

Star Trek™ CCG Rules of Acquisition Card List

LEGEND

Expansion Abbreviations
RoA Rules of Acquisition

Rarity Abbreviations
C Common
U Uncommon
R Rare

Icon Abbreviations
[AU] Alternate Universe
[Bar] Barash
[BO] Borg Use Only
[Cmd] Command
[Com] Communication
[3] Countdown Box
[Def] Defense
[DO] Delta Quadrant
[Door] Doorway
[EE] U.S.S. Enterprise-E
[Eq] Equipment
[Ev] Event
[Ex] U.S.S. Excelsior
[GO] Gamma Quadrant
[HA] Hidden Agenda
[Holo] Holographic Re-creation
[Inc] Incident
[Int] Interrupt
[KW] Ketracel White
[Maq] Maquis
[Nav] Navigation
[Nem] Nemesis
[Obj] Objective
[OCD] Optical Compact Disk
[Orb] Orb
[P] Planet
[Q] Q-Icon card
[Ref] Referee
[Rule] Ferengi Rule of Acquisition card
[Skill] Skill Dot
[S] Space
[S/P] Space/Planet
[SD] Special Download
[SE] Starship Enterprise
[Stf] Staff

Affiliation Icons — Rectangular [Personnel/Ship/Facility] or [your mission] and Bar [opponent's mission]
[Baj], [Baj] Bajoran
[Borg], [Borg] Borg
[Car], [Car] Cardassian
[Dom], [Dom] Dominion
[Fed], [Fed] Federation
[Fer], [Fer] Ferengi
[Klg], [Klg] Klingon
[NA], [NA] Non-Aligned
[Neu], [Neu] Neutral
[Rom], [Rom] Romulan

Infiltration Icons
<Fed> Federation

ARTIFACTS

ORB OF WISDOM

Acquired by Zek from one of his contacts on Cardassia III. The Grand Nagus used the Orb to contact the Prophets, then sold it to the Bajoran government at a substantial profit.
Use as Equipment card. Your personnel present are each INTEGRITY +3. Each turn, one of your cards played here plays for free if your [Orb] personnel present. (Not duplicatable.)
RoA: R

PHASING CLOAKING DEVICE

Phasing cloak prototype created in violation of the Treaty of Algeron, which forbids the Federation from developing cloaking technology. Salvaged from the U.S.S. Pegasus.
May seed under Pegasus Search. Use as Equipment card. While aboard your ship, that ship has a Phasing Cloak (RANGE +4 while phased).
RoA: R

STARRY NIGHT

Famous painting by Dutch impressionist Vincent van Gogh. Painted at Saint-Remy in 1889. Dubiously owned by Kivas Fajo 477 years later. A highly prized commodity.
If earned at same location as Quark's Bar, a Trading Post or a homeworld, immediately download here (earn) up to two "use as Equipment card" artifacts. Discard Starry Night.
RoA: R

DILEMMAS

CENTER OF ATTENTION

After Morn faked his own death, Quark "inherited" the Lurian's stolen latinum fortune. Naturally, this made him quite a hit with Morn's former partners in crime.
Unless 4 SECURITY OR hand weapon and CUNNING > 36 OR any Quark present, kills one personnel present (opponent's choice) who has Treachery or Greed. Discard dilemma.
RoA: U

CHULA: CROSSROADS

Caught in a game of chula, Deep Space 9 senior officers divided up to explore different paths. Some paths were dead ends, while others led to the next ship.
Immediately probe (then draw probe card):
[Ref], [Bar], [GO], [Fer]: "Stops" two personnel (your choice).
Otherwise: "Stops" one personnel (opponent's choice).
RoA: C

CHULA: THE DOOR

In the Wadi game of chula, participants are confronted with a virtual labyrinth of doorways. A few seem to permit passage arbitrarily, but most remain closed.
To get past, two personnel must each contribute any one of their attributes to equal a total of 5 or 21. Nullify by placing any doorway out-of-play from hand.
RoA: R

DANGEROUS LIAISONS

Quark agreed to provide mercenaries for Rao Vantika's attempted theft of a deuterium shipment. Failure to complete his contract would have been a fatal mistake.
To get past requires 3 Treachery and Acquisition OR 2 SCIENCE and 2 SECURITY OR Ty Kajada. Nullify by discarding Recruit Mercenaries from hand.
RoA: C

FERENGI BUG

Quark attempted to use a Ferengi eavesdropping device to gather information on Shakaar Edon in 2372. He wanted to sell high-level Bajoran political information.
Unless 3 SECURITY (or Odo) and any tricorder OR 2 FCA present, place atop mission. While in play, your hand is exposed, face up on table.
RoA: U

IN THE PALE MOONLIGHT

In a desperate attempt to spark Romulan participation in the defense of the Alpha Quadrant, Benjamin Sisko enlisted Elm Garak's effective, but questionable, methods.
To get past requires a personnel who has INTEGRITY < 4 OR a Federation personnel who has Treachery OR any Garak OR a Founder.
RoA: U

ORION SYNDICATE BOMB

Typical explosive device. One was hidden in a floor panel of a runabout carrying Quark to testify before a Federation Grand Jury. Odo's attempt to beam it out accelerated its detonation.
Damages ship unless Transporter Skill OR any Orion Syndicate personnel present. Discard dilemma.
RoA: R

[S/P] SCIENTIFIC METHOD
Beverly Crusher scanned Jo'Bril's body for tetraon traces during her 2369 "murder" investigation. Her scientific approach eventually revealed that Jo'Bril had faked his own death.
To get past requires MEDICAL and 3 SCIENCE.
RoA: C

[S/P] STRANGE BEDFELLOWS
Dukat's disguise as a Bajoran farmer and seer named Anjohl allowed him to forge an alliance with Winn Adami that was both dangerous and disgusting.
If a male and female present, lowest INTEGRITY male and lowest INTEGRITY female are "stopped" (discarded if their INTEGRITY numbers are the same).
RoA: U

EQUIPMENT

BREEN CRM114

Powerful disruptor often brokered by Hagath. Guaranteed to cut through reactive armor up to 15 centimeters and shields up to 4.6 gigajoules. Quick recharge. Expensive, but well worth it.
Reports to your Breen or arms dealer. At start of battle, kills up to 5 Rogue Borg present. Once each turn, this Away Team may attack a landed ship or facility on same planet (damaged= ~).
RoA: R

FERENGI DISRUPTOR

Standard-issue hand weapon used by military personnel in the Ferengi Alliance. Provides accuracy and energy output comparable to those of the Starfleet hand phaser.
Ferengi and Non-Aligned use only. Each of your personnel present is STRENGTH +2. (Cumulative.)
RoA: C

FERENGI DISRUPTOR RIFLE

Powerful energy weapon. Essential protection for particularly dangerous or unusual missions — such as when rescuing one's moogles from the Dominion.
Ferengi and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)
RoA: U

FERENGI PADD

Standard Ferengi Personal Access Display Device for computerized information.
Ferengi use only. Each of your personnel present is CUNNING +2. (Cumulative.)
RoA: C

GOLD-PRESSED LATINUM

Valuable liquid latinum encased in relatively worthless gold dust. Standard of exchange throughout the Ferengi Alliance. Typically traded in bars, strips and slips: 1 bar = 20 strips = 2,000 slips.
Once each turn, on a Trading Post, homeworld or Quark's Bar, you may discard two Latinum (one if your Acquisition present) to download a non-Latinum Equipment card there.
RoA: C

KUKALAKA

Beloved childhood companion (and first surgical patient) of Julian Bashir. Loaned to, and especially treasured by, Leeta. A timeless symbol of innocence and security.
Your non-Borg personnel present are each INTEGRITY +2, or +3 if Leeta present. Also, each player is limited to one Brain Drain OR one Going to the Top every turn. (Unique.)
RoA: R

SCEPTER OF THE GRAND NAGUS

Traditional cane of the Grand Nagus of the Ferengi Alliance. Symbol of his power and authority. The gnarled hardwood shaft is crowned by a nagus head made of gold-pressed latinum.
Your Nagus present may allow one [Rule] card to play for free each turn, prevent opponent from nullifying [Rule] cards here and stun one adversary he just engaged per turn. (Unique.)
RoA: R

SMALL CLOAKING DEVICE

[4] Device obtained by Quark. Illegal under Bajoran law. Quark gave it to Natima Lang so she could elude Cardassian authorities, but warned her it would work only for a short time.
Reports for free if your Smuggling or Acquisition present. While aboard your ship with no staffing requirements, ship has a Cloaking Device. Counts down only while engaged.
RoA: U

[Rule] **THE FERENGI RULES OF ACQUISITION**
Ornate book of 285 sayings, attributed to Grand Nagus Gint, which guide Ferengi commerce. They're really only guidelines: calling them "rules" was just a clever marketing ploy.
Once each turn, you may place a [Rule] card beneath draw deck from hand to draw a card (if your Ferengi is present) or to download a [Rule] card to hand (if your Nagus is present).
RoA: U

EVENTS

[Rule] **1ST RULE OF ACQUISITION**
"Once you have their money, you never give it back."
Seeds or plays on your freighter, transport or [Fer] facility or ship. Gold-Pressed Latinum you download may come from your discard pile. Once per game, you may download to hand one Gold-Pressed Latinum and/or one Ferengi V.I.P.
RoA: C

[Rule] **6TH RULE OF ACQUISITION**
"Never allow family to stand in the way of opportunity."
Plays on your Ferengi who has Greed or Treachery; place beneath draw deck another Ferengi present whose names (or is named by) this one in lore. Download two Equipment cards or one [Fer] ship here OR draw up to three cards. Discard event.
RoA: C

[Rule] **33RD RULE OF ACQUISITION**
"It never hurts to suck up to the boss."
Plays on your Greed personnel at a mission or [BO] objective opponent completed. Compliment opponent's score. If they say "thank you," score points. If not, draw up to four cards. Discard event. (Limit two per location.)
[5 PTS]
RoA: U

[Rule] **34TH RULE OF ACQUISITION**
"War is good for business."
Plays on your arms dealer or Acquisition personnel. Once every turn, if a non-Rogue-Borg battle was just initiated or opponent's ship was just damaged, download two Gold-Pressed Latinum here (three if an arms dealer) OR draw two cards.
RoA: U

[Rule] **47TH RULE OF ACQUISITION**
"Don't trust a man wearing a better suit than your own."
Plays on your Acquisition or Greed personnel. Nullifies all Palor Toff cards. Whenever at same location as any Garak or a personnel who has more [skill] icons than this one, may place that personnel atop owner's draw deck; discard event.
RoA: U

[Rule][3] **59TH RULE OF ACQUISITION**
"Free advice is seldom cheap."
Plays on your Nagus. At any time, advise opponent to attempt a specific mission. If opponent does so voluntarily, opponent must first discard two cards from hand and/or top of draw deck and you may draw up to two; discard event.
RoA: U

[Rule] **75TH RULE OF ACQUISITION**
"Home is where the heart is, but the stars are made of latinum."
Plays on your Acquisition personnel in their native quadrant. If that personnel helps solve a mission in another quadrant, score points OR download up to five Gold-Pressed Latinum there; discard event. (Once per mission.)
[10 PTS]
RoA: U

[Rule] **211TH RULE OF ACQUISITION**
"Employees are the rungs on the ladder of success – don't hesitate to step on them."
Plays on Quark's Bar or Ferengi Trading Post. Each time opponent wishes to play a card during your turn, opponent must first discard X cards, where X = (your dabo girls and Ferengi waiters present) – (opponent's personnel present).
RoA: C

FACILITIES

Continuing Committee
Praetor Neral presides over the Continuing Committee of the Romulan People, the final authority on Romulus.
Seeds or plays on Romulus. May coexist with Office of the Proconsul. Once per turn, one Tal Shiar personnel OR any Neral may report for free here. (Not duplicatable.)
[Rom] HEADQUARTERS SHIELDS 44
RoA: R

Ferengi
Ferenginar is the rainy, soggy homeworld of the highly capitalistic Ferengi people. The Ferengi Alliance establishes outposts throughout its territory.
Seed one if playing Ferengi OR build where you have a Ferengi ENGINEER.
[Fer] OUTPOST SHIELDS 30
RoA: C

Tower of Commerce
The Grand Nagus enjoys absolute control over Ferengi business affairs from his Chamber of Petitioners.
Seeds or plays on Ferenginar. Once per turn, one Ferengi V.I.P., CIVILIAN or Hupyrian OR one HQ card may play for free here. (Not duplicatable.)
[Fer] HEADQUARTERS SHIELDS 40
RoA: R

INCIDENTS

[HA] **BODYGUARDS**
Seeds or plays on table. At start of any personnel battle, each of your bodyguards and leaders who has SECURITY in that battle may exclude from battle one of your V.I.P. or CIVILIAN personnel. If you have a non-Borg Leadership personnel or a [Def] drone remaining in the battle, instead of shuffling your combat pile you may pre-arrange the order in which your personnel will fight. Discard incident.
RoA: U

[HA] **BRIBERY**
Seeds or plays on table. Once each turn, your Smuggling or Greed personnel may discard one of your Gold-Pressed Latinum present to add [Fer] icon to your mission there (except Ferenginar) until end of your next turn OR to prevent one entire point loss of up to 9 points just incurred there (discard incident) OR to release (and relocate to that personnel) one of your personnel held captive there.
RoA: C

DABO
Plays on Quark's Bar. Any player who has a personnel here (except any Quark) may "wager" 1 to 3 cards from discard pile (except Kevin Uxbridge/Amanda Rogers) and probe:
[Eq], [Ev], [skill]: Place wager in point area (2 points per card). Otherwise: Place wager out-of-play; if station's controller has any Quark here, for each dabo girl here that player may draw one card OR download one Gold-Pressed Latinum here.
RoA: U

[HA] **EMERGENCY EVACUATION**
Seeds or plays on table. If your ship or facility is being destroyed or just encountered Abandon Ship, you may place entire crew under that Abandon Ship dilemma OR download Escape Pod (ignoring Computer Crash) to save entire crew of ship or facility OR relocate entire crew to a planet at that location. Discard incident after use.
RoA: C

HQ: FERENGI CREDIT EXCHANGE
Seeds or plays on Ferenginar, Ferengi Trading Post or Quark's Bar. Any player who has Acquisition present may, once each turn, discard up to three Gold-Pressed Latinum cards present. For each one discarded, score 2 points (place that Latinum card in point area), draw one card or place any one card from discard pile beneath draw deck. May be nullified by Subspace Interference.
RoA: U

[HA][Ref] **IT'S ONLY A GAME**
Seeds or plays on table. Limits each non-Borg *report with crew* action to four total personnel/equipment. Limits Red Alert to one Personnel, one Ship and one Equipment card per turn. Limits probing and doubling for Visit Cochrane Memorial to once per game per persona. Also, whenever opponent draws three or more cards in one turn, you may download (even from discard pile) Scorched Hand, ignoring Computer Crash.
RoA: U

[HA][4] **PROTECTION RACKET**
Seeds or plays on table. Once each turn, your Ferengi who has Treachery (or your non-Ferengi who has Treachery x2) may "threaten" (place incident on) any non-Borg personnel at this location. Make any request of opponent. Incident nullified if opponent complies. Threatened personnel loses first-listed skill and opponent must probe each turn:
[Door], [Skill] : *Assassin strikes*. Threatened personnel killed.
RoA: R

[HA][1] **QUARK'S ISOLINEAR RODS**
Seeds or plays on table. You may ignore each opponent's Computer Crash. Also, you may nullify any or all cards preventing you from playing Q's Tent (discard incident after card taken from tent). Once per game, you may download to hand Intermix Ratio, The Big Picture or a non-OFFICER who has Computer Skill x2 (discard incident). Does not count down while you have any Quark in play.
RoA: R

[HA][Ref] **REACTOR OVERLOAD**
Seeds or plays on table. If any player has "processed ore" to draw two cards per turn at any one Ore Processing Unit, destroys that site. OR Seeds or plays on table. Place on your ship or facility. EM surge disables each android aboard until Cybernetics present; erases all [Holo] cards aboard; kills each Borg aboard (unless [Com] drone in hive); and kills all Rogue Borg aboard. Return incident to your hand after either use.
RoA: U

[HA][Ref] **WRIT OF ACCOUNTABILITY**
Seeds or plays on table. Once per game, downloads an FCA personnel; discard incident. OR Seeds or plays on table. Place on your [Fer] FCA personnel. If opponent has used Subspace Schism, Brain Drain or Horga'h'n more than twice OR played Static Warp Bubble, Anti-Time Anomaly or Black Hole more than once OR used their own dilemma(s) to score more than 15 points or to discard other dilemmas, they lose the game.
RoA: R

INTERRUPTS

INCOMING MESSAGE – FERENGI
Messages and directives are sent, faster than light, on subspace radio signals amplified by networks of relay stations.
"Your ship must immediately return to the nearest Ferengi outpost, full speed." Place on one Ferengi ship until outpost reached, then discard.
RoA: C

VACUUM-DESICCATED REMAINS
When a Ferengi dies, his body is desiccated and apportioned into flat, circular containers to be sold as collectibles. The remains of noteworthy individuals can become quite valuable.
Once per turn, place out-of-play any Ferengi just killed by your opponent's card. Draw cards and/or download Gold-Pressed Latinum: up to three total if a V.I.P., two otherwise.
RoA: C

MISSIONS

[S] **Collect Sample**
Gaseous cloud: Beam volatile sample aboard ship for possible use as a weapon component.
SCIENCE + Astrophysics + Transporter Skill + (Smuggling OR Treachery x2)
[Rom][Car][Dom][Fer]
SPAN 3 [30 PTS]
RoA: C

[P] **Deliver Message**
Ferenginar: Convey documents to Grand Nagus Zek on the Ferengi homeworld; beware enemy patrols.
V.I.P. + Diplomacy + Acquisition OR Quark Son of Keldar OR Nog
[Fed][Klg][Dom]
SPAN 4 [30 PTS]
RoA: U

[S] **Gunrunning**
Military checkpoint: Get lethal cargo past patrol ship to conclude lucrative arms deal with local interests.
Greed x2 + Smuggling x2 + Anthropology + CUNNING>28 + (hand weapon OR Echo Papa 607)
[Fer]
SPAN 3 [40 PTS]
RoA: U

[S] **Market Research**
Undercommercialized system: Survey remote region; seek out new life and new civilizations to exploit.
Greed x2 + Acquisition + Anthropology + Stellar Cartography + CUNNING>35
[NA][Fer]
SPAN 5 [30 PTS]
RoA: C

[P] **Purchase Moon**
Habitable satellite: Inspect and make offer on moon that just came on the market in this upscale sector.
Greed + Acquisition + Geology + Astrophysics + discard 1 to 4 Gold-Pressed Latinum (X = number discarded)
[Fer]
SPAN 4 [10X PTS]

Opponent's end:
Greed + Acquisition + Geology + Astrophysics + discard 3 Gold-Pressed Latinum
[Fer]
SPAN 4 [30 PTS]
RoA: U

[S][P] Runabout Search
Class-L planet: Track distress signal; locate survivors of ship sabotaged by Orion Syndicate.
Transporter Skill + MEDICAL + (Honor OR Greed)
If you solve, may download Odo or Quark here.
 [Fed][Baj][Fer]
 [30 PTS]
 SPAN 3
 RoA: U

[P] Tulaberry Wine Negotiations
Dosi planet: Meet with aggressive Dosi negotiators to discuss lucrative wine contract and distribution rights.
Acquisition x3 + (STRENGTH>30 OR GURAMA) OR Pel + any Quark
Any non-Dominion Away Team may attempt mission.
 SPAN 5 [45 PTS] [GQ]
 RoA: U

OBJECTIVES

ESTABLISH TRADE ROUTE
 Seeds or plays on a space mission with a point box that you seeded. You may attempt it using these requirements:
Greed + (freighter OR transport OR [Fer] ship) + Acquisition x3 + CUNNING > (mission points x2)
 When you solve mission, you may download Ferengi Trading Post (plus up to two Equipment cards) here; discard objective.
 RoA: C

FERENGI CONFERENCE
 Seeds or plays on Quark's Bar. When you have a Nagus here, you may download one copy of the 75th Rule of Acquisition to each of your other Ferengi here who has Acquisition. Discard objective. OR Plays on your Nagus at Quark's Bar or aboard a [Fer] facility. Download to that Nagus one Hupyrian or any number of Ferengi CIVILIANS with up to 11 total [Skill] icons. Discard objective.
 RoA: C

FORCED-LABOR CAMP
 Seeds or plays on Cardassia IV, Ligos VII or your planet that has Geology or Archaeology as a requirement. Your [Car] and [Fer] personnel may attempt mission. On Cardassia IV or Ligos VII, changes your mission requirements to these:
SECURITY + Geology + STRENGTH > (mission points x2)
 After you solve, while you escort a captive on this planet, you may draw one additional card at end of each turn.
 RoA: U

PERSONNEL – BAJORAN

[Baj][Fer] *Leeta*
 CIVILIAN
 Bajoran dabo girl. Formed the Guild of Restaurant and Casino Employees with Rom. Amateur sociologist. Was formally separated from Julian Bashir on Risa in 2373.
Anthropology + Youth + Computer Skill + Leadership + Music
[SD] Dabo OR Kukulaka
 INTEGRITY 7 CUNNING 6 STRENGTH 4
 RoA: R

[Baj][Fer] *Mardah*
 CIVILIAN
 Bajoran entomology student. Dabo girl. Orphaned by Cardassians. Romantically involved with Jake Sisko. Accepted to the science academy on Regulus III.
Youth + Biology + SCIENCE
 INTEGRITY 7 CUNNING 6 STRENGTH 3
 RoA: U

PERSONNEL – CARDASSIAN

Benil
 [Cmd] OFFICER
 Cardassian Gul of the Eighth Order. Intercepted the U.S.S. *Defiant* en route to Cardassia Prime. Covert arms dealer with suspected Kressari connections.
Leadership + Biology + Greed + Smuggling
 INTEGRITY 5 CUNNING 6 STRENGTH 7
 RoA: U

Lemec
 [Cmd] OFFICER
 Gul in command of the *Reklar*. Clashed with Captain Edward Jellico over troop and ship movements along the Federation/Cardassian border.
Geology + MEDICAL + Music + Transporter Skill
 INTEGRITY 6 CUNNING 7 STRENGTH 8
 RoA: R

PERSONNEL – DOMINION

Deyos
 [Cmd] SECURITY [GQ]
 Vorta in charge of Internment Camp 371. Responsible for training and equipping Jem'Hadar troops. Accepts nothing less than perfect obedience.
May draw a card for each non-Youth Jem'Hadar that enters play here. + Treachery x2 + Archaeology
 INTEGRITY 4 CUNNING 7 STRENGTH 6
 RoA: R

◆ *Edan'Atal*
 [Stf][KW] SECURITY
 Representative of Jem'Hadar assigned to guard Dominion operations on Cardassia Prime. Fourth. Bred in the Alpha Quadrant.
Astrophysics + ENGINEER + Honor
 INTEGRITY 6 CUNNING 8 STRENGTH 9
 RoA: C

Hanok
 [Cmd] V.I.P. [GQ]
 Member of Karemma Commerce Ministry. Helped to defuse a torpedo lodged in the hull of U.S.S. *Defiant*. Learned of Ferengi business philosophy from Quark.
Acquisition + Diplomacy + Smuggling + ENGINEER
[SD] Any [Rule] card
 INTEGRITY 7 CUNNING 7 STRENGTH 6
 RoA: U

◆ *Ikat'Ika*
 [Cmd][KW] OFFICER [GQ]
 Jem'Hadar First under Deyos. Leader of detachment assigned to Internment Camp 371. Fought Worf as part of training exercise. Skilled combatant.
Honor + Leadership + Anthropology
Your Jem'Hadar present are STRENGTH +1 in battle.
 INTEGRITY 8 CUNNING 8 STRENGTH 12
 RoA: R

◆ *Inglatu*
 [Stf] CIVILIAN [GQ]
 Typical male Dosi. Violent and impatient negotiator. Threatened to kill Quark because of the Ferengi's annoying tenacity.
Greed + Acquisition + MEDICAL + Geology
 INTEGRITY 5 CUNNING 7 STRENGTH 11
 RoA: C

Krajensky Founder
 [Cmd]<Fed> V.I.P. [GQ]
 The changeling appearing as *Ambassador Krajensky* seized the U.S.S. *Defiant* in an effort to start a war between the Federation and the Tzenkethi.
Diplomacy + Law + Leadership + ENGINEER + Treachery
[SD] Issue Secret Orders
 INTEGRITY 4 CUNNING 8 STRENGTH 5
 RoA: R

PERSONNEL – FEDERATION

Ambassador Krajensky
 [Cmd] V.I.P.
 Starfleet dignitary. Scoffs at rumors of his inability to form lasting relationships. Spends much of his free time on Risa.
Diplomacy + Leadership + ENGINEER + Law + May report on Risa.
 INTEGRITY 7 CUNNING 8 STRENGTH 5
 RoA: U

Elizabeth Lense
 [Stf] MEDICAL
 Female chief medical officer of the U.S.S. *Lexington*. Julian Bashir's medical school rival. Able to distinguish a preganglionic fiber from a postganglionic nerve.
SCIENCE + Biology + Physics
 INTEGRITY 6 CUNNING 9 STRENGTH 4
 RoA: R

George Primmin
 [Stf] SECURITY
 Starfleet security officer assigned to Deep Space 9. Annoyed Odo. Discovered a subspace crossover shunt placed on station by the criminal Rao Vantika in 2369.
SECURITY + Computer Skill + Biology
Once per game, may nullify Computer Crash.
 INTEGRITY 7 CUNNING 6 STRENGTH 7
 RoA: R

[Fed][Fer] *Nog*
 [Stf] ENGINEER
 Dedicated, hardworking ensign. The first Ferengi in Starfleet. Friend of Jake. Briefly served as chief engineer of U.S.S. *Valiant* under Captain Watters.
Physics + Honor + Youth + Acquisition
ENGINEER (if aboard your Defiant-class or [Fer] ship).
 INTEGRITY 8 CUNNING 8 STRENGTH 6
 RoA: R

PERSONNEL – FERENGI

Berik
 [Stf] OFFICER
 Officer serving Lurin. Participated in the failed takeover attempt of the U.S.S. *Enterprise*. Blamed Morta for failing to seize control of the main computer.
Leadership + SECURITY + Physics + Stellar Cartography
 INTEGRITY 5 CUNNING 7 STRENGTH 7
 RoA: U

Birta
 [Cmd] V.I.P.
 Ferengi bureaucrat stationed on Ferenginar. Point of contact for offworlders. Informed Jean-Luc Picard that Bok had bought his way out of Rog Prison.
Diplomacy + Anthropology + SECURITY
[SD] Hail (to any ship "flying by" your ship or facility).
 INTEGRITY 6 CUNNING 8 STRENGTH 4
 RoA: U

Bractor
 [Cmd] OFFICER
 DaiMon in command of the *Kreechta*. Observed war games between the U.S.S. *Enterprise* and the U.S.S. *Hathaway*. Attempted to claim the latter as salvage.
SCIENCE + Stellar Cartography [SD] Commandeer Ship
 INTEGRITY 6 CUNNING 7 STRENGTH 6
 RoA: R

Brunt
 [Stf] V.I.P.
 Liquidator with the Ferengi Commerce Authority. Rude. Arrogant. Corrupt. Despised and envied by Ferengi everywhere. Strives to ruin Quark.
FCA x2 + Treachery x2 + Navigation + Law + Greed
Computer Skill [SD] Writ of Accountability
 INTEGRITY 2 CUNNING 8 STRENGTH 5
 RoA: R

◆ *Dr. Borts*
 [Stf] SCIENCE
 Representative Ferengi scientist. Helped Lurin invade the U.S.S. *Enterprise*. Paid more attention to Dr. Crusher's molecular models than to his guard duties.
MEDICAL
 INTEGRITY 6 CUNNING 8 STRENGTH 4
 RoA: C

◆ *Frool*
 CIVILIAN
 Typical Ferengi waiter. Serves his employers as well as can be expected for a young, impatient, aspiring opportunist.
Greed + Youth + Reports for free to Ferengi Trading Post.
 INTEGRITY 4 CUNNING 5 STRENGTH 4
 RoA: C

Gaila
 [Stf] CIVILIAN
 Arms dealer. Owed his cousin Quark a shuttle. Made good on his debt, but booby-trapped the ship. Involved with Hagath. Helped rescue Ishka from the Dominion.
Treachery + Greed x2 + Smuggling + ENGINEER + SECURITY
[SD] Hidden Fighter
 INTEGRITY 2 CUNNING 8 STRENGTH 5
 RoA: R

Goss
 [Cmd] OFFICER
 Uninvited participant in the 2366 Barzan wormhole negotiations. DaiMon. Conspired with Devinoni Ral to deceive. Preoccupied with getting his own chair.
Greed + Treachery x2 [SD] Latinum Payoff + MEDICAL
Wormhole Negotiations has [Fer], [Fer].
 INTEGRITY 5 CUNNING 7 STRENGTH 7
 RoA: U

Gral
 CIVILIAN
 Aggressive Ferengi opportunist. Diplomatically, but insistently, threatened Quark with a protection racket while Quark was briefly serving as the Grand Nagus.
Greed + Treachery + Acquisition + Diplomacy + SECURITY
[SD] Protection Racket
 INTEGRITY 3 CUNNING 6 STRENGTH 6
 RoA: R

Grand Nagus Gint
 [Cmd][AU] V.I.P.
 The first Grand Nagus. Credited with writing the Rules of Acquisition. Appeared in Quark's dream; looked a lot like Rom. Told Quark the Rules were a marketing ploy.
Greed x2 + Acquisition + Law + Archaeology
[SD] Bribery [SD] Any [Rule] card
 INTEGRITY 4 CUNNING 9 STRENGTH 1
 RoA: R

Grand Nagus Zek
[Cmd][Orb] V.I.P.
 Aging financial and political leader of the Ferengi Alliance. Romantically – and secretly – involved with Ishka. Admits he's not as greedy as he used to be.
 • **Acquisition • Greed • Leadership • Law • Diplomacy**
[SD] HQ: Ferengi Credit Exchange
 INTEGRITY 5 CUNNING 7 STRENGTH 2
 RoA: R

Ishka CIVILIAN
 "Moogie" to Quark and Rom. Financial genius. Wears clothes. Earns profit. Secretly helps Zek run his empire.
 • **Acquisition • Computer Skill • Honor • Music**
 • **Your Gold-Pressed Latinum may report here, for free.**
 • **While Grand Nagus Zek is here, doubles his skills.**
 INTEGRITY 8 CUNNING 10 STRENGTH 4
 RoA: R

Kazago OFFICER
[Stf]
 First officer. Shocked by DaiMon Bok's free gift of the derelict *U.S.S. Stargazer* to the human Picard. Placed Bok under arrest for using an illegal thought maker.
 • **Leadership • ENGINEER • Honor**
 INTEGRITY 7 CUNNING 6 STRENGTH 8
 RoA: U

Krax V.I.P.
[Stf]
 Son of Grand Nagus Zek. Missed his chance to show his father he could be a good nagus when he tried to seize power quickly, rather than accumulate it quietly.
 • **Youth • Greed • MEDICAL**
 • **May serve as Nagus (if you have no Nagus in play).**
 INTEGRITY 6 CUNNING 6 STRENGTH 3
 RoA: U

❖ **Krunk** ENGINEER
[Stf]
 Transporter technician under the command of Lurin. Guarded a *U.S.S. Enterprise* transporter room during his DaiMon's unsuccessful takeover attempt.
 • **Physics • Computer Skill • Transporter Skill**
 INTEGRITY 6 CUNNING 6 STRENGTH 5
 RoA: C

Leck CIVILIAN
[Stf]
 Professional assassin called an "eliminator." Doesn't crave latinum, but doesn't like being cheated. Brunt called him a psychopath during the 2374 Ishka rescue.
 • **SECURITY • Exobiology • Treachery**
 • **Once per game, may kill any one personnel present.**
 INTEGRITY 2 CUNNING 8 STRENGTH 7
 RoA: R

❖ **Letek** OFFICER
[Cmd]
 Typical first officer in the Ferengi Alliance. Serves under Taar. Tried to find favor with Portal 63 on an ancient Tkon planet.
 • **Treachery • Geology • MEDICAL**
 • **May nullify Ferengi Attack at this location.**
 INTEGRITY 4 CUNNING 7 STRENGTH 8
 RoA: C

Lurin OFFICER
[Cmd]
 DaiMon who illegally mined vendarite on Ligos VII. Tried to take over the *U.S.S. Enterprise*. Would've succeeded, too, if it weren't for those meddling kids.
 • **Leadership • Greed • Geology • Transporter Skill**
[SD] Forced-Labor Camp
 INTEGRITY 4 CUNNING 8 STRENGTH 7
 RoA: R

Maihar'du SECURITY
[Stf]
 Hupyrian servant. Grand Nagus Zek's bodyguard, pilot and handkerchief valet. Took a vow to speak only to his master. As loyal as he is silent.
 • **Navigation x2 [SD] Bodyguards OR Security Sacrifice**
 • **Exobiology [SD] Scepter of the Grand Nagus**
 INTEGRITY 9 CUNNING 7 STRENGTH 9
 RoA: R

Morta SECURITY
[Stf]
 Security officer. Led an assault team that boarded the *U.S.S. Enterprise* on Lurin's order. Befuddled by Commander Riker's bogus computer lesson.
 • **Computer Skill • ENGINEER • Geology [SD] Prepare Assault Teams**
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 RoA: U

❖ **Nava** CIVILIAN
 Typical Ferengi entrepreneur. Took over the Arcybite gouge-mining refineries in the Clarius system. Plans to introduce synthehol to the Gamma Quadrant.
 • **Acquisition • Geology • SCIENCE • Anthropology**
 INTEGRITY 6 CUNNING 7 STRENGTH 4
 RoA: C

Nibor SECURITY
[Stf]
 Security guard aboard the *Krayton*. Served with Tog during the Lwaxana Troi incident. Played chess with William Riker. Isn't bragging about the outcome.
 • **Navigation • Computer Skill • Transporter Skill**
 INTEGRITY 6 CUNNING 6 STRENGTH 7
 RoA: U

❖ **Nilva** V.I.P.
 Typical member of Ferengi Commerce Authority. One of 432 FCA commissioners. Chairman of Slug-o-Cola, "the slimiest cola in the galaxy." Lusts after Lumba.
 • **Greed • Leadership • FCA • Biology**
 INTEGRITY 5 CUNNING 7 STRENGTH 2
 RoA: C

Omag OFFICER
[Cmd]
 Ferengi arms dealer. DaiMon. Glutton. Always requests that Amarie play *Melor Famaag*. Referred to as "the fat Ferengi" by the Quolar II locals.
 • **Greed • Smuggling • Music • Archaeology [SD] Calandra**
 INTEGRITY 4 CUNNING 6 STRENGTH 5
 RoA: R

Par Lenor V.I.P.
[Cmd]
 Emissary of the Ferengi Trade Mission. Sabotaged his own ship to force a rescue by the *U.S.S. Enterprise*, creating the opportunity to bribe Ambassador Briam.
 • **Greed • Diplomacy • ENGINEER • Astrophysics**
 INTEGRITY 6 CUNNING 9 STRENGTH 6
 RoA: U

Pel CIVILIAN
[Stf]
 Waiter. Female. Used synthetic lobes to appear male. Wore clothes and sought profit in violation of Ferengi law. Romantically involved with Quark – briefly.
 • **Acquisition • Diplomacy • Biology**
 • **May avoid selections that target males or females.**
 INTEGRITY 6 CUNNING 9 STRENGTH 3
 RoA: U

❖ **Prak** OFFICER
[Cmd]
 Representative DaiMon in the Ferengi Alliance. In exchange for repairs to his ship, provided sensor log readings on missing *U.S.S. Fleming* to Jean-Luc Picard.
 • **Navigation • Stellar Cartography**
 INTEGRITY 6 CUNNING 8 STRENGTH 7
 RoA: C

❖ **Qol** SCIENCE
[Stf]
 Assistant to Par Lenor. Sneaked into a cargo bay on the *U.S.S. Enterprise* to scan an empathic metamorph. Accidentally triggered premature emergence.
 • **Exobiology**
 INTEGRITY 6 CUNNING 7 STRENGTH 6
 RoA: C

Quark CIVILIAN
[Stf][Orb]
 Bartender and proprietor of Quark's Bar, Grill, Gaming House and Holo-suite Arcade. Longtime nuisance to Odo.
 • **Greed • Treachery • Smuggling • Acquisition**
 • **Anthropology • Diplomacy • X=2 or 7.**
 • **Computer Skill x2 [SD] Small Cloaking Device**
 INTEGRITY X CUNNING 8 STRENGTH 3
 RoA: R

[Fer][Baj] Rom ENGINEER
[Stf]
 Brilliant yet befuddled Ferengi engineer. Works for the Bajorans aboard Deep Space 9. Quark's brother. Nog's father. Gaila's cousin. Has a crush on Leeta.
 • **ENGINEER • Astrophysics • Honor • Navigation**
 • **Physics • X=4 or 9.**
 INTEGRITY 7 CUNNING X STRENGTH 3
 RoA: R

❖ **Solok** OFFICER
[Cmd]
 Typical DaiMon. Like most Ferengi, easily manipulated by any female who tickles his lobes. Smuggled humans to the Cardassian planet Celtris III in 2369.
 • **Smuggling • Archaeology • MEDICAL**
 INTEGRITY 4 CUNNING 7 STRENGTH 6
 RoA: C

Sovak OFFICER
[Stf]
 DaiMon who sought the Tox Uhat. Followed Vash to Risa, only to be deceived by the treacherous human female and facially assaulted by Jean-Luc Picard.
 • **Computer Skill • Archaeology • Greed • SCIENCE**
 INTEGRITY 4 CUNNING 6 STRENGTH 7
 RoA: U

❖ **Taar** OFFICER
[Cmd]
 Representative Ferengi DaiMon. First member of the Ferengi Alliance to make visual contact with humans. Claimed he sought "only what is equitable."
 • **Diplomacy • Astrophysics**
 • **May double Ferengi Attack faced in same quadrant.**
 INTEGRITY 7 CUNNING 7 STRENGTH 7
 RoA: C

Tog OFFICER
[Cmd]
 DaiMon. Presented flowers to Lwaxana Troi. Abducted her from Betazed, hoping to exploit her empathic skills during negotiations. She called him a "load-faced troll."
 • **Greed • Anthropology • Exobiology**
 • **Once per game, may capture one Empath present.**
 INTEGRITY 5 CUNNING 8 STRENGTH 6
 RoA: U

Tol SCIENCE
[Stf]
 Unusually calm and intelligent Ferengi. Science officer aboard Bok's marauder. Questioned his commander's actions in the Jason Vigo incident.
 • **Archaeology • Astrophysics • Stellar Cartography**
 INTEGRITY 7 CUNNING 9 STRENGTH 7
 RoA: U

Margh SECURITY
[Cmd]
 Veteran Klingon warrior. Achieved many glorious victories. Trained in battlefield medicine. Former member of Gowron's elite High Council honor guards.
 • **Honor • Geology • MEDICAL • Transporter Skill**
 INTEGRITY 6 CUNNING 7 STRENGTH 7
 RoA: R

PERSONNEL – KLINGON

[NA][Fer] Aluura CIVILIAN
 Humanoid dabo girl. In three months she didn't spill a drink, mix up a food order or short-change a bill. Actually liked by other dabo girls – and even the Ferengi waiters.
 • **Your other dabo girls and Ferengi waiters here are attributes all +2.**
 • **Youth • Honor • Diplomacy**
 INTEGRITY 8 CUNNING 6 STRENGTH 2
 RoA: R

Arandis CIVILIAN
 Chief facilitator of entire Temtibi Lagoon. Welcomes all to Risa. Curzon Dax's last romantic encounter.
 • **Youth • Music • While on Risa, adds [NA], [NA].**
 • **May use opponent's Horga'hn to take double turns.**
 • **May seed (face up) or report on Risa. [SD] Jamaharon**
 INTEGRITY 7 CUNNING 6 STRENGTH 4
 RoA: R

❖ **Calandra** CIVILIAN
 Attractive young vocalist and part-time nurse. Known as one of "Omag's girls." Overlooks the fat Ferengi's disgusting behavior because of his generosity to her.
 • **Youth • Music • MEDICAL**
 • **DaiMons present are attributes all +1 (cumulative).**
 INTEGRITY 5 CUNNING 6 STRENGTH 2
 RoA: C

Hagath CIVILIAN
[Stf]
 Humanoid arms dealer. Associate of Quark's cousin Gaila. Ruthless. Treats his business associates like family – until they cross him.
 • **Acquisition • Treachery x2 • Anthropology • ENGINEER**
 • **Your hand weapons may report here.**
 INTEGRITY 2 CUNNING 7 STRENGTH 5
 RoA: R

[NA][Baj] Kasidy Yates CIVILIAN
[Cmd][Maq]
 Freighter captain for Bajoran Ministry of Commerce. Smuggled weapons for the Maquis in 2372. Loves baseball. Romantically involved with Benjamin Sisko.
 • **Navigation x2 • Smuggling • Transporter Skill**
 • **May add 2 card draws to "cargo runs" she completes.**
 INTEGRITY 7 CUNNING 6 STRENGTH 4
 RoA: R

❖ <i>Krozh</i>	SECURITY	
[Stf]	typical Nausicaan bodyguard. Protects FCA Liquidator Brunt. Doesn't mind working for Ferengi towards as long as the money is good.	
	• Navigation • Treachery • Guramba	
	• May report where you have FCA present.	
INTEGRITY 3	CUNNING 5	STRENGTH 10
RoA: C		

<i>Morn</i>	CIVILIAN	
[Cmd]	Lurian. Freighter captain. Frequent patron of Quark's. Part of the infamous Lissepian Mother's Day Heist. Hides a small fortune in latinum in his second stomach.	
	• Navigation • Greed • Acquisition • Smuggling • ENGINEER	
	• Biology [SD] Gold-Pressed Latinum	
INTEGRITY 5	CUNNING 8	STRENGTH 9
RoA: R		

PERSONNEL – ROMULAN

<i>Patahk</i>	OFFICER	
[Cmd]	Commander of the <i>Pi</i> . Rescued from Galorndon Core by the <i>U.S.S. Enterprise</i> crew. Refused to "pollute his body" with an infusion of Worf's Klingon ribosomes.	
	• Navigation • Stellar Cartography • Physics	
	• If aboard <i>Pi</i> with Bochra, <i>Pi</i> is attributes all +2.	
INTEGRITY 6	CUNNING 8	STRENGTH 7
RoA: R		

<i>Senator Cretak</i>	V.I.P.	
[Cmd]	Female Romulan. Kimara Cretak was liaison to Deep Space 9 in 2375. Coordinated a fleet of warbirds attempting to deliver weapons to a Bajoran moon.	
	• Honor • Law • SECURITY • Physics	
	• Your [Rom] ships at same location are each WEAPONS +2.	
INTEGRITY 7	CUNNING 7	STRENGTH 5
RoA: R		

SHIPS – CARDASSIAN

<i>Naprem</i>	K'VORT CLASS	
	Bird-of-Prey commanded by Dukat. Commandeered near the Cardassian outpost on Korma. Named for Tora Ziyal's mother. Carried Jodmos to Ty'Gokor in 2373.	
	[Stf] Cloaking Device, Tractor Beam	
RANGE 8	WEAPONS 7	SHIELDS 7
RoA: R		

❖ <i>Patrol Ship</i>	HIDEKI CLASS	
	Common patrol vessel of the Cardassian Union. Uses the same hull as the Cardassian shuttlecraft, but boasts a much higher performance profile.	
	[Stf] Tractor Beam (cannot carry ships aboard).	
RANGE 8	WEAPONS 5	SHIELDS 6
RoA: C		

SHIPS – DOMINION

❖ <i>Karemma Vessel</i>	FREIGHTER CLASS	[GO]
	The Karemma conduct trade operations for the Dominion. Their vessels can be found throughout the Gamma Quadrant. Hanok commanded one.	
	[Stf] Tractor Beam	
RANGE 8	WEAPONS 5	SHIELDS 6
RoA: C		

SHIPS – FEDERATION

<i>U.S.S. Sao Paulo</i>	DEFIANT CLASS	
	Replacement for the <i>U.S.S. Defiant</i> . NCC-75633. Briefly commanded by Admiral Ross during delivery to Deep Space 9. Captained by Benjamin Sisko.	
	[Cmd][Cmd] Tractor Beam (cannot carry ships aboard except shuttlepods).	
RANGE 8	WEAPONS 9	SHIELDS 10
RoA: R		

SHIPS – FERENGI

❖ <i>B'rel</i>	B'REL CLASS	
	Old surplus Klingon Bird-of-Prey. Much smaller than <i>K'Vor</i> -class ships. Ferengi bought this one to support a covert vendarite mining operation on Ligos VII.	
	[Stf] Cloaking Device, Tractor Beam (cannot carry ships aboard).	
RANGE 7	WEAPONS 5	SHIELDS 6
RoA: C		

❖ <i>D'Kora Marauder</i>	D'KORA-CLASS MARAUDER	
	Ferengi military vessel. Standard <i>D'Kora</i> spaceframe optimized for battle readiness. Most DaiMons enjoy the raw power but lament the minimal cargo space.	
	[Cmd][Stf][Stf] Holodeck, Tractor Beam	
RANGE 8	WEAPONS 8	SHIELDS 8
RoA: C		

❖ <i>D'Kora Transport</i>	D'KORA-CLASS TRANSPORT	
	Ferengi trade vessel. Same spaceframe as the <i>D'Kora</i> -class marauder, but has a smaller crew complement and devotes far more internal volume to cargo capacity.	
	[Cmd][Stf] Tractor Beam	
RANGE 7	WEAPONS 5	SHIELDS 7
RoA: C		

❖ <i>Ferengi Shuttle</i>	SHUTTLECRAFT	
	Common shuttlecraft of Ferengi design. Dr. Arridor commanded one.	
RANGE 6	WEAPONS 3	SHIELDS 4
RoA: C		

<i>Krayton</i>	D'KORA-CLASS MARAUDER	
	Marauder commanded by Tog. Briefly imprisoned Lwaxana Troi, whom Tog had abducted from Betazed following the 2366 Trade Agreements Conference.	
	[Cmd][Stf][Stf] Holodeck, Tractor Beam	
RANGE 9	WEAPONS 8	SHIELDS 8
RoA: R		

<i>Kreechta</i>	D'KORA-CLASS MARAUDER	
	Ferengi marauder. Under the command of Bractor in 2365, interrupted a mysterious battle between the Federation starships <i>Enterprise</i> and <i>Hathaway</i> .	
	[Cmd][Stf][Stf] Holodeck, Tractor Beam	
RANGE 8	WEAPONS 9	SHIELDS 8
RoA: R		

<i>Quark's Treasure</i>	SHUTTLECRAFT	
	Briefly captured by Quark. Faster than a Romulan interceptor. A belated delivery from its former captain, Gaila, who had owed Quark a ship for some time.	
	WEAPONS 3	SHIELDS 4
RANGE 9		
RoA: R		

SHIPS – NON-ALIGNED

<i>Jovis</i>	ZIBALIAN CLASS	
	Zibalian transport and merchant vessel commanded by Kivas Fajo. Houses his collection of rare and one-of-a-kind objects. Used to imprison Data in 2366.	
	[Stf] Once per game, may capture an android on an undocked ship here. [SD] Kivas Fajo	
RANGE 7	WEAPONS 3	SHIELDS 6
RoA: R		

SHIPS – ROMULAN

<i>Apnex</i>	SCIENCE CLASS	
	Named for a sea on Romulus. Has a cloaking device prototype based on a phase inverter. Commanded by Mirok after the death of the ship's captain.	
	Cloaking Device, Phasing Cloak (RANGE +4 while phased).	
RANGE 7	WEAPONS 4	SHIELDS 5
RoA: R		

SITES

❖ CARGO BAY	
	Smuggling, Acquisition and [NA] Navigation personnel may report here (or download here in place of a normal card play; player draws no cards that turn). Once each turn, if a freighter, transport or [Fer] ship's crew member completes a "cargo run" (brings a non-weapon Equipment card here from another facility), for each mission passed (except starting and ending locations) owner may draw a card or download a Gold-Pressed Latinum here. (Once per game per Equipment card title.)
	Any Nor
	Ops Module Promenade Habitat Ring Docking Ring
RoA: C	

QUARK'S BAR	
	Morn and Ferengi may report here. Once each turn, a bartender, a dabo girl, a waiter, any Quark or any Rom may report here for free (or download here in place of a normal card play; player draws no cards that turn). Any player who has Morn unopposed here may draw an additional card at end of each turn. Any player who kills any waiters or dabo girls here in battle must discard two cards for each. Ferengi ships may report, dock, undock and repair at this Nor.
	Terok Nor OR DS9
	Ops Module Promenade Habitat Ring Docking Ring
RoA: R	

TACTICS

FERENGI ENERGY WEAPON	
ATTACK 1	DEFENSE 2
	ATTACK bonus +2 if you have a Ferengi ship firing. Hit = $\frac{1}{2} \times \frac{1}{2}$.
	Direct hit = $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2}$.
	Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).
RANGE -1	WEAPONS -1
	SHIELDS -2
	HULL -30%
RoA: C	

PLASMA ENERGY BURST	
ATTACK 0	DEFENSE 2
	ATTACK bonus +4 and DEFENSE bonus +2 if you have a <i>D'Kora</i> -class ship firing. Hit = $\frac{1}{2} \times \frac{1}{2}$. Direct hit = $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2}$.
	Otherwise, causes electromagnetic disruptions ().
	EM burst: until end of your next full turn, WEAPONS disabled and all ENGINEER-classification personnel are "stopped."
	WEAPONS -1
	SHIELDS -1
RoA: U	