Star Trek™ CCG Holodeck Adventures Card List

LEGEND

EXPANSION ABBREVIATIONS

HA   Holodeck Adventures

ICON ABBREVIATIONS

[AU]	Alternate Universe
[BO]	Borg Use Only
[Cmd]	Command
[Com]	Communication
[3]	Countdown Box
[Def]	Defense
[DQ]	Delta Quadrant
[EE]	U.S.S. Enterprise-E
[HA]	Hidden Agenda
[Holo]	Holographic Re-creation
[HoloAdv]	Holodeck Adventures Expansion Icon
[Inc]	Incident
[Maq]	Maquis
[Nav]	Navigation
[Nem]	Nemesis
[Obj]	Objective
[P]	Planet
[Ref]	Referee
•	Skill Dot
[S]	Space
[S/P]	Space/Planet
▼	Special Download
[Stf]	Staff

AFFILIATION ICONS

Rectangular [Personnel/Ship/Facility] or [your mission] and Bar |opponent's mission|

[Baj], |Baj|	Bajoran
[Borg]	Borg
[Car], |Car|	Cardassian
[Dom], |Dom|	Dominion
[Fed], |Fed|	Federation
[Fer], |Fer|	Ferengi
[Hir], |Hir|	Hirogen
[Kaz], |Kaz|	Kazon
[Klg], |Klg|	Klingon
[NA], |NA|	Non-Aligned
[Rom], |Rom|	Romulan
[Vid], |Vid|	Vidiian

RARITY ABBREVIATIONS

C	Common
U	Uncommon
R	Rare
UR	Ultra-Rare (occurs in about 1:121 packs)
*	Dual-affiliation card with an alternate color (listed under primary affiliation only)

ARTIFACT

THE CITY OF B'HALA
20,000-year-old depiction of an ancient Bajoran city. Among the most revered icons of their faith. Some thought B'hala a legend until this painting helped The Emissary find its underground ruins.
May seed only at Bajor. Use as Equipment card. If present where attempting a [Baj] mission, encounter seed cards in reverse order. (Immune to Disruptor Overload.)
HA: 1 R

DILEMMA

[S/P] ALICE
Alien shuttle with an interface that restructures its pilot's neural pathways. Manifested in Tom Paris' mind as an Academy crush, forcing him to take the ship to her particle fountain "home."
Unless 2 Computer Skill and Biology present, personnel with most Navigation (opponent's choice if tie or none) is captured. Discard dilemma.
HA: 2 C

[S/P] CHULA: ECHOES
The echoing voice of the "fallen" Julian Bashir attempted to separate Sisko, Dax, and Kira before they reached the final challenge in their game of chula.
To get past, three personnel present (random selection) are chosen. If the highest CUNNING among them is odd, all three are "stopped."
HA: 3 C

[S/P] CHULA: TRICKERY
Most chula puzzles play upon a participant's initial instincts — open doors are not always to be taken. Those who remember lessons from earlier *shaps* will fare better in the endgame.
Opponent conceals your personnel, randomly selects one, and recites their attribute numbers. Unless you can name the selected personnel, all are "stopped." Discard dilemma.
HA: 4 U

[S/P] CYTOPLASMIC LIFE-FORM
Even a knowledge as vast as The Doctor's has limitations. In 2375, he called upon a holographic "consultant" to assist in removing a parasitic alien that had attacked B'Elanna Torres.
Unless 3 Exobiology present, place on mission. Each of its skill requirements must be met by a different personnel when solving it.
HA: 5 U

[S/P] DEJAREN
Alien hologram with a deranged hatred of organic life. Murdered all the filthy animals aboard his ship, then attacked The Doctor and B'Elanna Torres when they responded to his distress call.
Two personnel (one [Holo] and one non-[Holo]) are killed (random selection) if their individual CUNNING<9. To get past requires 2 Computer Skill remaining.
HA: 6 U

[S/P][3] EMERGENT LIFE-FORM
An emerging intelligence seized control of the *Enterprise* in 2370 to seek out particles it needed to evolve. The crew interacted with it on the holodeck, helping to find this nourishment more quickly.
Place on ship. Now and start of each turn, opponent may move ship to another location (using its RANGE). If ship has Holodeck, cure with 2 ENGINEER and Astrophysics aboard.
HA: 7 U

[P] PRIMITIVE HUMANOIDS
Humanoids inhabiting a desolate planet captured Neelix and Kes while the two crewmen were searching for food. The cave-dwellers particularly liked Kes' golden locks.
Unless 2 Leadership and Anthropology present, place two Away Team members (random selection) with dilemma atop mission until solved (or planet assimilated).
HA: 8 C

[P] TALOSIAN CAGE
Telepathic aliens with the power to create illusory worlds, often based on the memories of life-forms they've captured. Starfleet General Order 7 forbids contact with their homeworld, Talos IV.
Unless 3 Empathy OR Christopher Pike present, opponent may choose to discard two females (random selection) OR male with most • icons. Discard dilemma.
HA: 9 U

[S/P] THE CLOWN: GUILLOTINE
Though The Clown existed only through the minds linked to his system, he was willing to execute one to ensure the obedience of the others, perpetuating his role as fear personified.
Unless 2 Diplomacy present, kills one personnel (random selection) and "stops" each personnel whose total attributes are lower than killed personnel until end of your next turn.
HA: 10 U

[S/P] THE CLOWN: PLAYING DOCTOR
Linked directly to the minds of his "guests," The Clown could use their deepest fears to torment them. The Doctor's timely arrival spared Harry Kim a violent reenactment of a childhood trauma.
One personnel (random selection) and all others present who have the same first-listed skill are killed (only "stopped" if a [Holo] personnel present).
HA: 11 R

[S/P] YOUR GALAXY IS IMPURE
The genetic density of Species 8472 is superior to all known forms of life. Any wound inflicted by them will spread infection throughout a victim's body, consuming it from the inside out.
Place on mission. Now and start of each mission or scouting attempt here, kills one personnel present (opponent's choice). (Immune to Adapt: Negate Obstruction.)
HA: 12 R

DOORWAY

HOLODECK DOOR
Seeds (during facility phase) or plays on your ship or outpost, or on any headquarters. Adds Holodeck, and your compatible [Holo] cards may report aboard. OR Plays once each turn to download a Holoprogram or any [Holo] or [Bar] card; place doorway out-of-play. OR Plays at any time to prevent the deactivation of any one [Holo] personnel; discard doorway.
HA: 13 U

EQUIPMENT

[Holo] '45 DOM PERIGNON
Champagne of a respected 20th-century vintage. Traditionally used to christen new ships. In the holographic world of Secret Agent Julian Bashir, also serves as an effective hand weapon.
May discard to download a unique ship to replace (discard) your ❖ ship of same class here. Once per battle, your personnel present may stun an adversary they just engaged.
HA: 14 C

[AU] ABLATIVE ARMOR
Early 25th-century technology brought from an alternate future to the year 2377 by Admiral Janeway. Quickly adapted for use on *Voyager*, enabling it to withstand the attack of a Borg cube.
While aboard your ship or facility, opponent's ATTACK total must be more than double that ship or facility's DEFENSE total to score a hit, and more than triple to score a direct hit.
HA: 15 C

[Holo] SATAN'S ROBOT
Robotic minion of Chaotica. Warns of invaders and deals with intruders. Nearly conquered the world in the final chapter of one of *The Adventures of Captain Proton*.
Participates in battle like a personnel; has NO STRENGTH vs. a Borg or android adversary, otherwise STRENGTH=8. May capture any female or [Holo] adversary it stuns. (Unique.)
HA: 16 U

EVENT

BYNARS DATA TRANSFER
A star in the Bynars' system went nova in 2364. Only their expertise with computers allowed them to transfer information from their main computer in time to save their world.
Plays on table. Glance at the top five cards of your draw deck. Place them in any order on top of and/or beneath your draw deck, then place event beneath draw deck.
HA: 17 U

DOMINION WAR EFFORTS
The Dominion has the ability to produce Jem'Hadar in massive numbers with incredible ease. Losses taken in their war with the Alpha Quadrant meant as little to them as their Cardassian allies.
Seeds or plays on table. Your Assign Support Personnel card is not discarded when used to download a [Dom] or [Car] "support personnel." (Immune to Kevin Uxbridge.)
HA: 18 C

FERENGI FINANCIAL DATA NET
Galactic service providing up-to-the-second reports on market fluctuations, currency values, and commodity prices — all for a reasonable usage fee. Essential for any serious entrepreneur.
Plays to discard your hand. Draw a card for each unique [Fer] Greed personnel you have in play. Discard event.
HA: 19 R

HOLO-PROJECTORS
Technology which the escaped Hirogen holograms hoped to use to establish a permanent home planet. B'Elanna Torres helped Kejal bring the device online.
Plays on a planet mission. [Holo] cards may exist on this planet.
HA: 20 U

[3]   **OO-MOX**

The bestseller *Oo-mox for Fun and Profit* guides a female around the highly erogenous Ferengi ear, from the tympanic tickle and eustachian tube rub to the infamous auditory canal nibble.
Plays on table, "stopping" all male Ferengi in play. Until countdown expires, doubles regular skills of all male Ferengi in play, and they are attributes all +2.
HA: 21 C

FACILITY

❖ *Transwarp Hub*

                           [DQ]

IDENTIFICATION: TRANSWARP HUB
TASK: Dispatch Borg vessels throughout the galaxy.
Seeds or plays at any nebula. Once each turn, your ship may move from here to any Transwarp Network Gateway, or vice versa.
[Borg] OUTPOST   SHIELDS 68
HA: 22 R

INCIDENT

CHILDREN OF LIGHT

Seeds or plays on table. Your [Holo] personnel may mix and have no affiliation attack restrictions. OR Plays to capture all [Holo] personnel present with Iden, or (if he is aboard *Olarra*) all [Holo] personnel aboard one damaged ship at his location; discard incident.
HA: 23 C

CLONE MACHINE

Seeds or plays on Mariposa, Boreth, a [Dom] facility, or an Infirmary. While you have Koroth OR a MEDICAL, Biology, or Exobiology personnel who has INTEGRITY<6 present, once each turn you may report to them (for free) a copy of any unique non-[Holo], non-android personnel that is in play. Once every turn, if your Vorta just died, you may suspend play to download any version of that persona here.
HA: 24 R

CYBERNETICS EXPERTISE

Seeds or plays on table. Your androids report for free if Cybernetics present (one android per turn per Cybernetics skill), and may report to your personnel who has Cybernetics x2. Also, once each turn, you may exchange a card from hand for an android in your discard pile.
HA: 25 C

HOLOPROGRAM: 221B BAKER STREET

Seeds or plays on your ship or facility with a Holodeck. In place of your normal card play, you may download Sherlock Holmes (or any personnel with his name in lore) aboard. OR Seeds or plays on table. Once each turn, you may place a personnel here from hand. Personnel placed here add [Holo] icon to your copies of same personnel in play. You may discard any cards placed here at any time.
HA: 26 C

HOLOPROGRAM: DEADWOOD

Seeds or plays on your ship with a Holodeck. Sheriff Worf and Deputy Rozhenko may report aboard. If both aboard: location here is span+X for opponent (where X=number of your SECURITY personnel aboard, maximum 4), opponent must have more SECURITY here than you to initiate battle here, and, once each turn, Sheriff Worf may nullify any dilemma requiring SECURITY he just encountered here.
HA: 27 C

HOLOPROGRAM: NOAH'S MOUNTAIN RETREAT

Seeds or plays on your ship or facility with a Holodeck. You may report Secret Agent Julian Bashir (or any personnel with his name in lore) aboard. In place of your normal card play, you may download such a personnel aboard. Also, if your Transporter Skill aboard, at start of your turn you may replace (discard) your Dr. Noah (or personnel with his name in lore) present by downloading a version of same persona.
HA: 28 C

HOLOPROGRAM: THE FORTRESS OF DOOM

Seeds or plays on your ship with a Holodeck. Once each turn, you may download Chaotica (or any card with his name in lore) aboard. While Chaotica is aboard (and Captain Proton is not at same location), opponent may not attempt mission at this location unless they have a [Holo] personnel participating in the attempt.
HA: 29 C

HOLOPROGRAM: THE OFFICE OF DIXON HILL

Seeds or plays on your ship with a Holodeck. In place of a card draw, you may download Felix Leech aboard. Also, your Cyrus Redblock may report aboard and, if he is aboard, once each turn you may *request "the item."* Place a card from hand face down on table. Opponent must choose: you may play it for free and draw a card OR you must place it out-of-play and score 5 points.
HA: 30 C

[Ref]   **IN THE ZONE**

Seeds or plays on table. If a non-Borg player scores more than 50 points during a single turn (including this turn), those points in excess of 50 do not count toward winning. While your score is exactly 50 points, each of your ships has double RANGE and SHIELDS. Also, nullifies End Transmission and Preparation, and each player may call "Devidian Door" only during their turn (and only once per turn).
HA: 31 C

JEM'HADAR SHROUDING

Seeds or plays on table. During your turn, you may place here one or two Jem'Hadar from hand or in play, then draw a card. (These Jem'Hadar are not in play.) OR Plays once every turn (for free) on an opponent's Away Team (unless it is on a homeworld). Initiate battle against that Away Team by playing up to an equal number of personnel to it from your Jem'Hadar Shrouding on table. Discard incident.
HA: 32 C

TONGO

Plays on table. Once each turn, you may declare a move from the list below. Each player simultaneously reveals a bet from hand (a personnel card; yours must be Ferengi). Player with highest total attributes on bet is winner.
Acquire. Winner: discard bet, then draw up to two cards.
Confront. Winner: report bet. Loser: place bet on draw deck.
Evade. Winner: place bet under draw deck. Loser: discard bet.
HA: 33 R

[Ref]   **WHITE DEPRIVATION**

Seeds or plays on table. At start of every player's turn, all of that player's [KW] personnel present together must battle (and stun or mortally wound when able) opposing non-changelings present, or (if none) *any* non-changelings present, or (if none) each other (split randomly into two equal groups). Also, one [KW] personnel in each of that player's crews and Away Teams dies (random selection).
HA: 34 C

INTERRUPT

ALL THREES

While trapped in a temporal causality loop, Data's dealing at the regular poker game was influenced by a posthypnotic suggestion sent from an earlier repetition of events.
Plays once each turn to reveal two sets of three cards from top of your draw deck. Take one set into hand; discard the other (opponent's choice unless you have any Data in play).
HA: 35 U

DATA, KEEP DEALING

Data could shuffle playing cards as if they were isolinear chips removed by an intoxicated engineer. Will Riker often quipped, *"Sometimes I wonder if he's stacking the deck."*
Discard the top three cards of your draw deck, then place any three cards from your discard pile on top of your draw deck.
HA: 36 U

I'M A DOCTOR, NOT A BARTENDER

Though happy to celebrate Kes' second birthday, The Doctor's mood soured when he became trapped in the Chez Sandrine holoprogram during an encounter with a spatial distortion ring.
Adds Anthropology to one MEDICAL personnel until end of turn. OR Downloads a bartender to replace (discard) your MEDICAL personnel in play (or vice versa).
HA: 37 C

I'VE BEEN WAITING FOR YOU

Upon learning of Quark's plan to feature her in a lascivious holoscenario, Kira Nerys enlisted Odo's help in making a small change to the program. The client got far more than he paid for.
Suspends play to exchange your [Holo] personnel in play with any other [Holo] personnel from your hand.
HA: 38 U

REMEMBER THE ALAMO

Miles O'Brien's fascination with the famous 1836 battle led him to create this massive scale model. Kira and Worf teased him about his toy. Molly noted she let him play with her toys.
Randomly kills an opposing personnel in a personnel battle you just lost (limit once per battle). OR Once per game, plays on a planet to randomly kill a SECURITY personnel.
HA: 39 C

SMALL OVERSIGHT

Holographic technology is notoriously finicky. Before The Doctor acquired his mobile emitter, attempts to project him outside of sickbay or the holodeck invariably met with problems.
Plays on a [Holo] personnel who is not wearing a Mobile Holo-Emitter. [Holo] and [Cmd] personnel present are each attributes all −3 and lose first-listed skill for rest of turn.
HA: 40 C

MISSION

[P]   **Establish Home Planet**   **[DQ]**

Ha'Dara: Help found a new "Home of Light" for holograms liberated from Hirogen training facilities.
Leadership + ENGINEER x2 + Computer Skill x2
* +25 if all personnel in Away Team are [Holo].
              Any Away Team may attempt mission.
SPAN 4   **[30* PTS]**
HA: 41 U

[P]   **Mine Gallicite**   **[DQ]**

Sakari colony: Collect valuable material from the tunnels beneath this apparently abandoned world.
ENGINEER + Geology +
(Diplomacy OR Treachery + STRENGTH>40)
              Any Away Team may attempt mission.
SPAN 2   **[30 PTS]**
HA: 42 C

[P]   **Repair Memorial**   **[DQ]**

Tarakis: Recharge power cells of a monument built to commemorate a Nakan massacre.
ENGINEER + Computer Skill + Honor x2
Personnel here are each attributes all −2.
              Any Away Team may attempt mission.
SPAN 3   **[40 PTS]**
HA: 43 U

[S]   **Seal Rift**   **[DQ]**

Near Grid 986: Use an anti-tachyon pulse to implode this artificially-created temporal phenomenon.
SCIENCE x2 + ENGINEER x2 OR Admiral Janeway
Until solved, [AU] ships may report here.
              Any crew may attempt mission.
SPAN 3   **[35 PTS]**
HA: 44 U

[S]   **Study Protonebula**   **[DQ]**

Protonebula: Monitor emerging phenomenon and record the effects of its radiation on the crew.
Astrophysics + Biology + Navigation x2
[Owner's end] *Once per game, you may download One to your ship here.*
[Opponent's end] *Once per game, you may download a [BO] objective.*
              Any crew may attempt mission.
SPAN 4   **[30 PTS]**
HA: 45 U

[P]   **Transport Colonists**   **[DQ]**

Enara Prime: Convey members of a telepathic species from the Fima system to their home planet.
Diplomacy + Honor + INTEGRITY>40
* +5 if Empathy or Mindmeld present.
              Any Away Team may attempt mission.
SPAN 3   **[35* PTS]**
HA: 46 C

OBJECTIVE

BAJORAN RESISTANCE CELL

Seeds or plays on table. Once each turn, your Resistance personnel may report for free to your [Baj] facility or ship or to any planet. Also, your Bajoran espionage cards may not be nullified. Once each turn, you may download a Bajoran espionage card to one to your missions (limit one per mission), then draw two cards if you have at least two Resistance personnel in play.
HA: 47 U

HUNTING GROUP

Seeds or plays on your non-[Hir] space mission with a point box. You may attempt it using these requirements:
Alpha-Hirogen + [Hir] ship +
(CUNNING + STRENGTH) > mission points x3
When you solve mission, you may commandeer an opposing ship present (capturing opposing personnel aboard) if your total WEAPONS there > twice its SHIELDS. Discard objective.
HA: 48 C

ORBITAL BOMBARDMENT

Plays on your non-[Fed] ship. It is WEAPONS +4 against planet facilities, and may target landed ships in battle (those ships may not return fire). Also, if this ship is at a planet location at end of your turn (and has not battled this turn), you may probe:
●: *Targets hit.* Kills up to two opposing personnel on planet (random selection). Opponent may counter-attack next turn.
HA: 49 R

PERSONNEL: BAJORAN

Els Renora
V.I.P.
Wry, 100-year-old judge who presided over Jadzia Dax's Klaestron extradition hearing in 2369. Shows no signs of slowing down, despite her advanced age.
• Law x2 • MEDICAL • Anthropology
INTEGRITY 8   CUNNING 8   STRENGTH 2
HA: 50 U

[Baj][Hir] Iden
[Cmd][Holo]   **V.I.P.**   [DQ]
Charismatic but megalomaniacal hologram. Escaped the Hirogen. Seeks to create a new religion based on his deliverance of holograms from oppression and slavery.
• Leadership • Anthropology • Diplomacy
• Treachery • Astrophysics ▼ Children of Light
INTEGRITY 5   CUNNING 9   STRENGTH 8
HA: 51 R+, 51* R+

Teero Anaydis
[Cmd][Maq]   **CIVILIAN**
Excommunicated Vedek. Worked in counterintelligence for the Maquis. Experimented with using mind control to recruit agents. Honed his techniques on Tuvok.
• Treachery • Exobiology • MEDICAL • Anthropology • Computer Skill
INTEGRITY 3   CUNNING 9   STRENGTH 7
HA: 52 R

PERSONNEL: CARDASSIAN

Crell Moset
[Stf][Holo]   **MEDICAL**   [DQ]
Re-creation of notorious exobiologist. Cured the Fostossa virus through cruel experiments on Bajoran prisoners.
• MEDICAL • Exobiology x2 • Treachery
• Once each turn, may discard a personnel present to play a [Car] personnel and/or draw up to two cards.
INTEGRITY 3   CUNNING 8   STRENGTH 5
HA: 53 R+

[Car][Hir] ❖ Doran
[Stf][Holo]   **SECURITY**   [DQ]
Typical Hirogen hologram based on information taken from Voyager. His memories of the hunt were transferred to The Doctor in the hopes of gaining his understanding.
• Archaeology • Transporter Skill
INTEGRITY 6   CUNNING 7   STRENGTH 8
HA: 54 C, 54* C

Ekoor
[Cmd]   **OFFICER**
Former soldier in a Jem'Hadar security detail. Outraged by the destruction of Lakarian City, he pledged his life to the resistance against the Dominion.
• Once each turn, your ❖ [Car] SECURITY may report for free where present. • Leadership • Honor
INTEGRITY 7   CUNNING 7   STRENGTH 8
HA: 55 U

[Car][Hir] ❖ Harath
[Stf][Holo]   **SCIENCE**   [DQ]
Representative of the Hirogen's holographic prey. The Cardassians' deceptive nature — and unpredictability when cornered — made them a worthy challenge.
• Astrophysics • Computer Skill
INTEGRITY 6   CUNNING 8   STRENGTH 7
HA: 56 C, 56* C

[Car][Hir] Kejal
[Stf][Holo]   **ENGINEER**   [DQ]
Cardassian hologram created by the Hirogen. Self-taught engineer of advanced skill. Her name, the Bajoran word for "freedom," was given to her by Iden.
• Computer Skill • Transporter Skill • Honor
▼ Holo-projectors
INTEGRITY 8   CUNNING 8   STRENGTH 4
HA: 57 R+, 57* R+

Mila
CIVILIAN
Former housekeeper and confidante of Enabran Tain. Hid members of Damar's resistance in her basement. Procured a com unit and other equipment for their use.
• MEDICAL • Computer Skill • Honor
▼ Any Equipment card
INTEGRITY 8   CUNNING 8   STRENGTH 3
HA: 58 U

Rusot
[Cmd]   **OFFICER**
Arrogant Gul. Gathered support in the early stages of the anti-Dominion resistance, despite his disdain for covert tactics. His Cardassia's dead, and won't be coming back.
• Your [Car] personnel with resistance in lore may report where present. • Treachery • Astrophysics
INTEGRITY 4   CUNNING 6   STRENGTH 7
HA: 59 U

Seskal
[Cmd]   **OFFICER**
Abrasive Gul. Loyal to Damar, though he believes the resistance movement would do better without the interference of the former terrorist, Kira Nerys.
• SCIENCE • Stellar Cartography
• Anthropology
INTEGRITY 5   CUNNING 7   STRENGTH 7
HA: 60 U

❖ Vornar
[Stf]   **SECURITY**
Guard stationed at a facility in the Kelvas system. Characteristic of the many Cardassians, resentful of the Dominion, who embraced Damar's resistance effort.
• Transporter Skill • Biology • Honor
INTEGRITY 8   CUNNING 7   STRENGTH 7
HA: 61 C

PERSONNEL: DOMINION

[Dom][Hir] ❖ Dar
[Stf][Holo]   **SECURITY**   [DQ]
The Hirogen created relatively few Breen holograms, given the limited and conflicting information about their species gleaned from the Voyager databanks.
• Biology • Stellar Cartography
INTEGRITY 5   CUNNING 7   STRENGTH 9
HA: 62 C

[Dom][Hir] ❖ Wodek'idan
[Cmd][Holo]   **OFFICER**   [DQ]
One of dozens of holograms freed by Iden. The Jem'Hadar reputation for raw prowess in battle made re-creations of them favorites among Hirogen hunters.
• Physics • Exobiology
INTEGRITY 6   CUNNING 8   STRENGTH 9
HA: 63 C

PERSONNEL: FEDERATION

Admiral J. P. Hanson
[Cmd]   **V.I.P.**
Head of Borg research and strategic planning at Starfleet Tactical. Friend of Jean-Luc Picard for over 40 years. Amassed an armada to face a Borg cube at Wolf 359.
• Leadership x2 • Honor • SECURITY
• Your [Fed] ships may report here (unless [AU]).
INTEGRITY 8   CUNNING 8   STRENGTH 4
HA: 64 R+

Boothby
CIVILIAN
Groundskeeper at Starfleet Academy for more than 50 years. Has mentored countless cadets. Half the captains in Starfleet wouldn't be where they are without him.
• Your [Fed] Youth personnel may report where present and are each attributes all +2 while here. • Biology
INTEGRITY 9   CUNNING 8   STRENGTH 2
HA: 65 R+

❖ E.M.H. - Mark II
[Holo]   **MEDICAL**
Emergency Medical Hologram. More sophisticated — and more eccentric — than the earlier Mark I version.
One per ship or outpost.
• Biology OR Exobiology (may use only one per turn).
• May report aboard U.S.S. Prometheus (for free).
INTEGRITY 5   CUNNING 8   STRENGTH 5
HA: 66 U

Edward Jellico
[Cmd]   **OFFICER**
Take-charge captain of U.S.S. Enterprise during Picard's Celtris III mission. Negotiated first Cardassian armistice. When he gives an order, expects his crew to get it done.
• Diplomacy • ENGINEER • Stellar Cartography
• Leadership ▼ Treaty: Federation/Cardassian
INTEGRITY 7   CUNNING 8   STRENGTH 6
HA: 67 R+

Ezri Dax
[Stf]   **OFFICER**
Trill. Ship's counselor. Succeeded Jadzia Dax as ninth symbiont host. Unprepared for her emergency joining. Romantically involved with Julian Bashir. Gets spacesick.
• SCIENCE • Anthropology • Diplomacy • Youth
• Geology • Reports for free if Jadzia Dax has died.
INTEGRITY 7   CUNNING 8   STRENGTH 4
HA: 68 R+

Lewis Zimmerman
[Stf]   **ENGINEER**
Father of modern holography. Designed the E.M.H. series. Was briefly romantically involved with Leeta in 2373. Suffering from acute subcellular degradation.
• Your compatible [Holo] cards may report here (for free, once each turn). • ENGINEER • Computer Skill x2
INTEGRITY 6   CUNNING 9   STRENGTH 3
HA: 69 R+

Naomi Wildman
CIVILIAN   [DQ]
1/2 Ktarian, 1/2 human born on Voyager; raised by its crew. Daughter of Samantha. Goddaughter of Neelix. Mentored by Seven of Nine. Official captain's assistant.
• While aboard U.S.S. Voyager, doubles first-listed skill of other personnel present. • Youth
INTEGRITY 7   CUNNING 6   STRENGTH 2
HA: 70 U

❖ Sam Lavelle
[Stf]   **OFFICER**
Typical Starfleet ensign eagerly chasing a promotion. Served aboard the Enterprise in 2370. Decent poker player. His grandfather was Canadian.
• Navigation • Computer Skill ▼ Lower Decks
INTEGRITY 7   CUNNING 7   STRENGTH 7
HA: 71 C

[Fed][Hir] ❖ Sumek
[Stf]   **SCIENCE**   [DQ]
Initially produced en masse for their logic and strength, Vulcan holograms were soon abandoned by the Hirogen for showing no lust for the hunt or fear of being hunted.
• ENGINEER • Stellar Cartography
INTEGRITY 7   CUNNING 8   STRENGTH 8
HA: 72 C, 72* C

The E.C.H.
[Cmd][Holo]   **OFFICER**   [DQ]
Emergency Command Hologram. At his request, The Doctor was granted the privilege in 2376 to command U.S.S. Voyager in emergencies like the Quarren incident.
• Computer Skill • Navigation • Physics
• MEDICAL ▼ Any Maneuver card
INTEGRITY 7   CUNNING 9   STRENGTH 5
HA: 73 R+

[Fed][Hir] Weiss
[Cmd][Holo]   **OFFICER**   [DQ]
Bloodthirsty hologram programmed to be Hirogen prey. Turned the tables, leading the slaughter of 43 hunters during his escape. Became Iden's tactical officer.
• Leadership • Treachery • Anthropology • Geology
• Opposing personnel are STRENGTH −1 where present.
INTEGRITY 4   CUNNING 8   STRENGTH 8
HA: 74 R+, 74* R+

PERSONNEL: KAZON

Rulat
[Cmd]   **SECURITY**   [DQ]
Kazon-Nistrim bodyguard reporting directly to Seska. Instrumental in planning the assault to take Voyager in 2372.
• Navigation • Computer Skill • Geology
• Your other [Kaz] SECURITY present are attributes all +1.
INTEGRITY 7   CUNNING 6   STRENGTH 7
HA: 75 U

PERSONNEL: KLINGON

B'Elanna Daughter of Miral
[Stf]   **ENGINEER**   [DQ]
The half-human B'Elanna Torres embraced her Klingon heritage in dealing with the Voq'leng crew. With Kohlar's help, she convinced them her child was the Kuvah'Magh.
• ENGINEER • Leadership • Diplomacy
• Honor • Computer Skill x2
INTEGRITY 8   CUNNING 8   STRENGTH 7
HA: 76 R+

Chancellor Gowron
[Cmd]   **V.I.P.**
Beginning with his invasion of Cardassia in 2372, Gowron became increasingly prideful and paranoid. Nearly destroyed the Empire in his quest for glory.
• Leadership x2 • Anthropology • Law
▼ HQ: War Room ▼ Council of Warriors
INTEGRITY 6   CUNNING 8   STRENGTH 9
HA: 77 R+

❖ *Kar'meth*
[Stf]   SCIENCE   [DQ]
One of the secondary bridge officers on *I.K.C. Voq'leng*. Has already
begun training his successor; the Nehret has been known to claim his
family quickly.
• Biology • Stellar Cartography
INTEGRITY 6   CUNNING 7   STRENGTH 6
HA: 78 C

Nirok
[Holo]   SECURITY   [DQ]
Chief of security aboard *I.K.C. Voq'leng*. His great-grandfather was the
ship's original captain when it first set out over 100 years ago.
• Exobiology • Navigation • Astrophysics
INTEGRITY 7   CUNNING 6   STRENGTH 7
HA: 79 U

PERSONNEL: NON-ALIGNED

Ah-Kel and Ro-Kel
[Cmd][Cmd]   OFFICER OFFICER
Miradorn twins, bonded as if two halves of one being. Attacked and
plundered transports for valuable *objets d'art*. Negotiated with Quark to
sell one such item.
Ah-Kel: • Archaeology • Smuggling • Treachery
Ro-Kel: • Acquisition • Biology • Greed
INTEGRITY 4+4   CUNNING 7+7   STRENGTH 9+9
HA: 80 R

Anastasia Komananov
[Holo]   OFFICER
KGB agent. **Kira Nerys**, with a Russian accent. Brought orders to pursue
Dr. Noah. Romantically involved with Secret Agent Julian Bashir. Wears
exploding earrings.
• Honor • Diplomacy ▼ Smoke Bomb
• May Issue Secret Orders as if she were an infiltrator.
INTEGRITY 7   CUNNING 7   STRENGTH 5
HA: 81 R+

Arachnia
[Cmd]   V.I.P.   [DQ]
Impetuous Queen of the Spider People, as portrayed by **Kathryn
Janeway**. Forced Chaotica to lower his lightning shield after uncorking
her pheromones on his henchman.
• Opposing ships here are SHIELDS −4 unless a female is
aboard. • Diplomacy • Treachery • Honor
INTEGRITY 6   CUNNING 10   STRENGTH 5
HA: 82 R+

Barash
                               CIVILIAN
Humanoid child orphaned by his homeworld's invasion. Secreted on
Alpha Onias III in a cavern equipped with advanced holotechnology.
Bonded with William T. Riker.
• Your [Bar] personnel may report here (for free, once each
turn). • Doubles Hologram Ruse. • Youth
INTEGRITY 6   CUNNING 7   STRENGTH 4
HA: 83 R

Buster Kincaid
[Stf]   OFFICER   [DQ]
Harry Kim played the role of Captain Proton's trusty sidekick through
fiery volcanoes, crash landings, killer robots, alien invasions, and the Den
of Crocodiles.
• If with Captain Proton, you may discard two cards from
hand to draw one. • Navigation
INTEGRITY 7   CUNNING 6   STRENGTH 8
HA: 84 R

Captain Proton
[Cmd]   OFFICER   [DQ]
Spaceman First Class, Protector of Earth, Scourge of Intergalactic Evil.
Tom Paris played the adventurous hero in his re-creation of the original
1930s sci-fi serials.
• Leadership • Navigation ▼ Buster Kincaid
• Your other [HoloAdv] personnel present are attributes all
+2.
INTEGRITY 7   CUNNING 7   STRENGTH 9
HA: 85 R+

Carlos
                               CIVILIAN
Identity adopted by the Soong-type android **Data** in the fictional world of
Dixon Hill. Snappy dresser with a nice tan. From South America. *"Can't
you tell?"*
• If with Dixon Hill, your draw deck is "on ice": draw cards
from discard pile instead. • Computer Skill x2
INTEGRITY 7   CUNNING 10   STRENGTH 12
HA: 86 R

Chaotica
[Cmd][Holo]   V.I.P.   [DQ]
Evil ruler of Planet X, enemy of Captain Proton. Lusts after Arachnia. In
2375, waged war on photonic aliens from "the Fifth Dimension" with
his fiendish Death Ray.
• Once each turn, may return one [Holo] personnel here to
owner's hand. • Treachery x2 • Leadership
INTEGRITY 2   CUNNING 8   STRENGTH 4
HA: 87 R

❖ *Cravic Unit 122*
[Cmd][Nem, L, Grey]   OFFICER   [DQ]
Standard Automated Commander built by the Cravic to wage war on the
Pralor. It is among the oldest of their androids still in operation.
Commands a Cravic Warship.
• Leadership • Computer Skill • Navigation
INTEGRITY 5   CUNNING 7   STRENGTH 10
HA: 88 C

Cyrus Redblock
[Holo]   CIVILIAN
Civil but dangerous gangster. Believes in killing when for a purpose. Is
resolved to obtain "the item" he believes was entrusted to Dixon Hill by
Jessica Bradley.
• Your dilemmas with "murder" in title or lore first kill one
personnel (random selection). • Leadership x2
INTEGRITY 5   CUNNING 8   STRENGTH 6
HA: 89 U

Deputy Rozhenko
                               SECURITY
With some help from Reginald Barclay, the 3/4 Klingon, 1/4 human
Alexander Rozhenko created a holodeck program of the Ancient West
for himself and his father.
• Scores 5 points when Sheriff Worf stuns an opposing
personnel who has Treachery. • Youth • Law
INTEGRITY 7   CUNNING 4   STRENGTH 3
HA: 90 U

Dixon Hill
                               CIVILIAN
Fictional private detective. Solved dozens of cases. **Jean-Luc Picard** is an
aficionado of the original 1930s stories and the latest holonovels by
Broht and Forrester.
• Once per game, when solving a mission where present,
ignore its requirements. ▼ Dixon Hill's Business Card
INTEGRITY 8   CUNNING 8   STRENGTH 6
HA: 91 UR

Dr. Noah
[Holo]   CIVILIAN
Archenemy of Secret Agent Julian Bashir, replaced by the transporter
pattern of **Benjamin Sisko**. Gathered the world's finest minds to start a
new human race.
• Once each turn, may capture most CUNNING personnel
present. • Leadership • Treachery
INTEGRITY 2   CUNNING 8   STRENGTH 6
HA: 92 R+

Duchamps
[Holo]   CIVILIAN
Dr. Noah's associate. Skilled baccarat player, but less so than Secret
Agent Julian Bashir. Carries a cigar rigged with a knockout agent.
Transformed to appear as **Worf**.
• At start of battle, may stun up to three adversaries present
(your choice). • SECURITY • Treachery
INTEGRITY 4   CUNNING 7   STRENGTH 8
HA: 93 R+

Durango
                               CIVILIAN
While most in touch with her Betazoid heritage, **Deanna Troi** loved her
human father's tales of the Ancient West. She always wanted to play the
"mysterious stranger."
• Empathy • Honor • SECURITY • If with Sheriff Worf, both
are STRENGTH +2.
INTEGRITY 6   CUNNING 8   STRENGTH 6
HA: 94 R+

Eli Hollander
[Holo]   CIVILIAN
The Butcher of Bozeman, meanest gunslinger in the West. Frank's boy.
Assumed Data's traits in a holodeck glitch — including his dexterity with a
deck of cards.
• Treachery ▼ Prisoner Exchange
• Opponent may not use SECURITY skill where present.
INTEGRITY 3   CUNNING 6   STRENGTH 12
HA: 95 U

Falcon
                               SECURITY
Deadly assassin hired by Dr. Noah to deal with problems like Secret
Agent Julian Bashir. The character took on the appearance of **Miles
O'Brien** after an accident in 2372.
• May place in your point area when he mortally wounds an
adversary. • Treachery [15 PTS]
INTEGRITY 4   CUNNING 6   STRENGTH 7
HA: 96 R+

Felix Leech
[Holo]   CIVILIAN
Hit man from the Dixon Hill stories. Never strays far from his boss, Cyrus
Redblock. Held several *Enterprise* crew members at gunpoint during a
holodeck malfunction.
• Opposing personnel present may not use classifications.
▼ Cyrus Redblock (if opponent attacked you this game).
INTEGRITY 3   CUNNING 6   STRENGTH 5
HA: 97 U

Frank Hollander
[Holo]   CIVILIAN
Main "bad guy" in Alexander's Deadwood program. Eli's pa. A computer
malfunction caused the character to take on the appearance and physical
abilities of Data.
• SECURITY • Leadership • Treachery ▼ Captured
• Holoprogram: Deadwood here is suspended.
INTEGRITY 2   CUNNING 8   STRENGTH 12
HA: 98 R+

John Watson
                               MEDICAL
London physician and companion of Sherlock Holmes. Recounted a full
five dozen of the sleuth's cases. On the holodeck, **Geordi La Forge** was
Data's Watson.
• If with Sherlock Holmes, you may discard your hand at start
of turn. • ENGINEER • Physics
INTEGRITY 8   CUNNING 8   STRENGTH 6
HA: 99 R+

Leonardo da Vinci
[Holo]   CIVILIAN   [DQ]
Renaissance man whose accomplishments as a scientist, artist,
mathematician, philosopher, astronomer, inventor, anatomist, and
geologist dwarfed all his contemporaries.
• SCIENCE • Astrophysics • Biology
• Geology • Physics ▼ Mona Lisa
INTEGRITY 8   CUNNING 9   STRENGTH 4
HA: 100 R

Lily
[AU]   CIVILIAN
In her time aboard *U.S.S. Enterprise-E*, **Lily Sloane** adjusted admirably to
rayguns, force fields, bionic zombies, and the holographic world of Dixon
Hill.
• If with Dixon Hill, once per game may cancel a personnel
battle here. • ENGINEER • Physics
INTEGRITY 6   CUNNING 6   STRENGTH 5
HA: 101 R

Lonzak
[Stf][Holo]   SECURITY   [DQ]
Inferior serving as bodyguard to Chaotica. Enforces his liege's rule,
imprisoning infidels in the Dungeon of Pain or Mines of Mercury. Often
seizes Constance Goodheart.
• Worth 5 points for each female captive present (double if
Chaotica also present). • Law
INTEGRITY 3   CUNNING 6   STRENGTH 7
HA: 102 U

Madam Pulaski
                               CIVILIAN
Katherine Pulaski entered the holodeck on a bet that Data could not
solve a Sherlock Holmes-style mystery without already knowing the
outcome.
• Unique missions seeded by both players are worth +10
points if you complete them. • MEDICAL
INTEGRITY 7   CUNNING 7   STRENGTH 4
HA: 103 U

Minuet
[Holo]   CIVILIAN
Knockout brunette in a computer-generated gin joint. Programmed by the
Bynars to distract William T. Riker. His feelings for her remained quite
passionate for years.
• Once each turn, your Bynars card may play for free.
• Once every turn, may "stop" up to two males present.
INTEGRITY 5   CUNNING 8   STRENGTH 4
HA: 104 R

Mona Luvsitt
[Stf][Holo]   CIVILIAN
Capable valet to Secret Agent Julian Bashir. She speaks seven languages,
has degrees in biology, chemistry, and physics, and can fly anything from
a jet to a helicopter.
• SCIENCE • Biology • Physics • Navigation • Anthropology
INTEGRITY 3   CUNNING 8   STRENGTH 4
HA: 105 R

Mr. Garak
                               CIVILIAN
The Cardassian **Elim Garak** taught Secret Agent Julian Bashir: *"There
comes a point when the odds are against you and the only reasonable
course of action is to quit."*
• May end a mission attempt he is involved in just after any
dilemma killed your personnel. • Treachery
INTEGRITY 5   CUNNING 8   STRENGTH 6
HA: 106 R+

Nicki the Nose
[Holo]   CIVILIAN
Nefarious gangster and arms dealer. Infrequent patron of a highbrow San
Francisco restaurant. Featured in several Dixon Hill stories, including *The
Big Goodbye*.
• Leadership • Treachery • Greed ▼ Tommygun
INTEGRITY 4   CUNNING 7   STRENGTH 7
HA: 107 U

Pralor Unit 3947
[Stf][Nem, R, Grey]   ENGINEER   [DQ]
Automated Personnel Unit built by the Pralor. Found adrift in space by *Voyager*. Abducted B'Elanna Torres in the hopes she could build more androids of its kind.
• Computer Skill • Astrophysics • Geology • Navigation
INTEGRITY 5   CUNNING 7   STRENGTH 10
HA: 108 U

❖ *Pralor Unit 6263*
[Cmd][Nem, R, Grey]   OFFICER   [DQ]
Standard Automated Personnel Unit built by the Pralor. Its creators were annihilated when they tried to shut the androids down after reaching peace with the Cravic.
• Leadership • Computer Skill • Navigation
INTEGRITY 5   CUNNING 7   STRENGTH 10
HA: 109 C

Professor Honey Bare
[Holo]   SCIENCE
Seismologist replaced by an image of **Jadzia Dax**. Built the lasers Dr. Noah planned to use to destroy the world. Romantically involved with Secret Agent Julian Bashir.
• Geology • Physics ▼ Rescue Captives
• May play Volcanic Eruption as an event at her location.
INTEGRITY 5   CUNNING 9   STRENGTH 4
HA: 110 R+

Professor Moriarty
[Holo]   CIVILIAN
Sherlock Holmes' enemy. Accidentally made sentient in 2365. Built a simulation of the *Enterprise* and its crew.
• SCIENCE • Leadership • Computer Skill • Treachery
• Once each turn, you may place an additional personnel under Holoprogram: 221B Baker Street.
INTEGRITY 5   CUNNING 12   STRENGTH 5
HA: 111 R+

Regina Barthalomew
[Holo]   V.I.P.
Adventurous 19th-century countess. Fictional character inspired by the Sherlock Holmes stories. Romantically involved with Professor Moriarty.
• If with Professor Moriarty, copies of personnel under Holoprogram: 221B Baker Street may report for free.
INTEGRITY 7   CUNNING 5   STRENGTH 4
HA: 112 U

Secret Agent Julian Bashir
**   OFFICER**
Bashir… **Julian Bashir**. Role in a holoprogram created by his friend Felix, of a spy for Great Britain in the Cold War of 20th-century Earth. Has escaped countless traps.
• Geology • MEDICAL • Biology ▼ '45 Dom Perignon
• Your personnel may not be captured where present.
INTEGRITY 7   CUNNING 9   STRENGTH 7
HA: 113 R+

Sheriff Worf
**   SECURITY**
Sheriff of Deadwood, South Dakota, as played by **Worf**. Though initially reluctant to spend time with his son, the Klingon soon saw the appeal of Alexander's scenario.
• STRENGTH +1 for each opposing SECURITY personnel present. • Leadership • Computer Skill • Law
INTEGRITY 8   CUNNING 7   STRENGTH 10
HA: 114 R+

Sherlock Holmes
**   CIVILIAN**
The role of Sir Arthur Conan Doyle's brilliant detective was often assumed by the Soong-type android **Data**.
• Biology • Physics • Music • Computer Skill
• At start of your turn, you may draw cards (without downloading) until your hand is equal to opponent's.
INTEGRITY 8   CUNNING 12   STRENGTH 12
HA: 115 R+

Sigmund Freud
[Holo]   MEDICAL
Neurologist who founded the science of psychoanalysis on Earth in the late 19th century. Data looked to this re-creation for interpretations of his first nightmares.
• Your personnel and equipment may report where present (if [AU]). • Biology ▼ Alternate Universe Door
INTEGRITY 6   CUNNING 8   STRENGTH 4
HA: 116 R

The President of Earth
[Cmd][Holo]   V.I.P.   [DQ]
The Doctor gave an unimpeachable performance on the holodeck in 2375, negotiating with transdimensional aliens who mistook a Captain Proton program for reality.
• Leadership • Diplomacy x2 • MEDICAL • Personnel present with Chaotica are attributes all −3.
INTEGRITY 8   CUNNING 7   STRENGTH 4
HA: 117 R

The Twin Mistresses of Evil
[Stf][Stf]   SCIENCE SCIENCE   [DQ]
Captain Proton villains portrayed by the Delaney sisters, Megan and Jenny. Threatened to use their Brain Probe to make Buster Kincaid their slave. He didn't mind.
Demonica: • Doubles skills of any Harry Kim present.
Malicia: • Doubles skills of any Tom Paris present.
INTEGRITY 3+3   CUNNING 8+8   STRENGTH 5+5
HA: 118 U

Vic Fontaine
[Holo]   CIVILIAN
Self-aware hologram of a 20th-century Las Vegas singer. His keen insights helped Bashir, Odo, Kira, Worf, Nog, and others aboard Deep Space 9 through difficult times.
• May download a card if a dilemma just "stopped" your personnel here (once per game per dilemma). • Music
INTEGRITY 8   CUNNING 8   STRENGTH 5
HA: 119 R+

PERSONNEL: ROMULAN

[Rom][Hir] ❖ Garren
[Stf][Holo]   SCIENCE   [DQ]
Because of their cloaking technology and precise strategic planning, re-creations of Romulans were often used by the Hirogen in ship-to-ship hunting simulations.
• Geology • Navigation
INTEGRITY 5   CUNNING 7   STRENGTH 6
HA: 120 C, 120* C

Praetor Neral
[Cmd]   V.I.P.
Neral is the president of the Continuing Committee and Praetor of the glorious Romulan Star Empire. Has not aged well under the mantle of leadership.
• Leadership x2 • Treachery • Diplomacy • Biology
• Adds SECURITY to each of your Tal Shiar personnel.
INTEGRITY 3   CUNNING 8   STRENGTH 7
HA: 121 R+

PERSONNEL: VIDIIAN

❖ *Maleth*
[Cmd]   SECURITY   [DQ]
Typical chief of security for large Vidiian bases. Head of perimeter defense for the Avery III installation. Captured Tom Paris, B'Elanna Torres, and Peter Durst in 2371.
• Leadership • Physics • Transporter Skill
• Opposing personnel are STRENGTH −1 where present.
INTEGRITY 4   CUNNING 8   STRENGTH 4
HA: 122 C

Q-ICON DILEMMA

AR-Q-OLOGIST
"How can you write about something that you've never seen? I know! Why don't I take you there?"
Unless Archaeology and Honor present, opponent may "dig up" up to Q cards from their discard pile and place them in any order on top of draw deck, where Q=total number of • and ▼ icons on lowest INTEGRITY personnel present. Discard dilemma.
HA: 123 C

Q-ICON ~~DILEMMA~~ EVENT

Q'S FANTASY WOMEN
"My good fortune is your good fortune."
Plays on a male present (opponent's choice) until any Q-Flash. If he helps you solve a mission, opponent scores bonus points. Discard event.
[5 PTS]
HA: 124 C

Q-ICON INTERRUPT

QUANDARY
"It's so unlike you, Jean-Luc, to have a sense of humor. Especially about getting stabbed through the back…. So if you had to do it all over again…?"
"Restore" one personnel from your discard pile (there may not be a version of the same persona in play) and shuffle into crew or Away Team. Opponent then selects one personnel (random selection). If it is not "restored" personnel, discard it and lose points.
[−5 PTS]
HA: 125 C

SHIP: FERENGI

Trullux
D'KORA-CLASS TRANSPORT
Modified transport commanded by Gegis, who planned to use his profit from stolen Borg nanoprobes to install multiphasic shielding and a gold-pressed latinum hull.
[Cmd][Stf] Holodeck, Tractor Beam
RANGE 8   WEAPONS 6   SHIELDS 8
HA: 126

SHIP: NON-ALIGNED

Baxial
**   TALAXIAN FREIGHTER   [DQ]**
Small ship owned and commanded by Neelix. Ugliest thing he ever saw, though its appearance grew on him.
Has no transporters.
Tractor Beam
May report for free to Neelix's location.
RANGE 7   WEAPONS 4   SHIELDS 6
HA: 127 U

❖ *Cravic Warship*
[NEM, L, GREY]   WARSHIP CLASS   [DQ]
Powerful ship built decades ago by the Cravic. Still used by their androids to continue war on the Pralor Units.
Attributes all −3 unless Cravic Unit in crew.
[Cmd][Stf][Stf] Tractor Beam
Your Cravic Units may report aboard.
RANGE 7   WEAPONS 10   SHIELDS 9
HA: 128 U

[NA][Hir] *Olarra*
**   LIGHT CRUISER   [DQ]**
Stolen Hirogen ship. Commanded by Iden on his quest to free "Children of Light" from the Hirogen, Nuu'bari, and other Delta Quadrant civilizations.
[Cmd][Stf] Holodeck, Tractor Beam
Your [Holo] cards may report aboard.
RANGE 8   WEAPONS 9   SHIELDS 8
HA: 129 R+, 129* R+

❖ *Pralor Warship*
[Nem, R, Grey]   WARSHIP CLASS   [DQ]
Part of the large armada left behind by the now-extinct Pralor. Commanded by Pralor Unit 6263.
Attributes all −3 unless Pralor Unit in crew.
[Cmd][Stf][Stf] Tractor Beam
Your Pralor Units may report aboard.
RANGE 7   WEAPONS 10   SHIELDS 9
HA: 130 U

SITE

❖ HOLOSUITE
This site must be placed adjacent to Quark's Bar (or another Holosuite). Has a Holodeck. Holoprogram cards may be played here (limit one; station controller may discard it during their turn). [Holo] Equipment cards and compatible [Holo] personnel may report here, and may be transferred directly to/from owner's ship docked at this station.
Terok Nor OR DS9
Ops Module ▪ **Promenade** ▪ Habitat Ring ▪ Docking Ring
HA: 131 C