erratum:
Plays in your core. When a personnel is stopped by a dilemma you own, you may discard a personnel who has a cost of 4 or more from hand to kill that personnel.

Sean Hawkins – Erratum:
When your ⬤ personnel present is about to be killed by a dilemma, you may stop this personnel and your MACO present to prevent that.

Secret Conspiracy – Erratum:
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.

Seven of Nine, Prodigal Daughter – Erratum:
When a card your opponent owns is about to prevent your interrupt, you may give command of this personnel to an opponent to ignore that effect. If you do, choose a ship commanded by that opponent and place this personnel aboard that ship.

Spock, Experienced Officer – Erratum:
You may play this personnel at cost -1 to ignore his next ability.

Stalling for Time – Erratum:
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.

T'Pol, Dutiful Commander – Erratum:
This personnel's Integrity is 3.

T'pol, Non-believer – Erratum:
This card's title is T'Pol.

Tampering With Time – Erratum:
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.

Telle, Macet's Aide – Erratum:
Glinn. When this personnel is about to face a dual dilemma, you may discard three cards from hand to exchange that dilemma with a dual dilemma beneath this mission that this personnel has not faced this turn.

The Edge of Forever – Erratum:
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.

The Text of the Kosst Amojan – Erratum:
Pah-wraith. To play this event, you must command Bajor and no other headquarters mission. Plays in your core.
Order – Stop your Kai or one of your ⬤ Treachery personnel to choose to non-Prophet cards from your discard pile. Choose an opponent to choose one of those cards to place in your hand and one to remove from the game. You may do this only once each turn.

The Tides of Fortune – Erratum:
When your non-Consume space dilemma is revealed from your dilemma stack, if your staffed ⬤ ship is at that mission, that ship and your personnel aboard it face that dilemma instead. Score 10 points.

Thon – Erratum:
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 only once each turn.

Tragic Turn – Erratum:
Consume: 2. *(Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.)* Place this dilemma on this mission (limit one per mission). When a dilemma is overcome here, if that dilemma killed any of your personnel, randomly select a personnel attempting the mission to be killed. Otherwise, if that dilemma stopped any of your personnel, randomly select a personnel attempting the mission to be stopped.

Transport Crash Survivors – Erratum:
When a player's personnel begin a mission attempt at a mission worth 30 or more points with five or less personnel, the player to the left of that player may draw six extra dilemmas and spend six extra on dilemmas.

Transport Delegations – Erratum:
"Anthropology" is misspelled as "Anthropolgy" on this card.

Tykk – Erratum:
You may play Breen personnel aboard this ship. When a Breen personnel aboard this ship is involved in an engagement you win, you may place a 🌑 personnel with a cost of 4 or more from hand aboard this ship.

*U.S.S. Defiant, Stolen Warship – Erratum:
This ship has Weapons of 10.
Cloaking Device.
Order – If this ship is staffed and at a non-headquarters mission, this mission's owner places a card from hand on top of his or her deck. You may do this only once each turn.

U.S.S. Defiant, Commandeered Warship – Erratum:
To staff this ship, you must have a 🌑 Engineer personnel aboard.
Order – If this ship is staffed and at your mission, stop this ship to take an overcome dilemma from beneath that mission and place it face up beneath your 🌐 mission.

U.S.S. Enterprise, Where She Belongs – Erratum:
You may play this ship at cost -4 to ignore its next ability.

*U.S.S. Enterprise-D, Loaded for Bear – Erratum:
Order – If you have a lower score than each of your opponents, stop six of your 🌐 personnel aboard this ship to score 5 points. You may do this only once each turn.

U.S.S. Enterprise-E, Flagship of the Federation – Erratum:
Order - Stop your 🔵 Diplomacy personnel aboard this ship and return your event with no cards on it to its owner's hand to have each opponent return one of his or her events with no cards on it to its owner's hand.

U.S.S. Equinox, Determined to Get Home – Erratum:

While you do not command a headquarters mission, you may play this ship at Caretaker's Array. While this ship is at a ⬤ mission, you may play ⬤ Treachery personnel, ⬤ personnel, and equipment aboard this ship. While you do not command *U.S.S. Voyager*, you may pay the cost of losing 5 points to use an ability on a ⬤ personnel you own by discarding a Nucleogenic card from hand.

Up the Ante – Erratum:

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.

Vacation from the Continuum – Erratum:

Q. To play this event, you must command a Q event. Plays in your core. When personnel that the player on your right commands begin a mission attempt, you may destroy your other Q event to draw five extra dilemmas.

Vedek Assembly – Erratum:

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.

Virtual Reality Headset – Erratum:

Order - If you do not command a Dissident personnel, choose one: stop two ⬤ personnel present to place a non-⬤ ⬤ personnel from hand at your Mouth of the Wormhole; or stop two ⬤ personnel present to place a non-⬤ ⬤ personnel from hand at your Mouth of the Wormhole. That personnel is stopped. You may do this only once each turn.

Willard Decker, Recommended Replacement– Erratum:

You may play this personnel at cost -1 to ignore his next ability.

Winn Adami, Kai of Bajor – Erratum:

Kai.

Order – Discard a card from hand to place a non- ⬤ personnel from your discard pile on top of your deck. You may do this only once each turn.

Worf, Security Detail Leader– Erratum:

Order - Examine a number of cards from the top of an opponent's dilemma pile equal to the number of other ⬤ Security personnel you command (limit three). Then replace them in the same order. You may only do this once each turn.