Star Trek™ CCG *Blaze of Glory*™ Card List

LEGEND

Expansion Abbreviations

{Prem}	Premiere
{AU}	Alternate Universe
{QC}	Q-Continuum
{2PG}	Introductory Two-Player Game
{1A}	First Anthology
{Fajo}	The Fajo Collection
{FC}	First Contact
{OTSD}	Official Tournament Sealed Deck
{DS9}	Deep Space Nine
{SD2}	Starter Deck II
{EFC}	Enhanced First Contact
{DOM}	Dominion
{PREV}	Preview

Icon Abbreviations

[AU]	Alternate Universe
[B]	Barash
[BO]	Borg Use Only
[C]	Command
[Com]	Communication
[3]	Countdown Box
[Def]	Defense
[DQ]	Delta Quadrant
[DRY]	Doorway
[E]	U.S.S. Enterprise
[EE]	U.S.S. Enterprise-E
[EQ]	Equipment
[EX]	U.S.S. Excelsior
[GQ]	Gamma Quadrant
[HA]	Hidden Agenda
[H]	Holographic Re-creation
[INC]	Incident
[INT]	Interrupt
[KW]	Ketracel White
[M]	Maquis
[Nav]	Navigation
[Nem, X, Y]	Nemesis, X = Direction(L or R), Y = Color
[OBJ]	Objective
[OCD]	Optical Compact Disk
[O]	Orb
[P]	Planet
[Q]	Q-Continuum
[R]	Referee
[Skill]	Skill Dot
[S]	Space
[S/P]	Space/Planet
[SD]	Special Download
[ST]	Staff

Affiliation Icons — Round, Rectangular (your mission) and Bar (opponent's mission)

(Baj), [Baj], |Baj|	Bajoran
(Borg)	Borg
(Car), [Car], |Car|	Cardassian
(Dom), [Dom], |Dom|	Dominion
(Fed), [Fed], |Fed|	Federation
(Fer), [Fer], |Fer|	Ferengi
(Klg), [Klg], |Klg|	Klingon
(NA), [NA], |NA|	Non-Aligned
(Neu), [Neu], |Neu|	Neutral
(Rom), [Rom], |Rom|	Romulan

Infiltration Icons

<Baj>	Bajoran
<Car>	Cardassian
<Dom>	Dominion
<Fed>	Federation
<Fer>	Ferengi
<Klg>	Klingon
<NA>	Non-Aligned
<Neu>	Neutral
<Rom>	Romulan

ARTIFACT

SWORD OF KAHLESS {BOG}

Legendary first bat'leth. 1500-year-old blade weapon forged by Kahless the Unforgettable. Used to slay the tyrant Molor. Discovered by Worf, Kor and Jadzia Dax in 2372.

Use as Equipment card. Where present, your Klingons with Honor are attributes all +3; Kahless is STRENGTH +7 more and may not be killed in personnel battle. (Not duplicatable.)

DILEMMA

[S/P]   CHULA: THE ABYSS {BOG}

In *shap* six of chula, players can fall into a deep crevasse. Three Deep Space 9 senior officers fell in, but landed in Quark's bar and learned it was only part of an elaborate game.

To get past, three personnel present (random selection) must face the abyss. If their total CUNNING is odd, they are "stopped" and, if possible, relocated to Quark's Bar.

[S/P]   CHULA: THE LIGHTS {BOG}

Players face several perils throughout the game of chula. In *shap* four of the game played in Quark's bar, Julian Bashir was singled out and "eliminated" by a burst of energy.

Crew or Away Team member with total attributes closest to 22 (your choice if tie) returns to hand. To get past requires CUNNING>24 remaining.

[S]   DRUMHEAD {BOG}

In 2367, suspected sabotage to the warp core of the *U.S.S. Enterprise* led to an investigation of the crew. Suspicions ran rampant before Jean-Luc Picard put an end to the "witch hunt."

If present, discard a crew member of INTEGRITY<5 (Norah Satie's choice if in play, or random selection); otherwise, to get past requires Jean-Luc Picard OR Law. Nullify with Plexing.

[S/P] [3]   FERENGI INGENUITY {BOG}

Quark's refusal to spend latinum resulted in some creative holosuite repairs. Rom once used a copper-ytterbium composite spatula as a spare part — the perfect plasma conductor.

If one personnel present has 2 Computer Skill, discard dilemma. Otherwise, to get past, place on most CUNNING Computer Skill present ("stopped" during countdown).

[S]   GRAVIMETRIC DISTORTION {BOG}

Gravimetric fluctuations sometimes accompany interruptions in the normal flow of space and time. Spatial distortion phenomena can cause a wide range of problems.

Ship damaged unless 4 ENGINEER OR 2 Astrophysics OR a personnel who has 2 Navigation OR Guinan aboard.

[S/P]   HAZARDOUS DUTY {BOG}

Jake Sisko was exposed to the horrors of war when caught in the Klingon attack on Ajilon Prime. Not a soldier, he was unprepared for the hazards he faced with the colonists.

To get past requires 2 OFFICER; then place on mission until solved. If any non-OFFICER dies here, its owner loses points (discard dilemma). [−5 PTS]

[P]   NEW ESSENTIALISTS {BOG}

The New Essentialists Movement asserts that decadence and complacency are eroding the foundations of the Federation. Worf was temporarily swayed by this group while on Risa.

Unless INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery present, place one non-Borg Away Team member (random selection) atop draw deck. Nullify with Jamaharon.

[S]   STELLAR FLARE {BOG}

Stellar flares release tremendous amounts of energy and emit radiation across the entire electromagnetic spectrum. Large flares can cause severe damage throughout a star system.

Damages and "stops" all ships at this location except those that are docked, landed or carried OR have 2 Navigation and Astrophysics aboard OR have SHIELDS>11. Discard dilemma.

[P]   UNDER FIRE {BOG}

While on a medical mission to Ajilon Prime in 2373, Julian Bashir found himself in the middle of a live combat situation.

Immediately probe (then place probe card atop draw deck):
[DRY], [INT], [SD], (Borg) : Kills two personnel (random selection). Otherwise: "Stops" one personnel (random selection).

DOORWAY

BATTLE BRIDGE DOOR {BOG}

Place one atop Battle Bridge side deck during the seed phase. Battle Bridge is now open and in play (immune to cards which close doorways). OR Stock in deck and play at start of ship battle (even during opponent's turn) if you have Leadership in that battle. Allows you to draw two extra Tactic cards (cumulative) or enhances each of your ships' and facilities' WEAPONS +1; then discard doorway.

HOLDING CELL DOOR {BOG}

Seeds (during facility phase) or plays on your ship or facility (except a Nor). Adds a Brig. OR Downloads Brainwash, Interrogation or Torture to a captive in your Brig, if you have Tal Shiar, Obsidian Order, Resistance or Section 31 (or a personnel who has SECURITY and Treachery) present; discard doorway or place atop draw deck. OR Nullifies any card closing another Holding Cell Door; discard doorway.

EQUIPMENT

BAT'LETH {BOG}

Traditional blade weapon of the Klingon warrior. According to legend, the first bat'leth, or "sword of honor," was forged by Kahless the Unforgettable some fifteen centuries ago.

Each of your Klingons present is STRENGTH +2, and in each battle one of them may mortally wound one adversary they just stunned. (Cumulative.)

D'K TAHG {BOG}

Fearsome, three-bladed weapon. Ubiquitous in Klingon society. Favored knife of the warrior. Has ceremonial, combat and culinary applications. Easily concealed.

Klingon use only. Reports for free. Each of your personnel present is STRENGTH +1. (Cumulative.) May report to a just-initiated personnel battle involving your (Klg) card(s).

KAR'TAKIN {BOG}

Blade weapon used by the Jem'Hadar and Dominion allies. Similar to the Klingon bat'leth in function and effectiveness.

Each of your Jem'Hadar, Breen and Dosi present is STRENGTH +2, and in each battle one of them may mortally wound one adversary they just stunned. (Cumulative.)

KLINGON DISRUPTOR RIFLE {BOG}

Standard phase disruptor fitted with attachable shoulder stock. Rifle components include extended-charge capacitance cell, high-energy augmented accelerator and requisite induction coil.

Klingon and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)

MEK'LETH {BOG}

Blade weapon favored by many Klingons for close-combat situations. Typically made of *baakonite*. The mek'leth's size and perfect balance make it an excellent offensive weapon.

May report wherever you have a Klingon present. Each of your Klingons present is STRENGTH +2. (Cumulative.)

ROMULAN DISRUPTOR RIFLE {BOG}

Enhanced energy rifle used throughout the Romulan Star Empire. Generates an elevated level of residual anti-protons which are detectable for several hours after firing.

Romulan and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)

STARFLEET TYPE I PHASER {BOG}

Least powerful of the standard hand-held Federation defensive weapons. Low profile favored by Starfleet captains. Smaller in size than the type II phaser, and easily concealed.

Federation use only. Reports for free. Each of your personnel present is STRENGTH +1. (Cumulative.) May report to a just-initiated personnel battle involving your (Fed) card(s).

EVENT

DEFENSE SYSTEM UPGRADE {BOG}

Wartime upgrades to Deep Space 9's defensive systems in 2372 included enhanced shield emitters, rotary phasers, microtorpedo launchers and 5,000 new torpedoes.

Plays on your space facility. WEAPONS=6 (or WEAPONS +4) and SHIELDS +6. (Cumulative.) OR Fully repairs a damaged facility if your compatible ENGINEER aboard; discard event.

DIAL MARTOK FOR MURDER {BOG}

While infiltrating the Klingon Empire, a changeling posing as Martok killed two guards in an isolated corridor. They never expected such treachery from an honorable warrior.

Plays to allow your infiltrator to initiate a battle, with +4 STRENGTH, against up to two opposing personnel present (your choice). Infiltrator is not exposed. Discard event.

[HA] E-BAND EMISSIONS {BOG}

Taibak and Kell used E-band emissions transmitted to Geordi La Forge's VISOR to influence the engineer's actions. La Forge was being programmed to assassinate Governor Vagh.

Seeds or plays on table. May not be nullified if Kell, Taibak or Entek in play. Brainwash is immune to Kevin Uxbridge and gives captive infiltration icons for its own affiliation(s).

ENGAGE SHUTTLE OPERATIONS: DOMINION {BOG}

Jem'Hadar warships are designed as mobile bases for attack ships, allowing the Dominion to quickly mobilize and maintain a massive strike fleet.

Seeds or plays on table. Your shuttlecraft and Jem'Hadar attack ships may be loaded aboard and launched from your Dominion warships and battleships with Tractor Beam.

[HA] FAJO'S GALLERY {BOG}

Kidnapped by Kivas Fajo, Data became part of an impressive collection of rare and one-of-a-kind items. Fajo had no problem with the morality of Data's imprisonment.

Seeds or plays on table. You may draw two cards each time you capture a unique personnel, and one card each time one of your {Fajo} cards or your Mona Lisa enters play.

[R] THE BIG PICTURE {BOG}

Jean-Luc Picard had to convince Lily Sloane that she was on a starship orbiting Earth. To defeat the Borg, Captain Picard's crew had to succeed on the ship as well as on the planet.

Plays on table. Each player who has not solved (or scouted) at least two missions with point boxes (one [S] and one [P]) needs an additional 40 points to win. (May not be nullified.)

[3] TORTURE {BOG}

Jean-Luc Picard was captured by Cardassians in 2369. He was subjected to intense physiological and psychological torture in an effort to obtain strategic Federation information.

Plays on a personnel you've captured. When countdown expires, captive dies and owner loses points (including any Madred bonuses).
[−7 PTS]

INCIDENT

[HA] [R] ACCESS DENIED {BOG}

Seeds or plays on table. Place on any opponent's mission; adds 1 Computer Skill to mission requirements and increases existing Computer Skill requirements of each dilemma there by 1. Also, while in play, nullifies all Establish Gateway objectives targeting your missions. You may suspend play while you discard incident (from table or mission) to download Fractal Encryption Code.

BLOOD OATH {BOG}

Plays on a non-Borg personnel who has INTEGRITY<8 and no Honor. Adds [Nem, L, Red] icon beginning at start of your next turn. OR Plays on table. While you have two [Nem, R, Red] personnel present together, all [Nem, L, Red] personnel lose their first-listed skill and, in place of one card draw, you may download to that location *I.K.C. Ning'tao, I.K.C. Lukara, I.K.C. Gr'oth,* Bat'leth, Blood Oath or one [Nem, R, Red] personnel.

[HA] CAPTURED {BOG}

Seeds or plays on table. During your turn, your non-Borg crew or Away Team may capture one opposing personnel present (random selection) if you have more SECURITY present than opponent, or more hand weapons present than opponent. OR During any player's turn, you may capture one personnel just stunned in battle by your non-Borg SECURITY. Discard incident after either use.

[HA] INTRUDER ALERT! {BOG}

Seeds or plays on table; nullifies all seeded Memory Wipe cards. At any time, you may capture a one- or two-person Away Team in your Ops or assimilate one personnel intruder on your Borg ship or facility if your Talon Drone is present (discard incident) OR download Intruder Force Field (place incident atop event to protect it from nullification and extend its effects to all intruders on your ships).

[HA] LONG LIVE THE QUEEN {BOG}

Seeds or plays on table. Reveal (then discard) incident to do one of the following: If your Borg Queen was just killed, download another Borg Queen. OR Prevent your Borg Queen present with your [Def] drone from being captured (drone is captured instead). OR Suspend any Regenerate while you place out-of-play from targeted discard pile up to six cards without a [BO] or (Borg) icon.

[HA] PRISONER EXCHANGE {BOG}

Seeds or plays on table. During your turn, you may release a personnel you hold captive (relocate to owner's ship or facility at same location). Release any or all of your own personnel held captive at that location (relocate them to your ship or facility there), or instead download any one personnel there; then discard incident.

[HA] [R] SCANNER INTERFERENCE {BOG}

Seeds or plays on table. Nullifies each Scan and Full Planet Scan unless owner has 2 Computer Skill aboard a staffed ship at targeted mission. Just after opponent scans mission (after seed cards are replaced) you may discard incident to seed one card there from hand, discard pile or Q's Tent. At any time you may discard incident to download Atmospheric Ionization, Distortion Field and/or Particle Scattering Field.

[HA] SNIPER {BOG}

Seeds or plays on table. At start of each battle you initiate on a planet, if you have a phaser or disruptor present, target one personnel present. (Cumulative.) Immediately probe (then place probe card beneath draw deck):
[ST], [KW], [EQ], [M] : *Hit*. Target(s) mortally wounded.
[OBJ], [INT], [DRY], [AU] : *Glancing blow*. Target(s) stunned.
(Fed), (Fer), (Borg), [C] : *Sniper spotted*. Discard incident.

ULTIMATUM {BOG}

Seeds or plays on table; you may immediately download Bajoran Wormhole. Once per game, your (Dom) ENGINEER at any [Dom] mission in Alpha Quadrant may download there Remote Supply Depot with up to two Equipment cards. Also, you may discard incident to place in your point area one ship just destroyed by your Dominion ship; score bonus points equal to highest attribute printed on that Ship card.

INTERRUPT

ATTACK PATTERN DELTA {BOG}

Upon encountering Dominion ships during a rescue attempt in 2370, Captain Keogh ordered the *U.S.S. Odyssey* and two runabouts to execute a predetermined attack pattern.

Plays at start of ship battle. Doubles one Tactical Console until end of battle OR draw up to X additional Tactic cards, where X = the number of your ships in this battle.

COUNTERINTELLIGENCE {BOG}

The Founder posing as Julian Bashir used his position as chief medical officer to gain valuable information for the Dominion, while secretly undermining the efforts of his enemies.

Plays on your infiltrator. Until end of turn, subtract (rather than add) infiltrator's classification, skills and attributes from infiltrated crew's or Away Team's totals.

INSIDE OPERATION {BOG}

The changeling impersonating Lovok compromised the mission to destroy the Founders' homeworld. His participation in the battle plans led the attacking fleet into a Jem'Hadar ambush.

Plays at start of ship battle. Each opposing ship and facility in the battle is WEAPONS and SHIELDS −3 if your personnel is infiltrating one of them. Infiltrator exposed.

OUTGUNNED {BOG}

On a mission inside Dominion space, the *U.S.S. Defiant* was surrounded by Jem'Hadar vessels. In the face of superior firepower, Benjamin Sisko elected to surrender.

Commandeers opponent's only ship at a location if it is undocked and your total WEAPONS present > three times its SHIELDS. Opposing personnel aboard are captured.

PHASER ARRAY POWER CELL {BOG}

In times of war, it is not unusual for a crew to adopt rituals recognizing its accomplishments in battle. In 2374, the crew of the *U.S.S. Defiant* ceremonially displayed used phaser cells.

Once per turn, plays to score points if your ship survived a battle in which it and an opponent's card both fired WEAPONS.
[5 PTS]

PRISONER ESCORT {BOG}

Captured by a Hunter, Tosk was led through the corridors of Deep Space 9 to show that he had been apprehended — the ultimate humiliation for a Tosk.

Plays on a personnel you just captured. If you place captive in your Brig, its owner loses points (once per persona per game).
[−5 PTS]

[2] THE GUARDIAN {BOG}

The allasomorph Anya could appear in many forms. In 2365, while escorting Salia aboard the *U.S.S. Enterprise*, Anya took the form of a monstrous guardian to protect her charge.

Suspends play while you place interrupt on your shape-shifter. It morphs (STRENGTH +6; exposed if infiltrating). Discard interrupt if shape-shifter morphs again.

[R]   THE WAKE OF THE BORG   {BOG}

The New Providence colony on Jouret IV was scooped up by the Borg in 2366, just as Federation and Romulan outposts along the Neutral Zone had been destroyed in 2364.

Plays on opponent's Neutral Zone mission or location of opponent's Colony. End of opponent's next turn, destroys all ships, facilities and personnel there. (May not be nullified.)

      VICTORY IS LIFE   {BOG}

"I am First Omet'iklan. And I am dead. As of this moment we are all dead. We go into battle to win back our lives. This we do gladly, because we are Jem'Hadar. Remember… victory is life."

Once per turn, downloads an Equipment card to a Jem'Hadar who just helped solve a mission or win a personnel battle against opponent's cards.

      [5 PTS]

MISSION

[P]   ❖ BAT'LETH TOURNAMENT   {BOG}

Klingon planet: Participate in bat'leth competition held at this Klingon settlement.

Honor + any bat'leth

* +10 if bat'leth is Sword of Kahless.

      [Klg]

SPAN 3   [25* PTS]

[S]   CHART STELLAR CLUSTER   [GQ] {BOG}

Edge of Denkiri Arm: Perform long-distance overview survey of this region of the Gamma Quadrant.

SCIENCE x2 + Computer Skill x2 + Stellar Cartography x2

      [Fed] [Rom] [Car]

SPAN 5   [40 PTS]

[P]   A GOOD DAY TO LIVE   {BOG}

Secarus IV: Seek revenge on notorious criminal who used a genetic virus to murder Klingon children.

(Kor OR Kang OR Koloth) + STRENGTH>40

* +5 for each [Nem, R, Red] personnel in Away Team.

      [Klg]

SPAN 4   [30* PTS]

OBJECTIVE

      COMMANDEER SHIP   {BOG}

Plays on your Computer Skill personnel who is aboard opponent's empty ship (except a Borg cube). That personnel commandeers ship and, while objective in play, may meet up to three of its staffing icons. OR Seeds or plays on table. Opponent may not return to hand any ship which has your personnel aboard as an intruder or infiltrator.

[HA]   EXAMINE SINGULARITY   {BOG}

Seeds or plays on table. Once each turn, your ship with SCIENCE, Astrophysics and CUNNING>30 in crew may close Black Hole where present. Relocate all ships there to one other location in any quadrant, place Black Hole out-of-play and score points (discard objective). Also, once each turn, you may download (even from discard pile) Bajoran Wormhole, Temporal Wake or Deactivation.

      [15 PTS]

[HA]   IMPERSONATE CAPTIVE   {BOG}

Seeds or plays on table. Place on your Founder present with a non-Borg personnel you've captured. Founder morphs to impersonate captive. Founder's classification, skills, staffing icon, infiltration icon, STRENGTH and CUNNING change to those of captive. Founder has 1 Treachery, loses all Honor and gains infiltration icon(s) for captive's affiliation(s). May morph back at any time (discard objective).

[HA]   PREPARE THE PRISONER   {BOG}

Seeds or plays on table. Captives you Brainwash are not required to relocate to an outpost. Opponent's Rescue Captives card affects only captives at one location where opponent has a crew or Away Team (rescued personnel relocate to that crew or Away Team). Each turn, you may draw one card by placing one capturing-related card from your hand beneath your draw deck or discard pile.

PERSONNEL: BAJORAN

Furel
[ST]   CIVILIAN   {BOG}

Strong believer in the Prophets. While with Shakaar resistance cell, lost his left arm saving Kira Nerys from Cardassians. Refuses synthetic replacement.

•ENGINEER •Biology •Geology •Resistance

[SD] Sniper

INTEGRITY 6   CUNNING 7   STRENGTH 7

Lupaza
[ST]   CIVILIAN   {BOG}

Friend of Kira Nerys. Romantically involved with Furel. Member of Shakaar resistance cell. Fought provisional government over soil reclamators.

•MEDICAL •Resistance •Smuggling •Computer Skill

INTEGRITY 7   CUNNING 7   STRENGTH 7

Riker Wil
[ST] [M]   SECURITY   {BOG}

In 2370, the human **William T. Riker** accompanied Ro Laren on a clandestine mission to investigate the Maquis. He posed as a Bajoran freedom fighter.

•Navigation •Treachery •Diplomacy •Music

•While at your [Fed] mission, adds [Baj].

INTEGRITY 5   CUNNING 8   STRENGTH 8

Ro Laren
[ST] [M]   CIVILIAN   {BOG}

Former Starfleet officer. Defected to the Maquis in 2370. Used a low-intensity particle beam to expose a Federation attack force hiding in a nebula.

•SECURITY •Navigation •Astrophysics

•Your other [M] personnel here are each CUNNING +2.

INTEGRITY 6   CUNNING 8   STRENGTH 6

PERSONNEL: CARDASSIAN

Boone Impersonator
[ST] <Fed>   ENGINEER   {BOG}

Cardassian surgically altered to resemble retired Starfleet officer *Raymond Boone*. Spied on the Federation. Attempted to frame Miles O'Brien.

•Treachery •Computer Skill •Physics

[SD] Counterintelligence

INTEGRITY 4   CUNNING 8   STRENGTH 5

Dolak
[C]   OFFICER   {BOG}

Officer in the Cardassian militia, unit 41. First Gul to command the *Kraxon*. Tactical commander of task force sent to kill the Bajoran terrorist Orta.

•Treachery •Navigation •Exobiology

•Your (Car) ships at same location are each WEAPONS +2.

INTEGRITY 4   CUNNING 8   STRENGTH 7

Elim
[ST]   SECURITY   {BOG}

Elim Garak forced himself to interrogate Odo in an attempt to regain favor with his father, Enabran Tain.

•Treachery x2 •Computer Skill x2 •Obsidian Order

•Random selections here involving only opponent's personnel are instead your choice. [SD] Interrogation

INTEGRITY 4   CUNNING 10   STRENGTH 7

Gul Madred
[C]   OFFICER   {BOG}

Ruthless Obsidian Order officer. Madred's torture of Jean-Luc Picard quickly degenerated into a desperate attempt to break Picard's will. A pitiable man.

•Obsidian Order •SECURITY •Treachery •Archaeology

[SD] Torture

INTEGRITY 2   CUNNING 8   STRENGTH 6

PERSONNEL: DOMINION

❖ Duran'Adar
[ST] [KW]   SECURITY   {BOG}

Sixth. Typical Jem'Hadar alpha. Served under Kudak'Etan. Assisted with repairs to *U.S.S. Defiant* captured by his away team in 2374.

•ENGINEER •Geology •Physics

INTEGRITY 7   CUNNING 8   STRENGTH 8

Gelnon
[C]   V.I.P.   [GQ] {BOG}

Vorta who ordered an attack on the *U.S.S. Defiant* in 2374. Skeptical of using Kudak'Etan and other Jem'Hadar alphas. His suspicions were justified.

•Diplomacy •MEDICAL •Stellar Cartography •Treachery

[SD] VR Headset OR Ketracel-White

INTEGRITY 4   CUNNING 8   STRENGTH 6

Ixtana'Rax
[C] [KW]   OFFICER   [GQ] {BOG}

Jem'Hadar Honored Elder. Became Second under Kudak'Etan when the alpha was promoted above him. Unsure about the new order of things.

•Leadership •Navigation •Stellar Cartography

•Other [GQ] Jem'Hadar present are attributes all +1.

INTEGRITY 8   CUNNING 10   STRENGTH 10

Kudak'Etan
[C] [KW]   OFFICER   {BOG}

Arrogant First under Gelnon. Commanded the captured *U.S.S. Defiant* in 2374. One of the first Jem'Hadar bred in Alpha Quadrant. Ignored his Second's advice.

•Leadership •Navigation •Anthropology •ENGINEER

[SD] Commandeer Ship OR Victory Is Life

INTEGRITY 6   CUNNING 7   STRENGTH 11

Lamat'Ukan
[ST] [KW]   SECURITY   {BOG}

Jem'Hadar Third. Alpha. Realigned targeting sensors on *U.S.S. Defiant* captured by Dominion forces in 2374. His initiative pleased First Kudak'Etan.

•Leadership •Computer Skill x2 •Transporter Skill

•While on your ship, it is WEAPONS +2.

INTEGRITY 7   CUNNING 8   STRENGTH 10

Odo Founder
[C] <Baj>   SECURITY   [GQ] {BOG}

Changeling who confused the crew of the *U.S.S. Defiant* by posing as *Odo*.

•SECURITY •Computer Skill •Law •Treachery

•Not exposed by Blood Screening or if he morphs.

INTEGRITY 4   CUNNING 7   STRENGTH 10

❖ Oken'alak
[ST] [KW]   SECURITY   [GQ] {BOG}

Fifth under Ikat'ika. Guard at Internment Camp 371. Representative of Jem'Hadar assigned to guard and escort Dominion prisoners.

•Exobiology •Computer Skill

[SD] Prisoner Escort

INTEGRITY 7   CUNNING 6   STRENGTH 8

Umat'Adan
[ST] [KW]   SECURITY   {BOG}

Fifth. Jem'Hadar alpha assigned to Kudak'Etan. Well versed in the Alpha Quadrant anomaly. Once guarded prisoners repairing the commandeered *U.S.S. Defiant*.

•SCIENCE •Navigation •Stellar Cartography

[SD] Wormhole Navigation Schematic (once per turn).

INTEGRITY 6   CUNNING 8   STRENGTH 9

PERSONNEL: FEDERATION

Admiral Ross
[C]　　　　　　　V.I.P.　　　　　{BOG}
Starfleet veteran. Performed the wedding of Benjamin Sisko and Kasidy Yates. Reluctantly involved in Section 31 plot to discredit Senator Cretak.
•Leadership •Diplomacy •Anthropology
•Honor OR Section 31 (choose at start of each turn).
INTEGRITY 6　　　　CUNNING 8　　　　STRENGTH 7

Donald Varley
[C]　　　　　　　OFFICER　　　　　{BOG}
Captain of *U.S.S. Yamato*. Retrieved stellar "Rosetta Stone" artifact from Denius III. Searched for — and unfortunately found — the mythical planet Iconia.
•Archaeology •Stellar Cartography •Computer Skill
•Iconia Investigation and Reopen Dig have [Fed], |Fed|.
INTEGRITY 6　　　　CUNNING 8　　　　STRENGTH 6

Enrique Muñiz
[ST]　　　　　　ENGINEER　　　　　{BOG}
Highly valued assistant to Chief O'Brien. Called "Quique" by his friends. Joked that he wants to grow up to be O'Brien — just not as old and grizzled.
•Computer Skill x2 •Honor •Navigation •Geology
INTEGRITY 6　　　　CUNNING 7　　　　STRENGTH 5

Miles O'Brien
[ST]　　　　　　ENGINEER　　　　　{BOG}
Chief of operations on Deep Space 9. Friend of Julian. Father of Molly and Kirayoshi. Husband of Keiko. Likes kayaking, darts and historical battle simulations.
•ENGINEER •Physics •Computer Skill •Honor •Transporter Skill
[SD] Defense System Upgrade
INTEGRITY 8　　　　CUNNING 7　　　　STRENGTH 8

❖ Sarita Carson
[ST]　　　　　　SECURITY　　　　　{BOG}
Ensign Carson is one of the many talented navigators serving Starfleet. Former member of Nova Squadron. Assigned to bridge duty aboard *U.S.S. Defiant*.
•Navigation •SCIENCE
INTEGRITY 6　　　　CUNNING 7　　　　STRENGTH 5

PERSONNEL: KLINGON

Hon'Tihl
[C]　　　　　　　OFFICER　　　　　{BOG}
First officer and sole survivor of the *I.K.C. Toh'Kaht*. Briefly succeeded captain Kee'Bhor. Suffering from the influence of Saltah'na energy spheres.
•SCIENCE •Geology •Treachery
INTEGRITY 6　　　　CUNNING 6　　　　STRENGTH 8

Jadzia Dax
[C] [Nem, R, Red]　　SCIENCE　　　{BOG}
Trill. Disregarded her commitments to both Starfleet and Trill custom in order to honor a Klingon blood oath sworn by her symbiont's previous host, Curzon Dax.
•ENGINEER •Diplomacy •Anthropology •Honor
•Other [Nem, R, Red] personnel present are attributes all +2.
INTEGRITY 8　　　　CUNNING 9　　　　STRENGTH 8

Kang
[C] [Nem, R, Red]　　OFFICER　　　{BOG}
Faced Kirk at Beta XII-A. Swore blood oath against the Albino with Kor, Koloth and Curzon Dax to avenge the death of his firstborn son.
•Leadership •Honor •SECURITY •Physics
[SD] Blood Oath
INTEGRITY 7　　　　CUNNING 7　　　　STRENGTH 8

Kavok
[C]　　　　　　　OFFICER　　　　　{BOG}
Commanded *U.S.S. Enterprise* after hijacking it from Starbase 74. Intended to start a war with the Federation and die in glorious battle. Once captained *I.K.C. Buruk*.
•Computer Skill •Treachery •Commandeer Ship •Physics
•May report directly to any empty (Fed) ship.
INTEGRITY 5　　　　CUNNING 6　　　　STRENGTH 9

Koloth
[C] [Nem, R, Red]　　V.I.P.　　　{BOG}
Called *d'akturak*, "ice man," by Curzon Dax due to his negotiating prowess. Commanded the *I.K.C. Gr'oth* during the Sherman's Planet sabotage mission in 2267.
•Diplomacy x2 •Exobiology •Honor •Klingon Intelligence
[SD] Bat'leth
INTEGRITY 8　　　　CUNNING 7　　　　STRENGTH 8

Kor
[C] [Nem, R, Red]　　V.I.P.　　　{BOG}
Dahar master. Legendary warrior. Former ambassador to Vulcan. Victorious at Klach D'Kel Brakt. Swore blood oath against the Albino. Sought the Sword of Kahless.
•Leadership x2 •Anthropology •Honor •Music
•Other Klingons present are each STRENGTH +2.
INTEGRITY 6　　　　CUNNING 8　　　　STRENGTH 8

❖ N'Garen
[ST]　　　　　　SECURITY　　　　　{BOG}
Typical of young Klingons serving the Empire. Daughter of Tse'Dek. Assigned to tactical/weapons station on *I.K.C. Rotarran* by General Martok.
•Astrophysics •SCIENCE •Youth
INTEGRITY 7　　　　CUNNING 6　　　　STRENGTH 6

❖ Voktak
[ST]　　　　　　OFFICER　　　　　{BOG}
Typical front-line Klingon officer. Engaged Federation forces on Ajilon Prime. Once commanded the *I.K.C. K'Ratak* while its captain recovered from war injuries.
•Navigation •Stellar Cartography •Treachery
INTEGRITY 4　　　　CUNNING 6　　　　STRENGTH 7

❖ Wo'Din
[ST]　　　　　　SCIENCE　　　　　{BOG}
Typical Klingon inspired by tales of glorious battle against the Dominion. Learned diplomatic skills from his father, a former Klingon negotiator.
•Diplomacy •Stellar Cartography
INTEGRITY 5　　　　CUNNING 7　　　　STRENGTH 7

Worf Son of Mogh
[C]　　　　　　　SECURITY　　　　　{BOG}
Worf resigned his Starfleet commission to join Gowron during the 2367-68 Klingon Civil War. Saved the *I.K.C. Bortas* from destruction by Duras forces.
•SECURITY •Leadership •Honor x2
[SD] Qapla'!
•If with Gowron on *I.K.C. Bortas*, it is attributes all +3.
INTEGRITY 8　　　　CUNNING 6　　　　STRENGTH 10

❖ Zetal
[ST]　　　　　　SCIENCE　　　　　{BOG}
Typical skilled Klingon serving in the fleet during the war with Cardassia. Her ship took part in a raid which destroyed an outpost on Korma in 2372.
•Biology
INTEGRITY 6　　　　CUNNING 7　　　　STRENGTH 6

PERSONNEL: MULTI-AFFILIATION

(Fed) (Car) Ilon Tandro
[ST]　　　　　　V.I.P.　　　　　{BOG}
Klaestron dignitary. Son of Enina and General Ardelon Tandro. In 2369, used Cardassian technology to gain access to Deep Space 9 in order to kidnap Jadzia Dax.
•Diplomacy •ENGINEER •Treachery
•Once per game, may capture one personnel present.
INTEGRITY 5　　　　CUNNING 8　　　　STRENGTH 4

(Klg) (Fer) Quark Son of Keldar
[ST]　　　　　　CIVILIAN　　　　　{BOG}
Quark wedded Grilka by brek'tal ritual to head the House of Kozak (as the House of Quark) on Qo'noS. The Ferengi saved his be'nal from financial ruin.
•Leadership •Computer Skill x2 •Honor •Greed
•Attributes all +3 if with Grilka.
INTEGRITY 5　　　　CUNNING 7　　　　STRENGTH 4

PERSONNEL: NON-ALIGNED

The Albino
[C] [Nem, L, Red]　　CIVILIAN　　　{BOG}
Infamous humanoid criminal. Mercenary captain of a spacefaring group of bandits. Engineered a genetic virus that killed firstborn sons of Kor, Kang and Koloth.
•Greed •Treachery •Leadership •MEDICAL •Exobiology x2
INTEGRITY 1　　　　CUNNING 9　　　　STRENGTH 7

PERSONNEL: ROMULAN

Ambassador Tomalak
[C] [AU] [B]　　　V.I.P.　　　　{BOG}
Romulan Ambassador in Barash's illusion. Key figure in securing a treaty with the Federation. Commander of the *Decius*.
•Diplomacy •Leadership •Exobiology •Computer Skill
[SD] Treaty: Federation/Romulan
INTEGRITY 6　　　　CUNNING 7　　　　STRENGTH 7

❖ Chief O'Brien
[ST] [H]　　　　ENGINEER　　　　　{BOG}
Holographic re-creation of *U.S.S. Enterprise* transporter chief. Used to aid mental reprogramming. Taibak forced Geordi La Forge to "kill" the chief repeatedly.
•SECURITY •Transporter Skill •Navigation •Music
•Once each turn, may download Brainwash here.
INTEGRITY 5　　　　CUNNING 5　　　　STRENGTH 5

❖ D'Vin
[ST]　　　　　　SCIENCE　　　　　{BOG}
Typical graduate of Romulan Astrophysical Academy. Research assistant to Dr. Telek R'Mor during the doctor's last year at the academy.
•Astrophysics •Navigation •Youth
INTEGRITY 5　　　　CUNNING 7　　　　STRENGTH 6

Dr. Koramar
[ST]　　　　　　CIVILIAN　　　　　{BOG}
Brilliant Romulan astro-archaeologist. Member of the Romulan underground. Works closely with Spock for reunification of the Vulcan and Romulan peoples.
•ENGINEER •Archaeology •Honor •Stellar Cartography
INTEGRITY 8　　　　CUNNING 9　　　　STRENGTH 5

La Forge Impersonator
[ST] <Fed>　　　ENGINEER　　　　　{BOG}
Surgically altered Romulan. In 2367, posed as *Geordi La Forge* so Taibak could brainwash the real La Forge without raising suspicions.
•Navigation •Computer Skill •Treachery
•May report wherever Taibak is present, for free.
INTEGRITY 3　　　　CUNNING 6　　　　STRENGTH 8

❖ Mopak
[ST]　　　　　　SECURITY　　　　　{BOG}
Representative of Romulan security personnel. Specializes in biohazard detection. In 2372, helped search the Romulan fleet for Dominion infiltration.
•Biology
INTEGRITY 6　　　　CUNNING 7　　　　STRENGTH 7

❖ Navok
[ST]　　　　　　SECURITY　　　　　{BOG}
Representative of security personnel in the Romulan Star Empire. His detachment accompanied Senator Vreenak to Deep Space 9 in 2374.
•Navigation •Computer Skill
•Attributes all +2 if with your Romulan V.I.P.
INTEGRITY 4　　　　CUNNING 6　　　　STRENGTH 7

Parthok
[ST]   **ENGINEER**   {BOG}
Technical advisor to Senator Vreenak. Trained by Tal Shiar. In 2374, counseled the senator during his mission to Deep Space 9.
•MEDICAL •Leadership •Tal Shiar •Computer Skill
INTEGRITY 7   CUNNING 8   STRENGTH 6

❖ *R'Mal*
[ST]   **SCIENCE**   {BOG}
Typical Romulan scientist. Led team of archaeologists on an unsuccessful mission to locate an Iconian gateway in Romulan territory.
•Archaeology
INTEGRITY 7   CUNNING 7   STRENGTH 6

Senator Letant
[C]   **V.I.P.**   {BOG}
Romulan military strategist. He studied, and grudgingly approved, Benjamin Sisko's plan for an attack on the Dominion shipyards at Chin'toka.
•SECURITY •Stellar Cartography •Computer Skill x2
[SD] Attack Pattern Delta
INTEGRITY 5   CUNNING 8   STRENGTH 6

Tamarith
               CIVILIAN   {BOG}
Female nurse. Member of Romulan underground. Supported Ambassador Spock's efforts to reunify Romulus and Vulcan.
•MEDICAL •Biology •Honor •Music
•X=2 if with another Romulan underground member.
INTEGRITY 8   CUNNING 7+X   STRENGTH 4+X

Tharket
[ST]   **SECURITY**   {BOG}
Associate of Taibak. Provided security services during the mental reprogramming of Geordi La Forge.
•MEDICAL •Treachery
[SD] Prisoner Escort
•Once per game, may nullify Rescue Captives here.
INTEGRITY 3   CUNNING 7   STRENGTH 6

SHIP: BORG

Locutus' Borg Cube   [DQ] {BOG}
IDENTIFICATION: BORG CUBE
TASK: Eliminate resistance at location designation Wolf 359. Locutus of Borg commands.
[Com] [Nav] [Nav] [Def] (Borg) (Borg) (Borg)
WEAPONS and SHIELDS +3 at Wolf 359. Your Borg personnel and equipment may report aboard. Tractor Beam [50 PTS]
RANGE 10   WEAPONS 24   SHIELDS 24

SHIP: CARDASSIAN

❖ *Keldon*
           KELDON CLASS   {BOG}
Cardassian warship. More powerful than *Galor*-class spacecraft. Design commissioned by the Central Command after war with Federation in 2366.
[C] [ST] [ST] Tractor Beam
RANGE 8   WEAPONS 8   SHIELDS 8

Kraxon
           GALOR CLASS   {BOG}
Cardassian warship sent to intercept the *U.S.S. Defiant* and the renegade Thomas Riker in 2371.
[C] [ST] WEAPONS +3 and SHIELDS +2 vs. *Defiant*-class ships. Tractor Beam
RANGE 8   WEAPONS 7   SHIELDS 8

SHIP: DOMINION

❖ *Alpha Attack Ship*
          ATTACK SHIP CLASS   {BOG}
Jem'Hadar attack ship produced at Chin'toka shipyard in Alpha Quadrant. Constructed after enemy forces restricted Dominion access to the Bajoran Wormhole.
[ST] May avoid being targeted by Establish Tractor Lock. Invasive Transporters
RANGE 6   Weapons 8   SHIELDS 9

SHIP: FEDERATION

U.S.S. Thunderchild
          AKIRA CLASS   {BOG}
NCC-63549. Helped lead Starfleet forces against invading Borg cube in 2373. Briefly commanded by Fleet Admiral Shanthi during its shakedown cruise.
[C] [ST] [ST] SHIELDS +4 vs. Borg ships and Borg Ship dilemma. Holodeck, Tractor Beam
RANGE 10   WEAPONS 7   SHIELDS 8

SHIP: KLINGON

I.K.C. Koraga
          K'VORT CLASS   {BOG}
Klingon Bird-of-Prey briefly commanded by Worf Son of Mogh in 2375. Along with the *I.K.C. Rotarran*, engaged a Dominion patrol near the Badlands.
[ST] If your *I.K.C. Rotarran* in play, both are RANGE +1. Cloaking Device, Tractor Beam
RANGE 7   WEAPONS 8   SHIELDS 6

I.K.C. Lukara
          K'VORT CLASS   {BOG}
Bird-of-Prey commanded by Kang. Transported its commander and his comrades to Secarus IV in 2370, to confront the Albino in his stronghold.
[ST] Cloaking Device, Tractor Beam
RANGE 7   WEAPONS 7   SHIELDS 7

I.K.C. Negh'Var
          NEGH'VAR CLASS   {BOG}
Flagship of the Klingon Defense Force. Commanded by Gowron when first commissioned, and then by Martok during the 2372 invasion of Cardassia.
[C] [ST] [ST] Cloaking Device, Holodeck, Tractor Beam
RANGE 9   WEAPONS 10   SHIELDS 9

SHIP: ROMULAN

Goraxus
          D'DERIDEX CLASS   {BOG}
Warbird commanded by Sela. Used to intercept Geordi La Forge's shuttle en route to Risa in 2367, and to mentally reprogram the engineer.
[C] [ST] [ST] Cloaking Device, Holodeck, Tractor Beam
[SD] Romulan Ambush
RANGE 8   WEAPONS 8   SHIELDS 8

❖ *Romulan Shuttle*
          SHUTTLECRAFT   {BOG}
Romulan shuttlecraft. Favored by the Tal Shiar. Senator Vreenak commanded one on his diplomatic mission to Deep Space 9.
Cloaking Device
RANGE 7   WEAPONS 3   SHIELDS 3

SITE

❖   **SECURITY HOLDING CELL**
Has a Brig. Once each turn, player who controls station may download Brainwash, Interrogation or Torture to a captive held in this Brig if that player has a Tal Shiar, Obsidian Order, Resistance or Section 31 personnel (or a personnel who has SECURITY and Treachery) unopposed here.
Any Nor   Ops Module ▮ **Promenade** ▮ Habitat Ring ▮ Docking Ring

TACTIC

     PRIMARY ENERGY WEAPON   {BOG}
ATTACK 1   DEFENSE 2
ATTACK bonus +2 if you have a Borg ship firing.
Hit = ⚡⚡. Direct hit = ⚡⚡⚡⚡.
Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).
RANGE –1   WEAPONS –2   SHIELDS –2   HULL –30%

     PHASED POLARON BEAM   {BOG}
ATTACK 1   DEFENSE 2
ATTACK bonus +2 if you have a Dominion ship firing.
Hit = ⚡⚡. Direct hit = ⚡⚡⚡⚡.
Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).
RANGE –1   WEAPONS –2   SHIELDS –1   HULL –30%

     SPIRAL-WAVE DISRUPTOR   {BOG}
ATTACK 1   DEFENSE 2
ATTACK bonus +2 if you have a Cardassian ship firing.
Hit = ⚡⚡. Direct hit = ⚡⚡⚡⚡.
Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).
RANGE –2   WEAPONS –1   SHIELDS –1   HULL –30%

     PLASMA TORPEDO   {BOG}
ATTACK 1   DEFENSE 2
ATTACK bonus +2 if you have a Romulan ship firing.
Hit = ⚡⚡. Direct hit = ⚡⚡⚡⚡.
Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).
RANGE –1   WEAPONS –1   SHIELDS –2   HULL –30%

     PULSE DISRUPTOR   {BOG}
ATTACK 1   DEFENSE 2
ATTACK bonus +2 if you have a Klingon ship firing.
Hit = ⚡⚡. Direct hit = ⚡⚡⚡⚡.
Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).
RANGE –2   WEAPONS –1   SHIELDS –1   HULL –30%

     PHASER BANKS   {BOG}
ATTACK 1   DEFENSE 2
ATTACK bonus +2 if you have a Federation ship firing.
Hit = ⚡⚡. Direct hit = ⚡⚡⚡⚡.
Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).
RANGE –1   WEAPONS –2   SHIELDS –1   HULL –30%

     FULL PHASER SPREAD   {BOG}
ATTACK 3   DEFENSE 2
ATTACK bonus +1 if you have a *Galaxy*-class ship firing.
Hit = ⚡⚡. Direct hit = ⚡⚡⚡⚡.
Science panel destroyed: randomly kills one SCIENCE or Stellar Cartography personnel (on a Nor, one personnel in Science Lab).
RANGE –1   WEAPONS –1   SHIELDS –1   HULL –30%

[BO]   **BORG CUTTING BEAM**   {BOG}
ATTACK 1   DEFENSE 3
If you hit, you may relocate one of target's crew members (random selection; from any one site if on a Nor) to one of your ships in this battle and assimilate that personnel. Hit or direct hit = ⇩.
                 SHIELDS –2   HULL –40%

     EVASIVE MANEUVERS   {BOG}
ATTACK -2   DEFENSE 4
DEFENSE bonus +2 if you have a ship with no staffing requirements defending. Hit = ⚡⚡. Direct hit = ⚡⚡⚡⚡.
Plasma leak: randomly kills one ENGINEER, Astrophysics or Physics personnel (on a Nor, one personnel in Ore Processing Unit).
RANGE –1   HULL –35%

"CRIMSON FORCEFIELD" {BOG}

ATTACK 0   DEFENSE 2

Harmless pyrotechnic ruse nullifies opponent's Tactic card unless opponent has an OFFICER with CUNNING>8 aboard a ship or facility in this battle. Hit = ⤢. Direct hit = ⤢⤢.
Cloaking Device off line.

RANGE –2	WEAPONS –2	SHIELDS –3	HULL –40%

STRAFING RUN {BOG}

ATTACK 4   DEFENSE -1

ATTACK bonus +1 if you have a *Hideki*-class ship firing.
Hit = ⇩⤢. Direct hit = ⇩⤢⤢.
Bridge damaged: **randomly kills one OFFICER, Leadership or Navigation personnel (on a Nor, one personnel in Ops).**

RANGE –1	WEAPONS –1	SHIELDS –1	HULL –20%

ATTACK WING {BOG}

ATTACK 1   DEFENSE 2

ATTACK bonus +1 for each of your ships firing. DEFENSE bonus +1 if you have a Jem'Hadar attack ship defending.
Hit = ⤢⤢. Direct hit = ⤢⤢⤢⤢.
Sickbay damaged: **randomly kills one MEDICAL, Exobiology or disabled personnel (on a Nor, one personnel in Infirmary).**

RANGE –1	WEAPONS –1	SHIELDS –1	HULL –25%

MAXIMUM FIREPOWER {BOG}

ATTACK 6   DEFENSE -3

Hit = ⤢⤢ (or ⤢⤢⤢ if you have *Future Enterprise, I.K.C. Chang, I.K.C. Fek'lhr, Decius,* any [AU] ship with the word "future" in its lore or a Borg cube firing). Direct hit = ⤢⤢⤢⤢.
Transporters off line.

SHIELDS –2	HULL –20%

QUANTUM TORPEDO {BOG}

ATTACK 5   DEFENSE 0

ATTACK bonus +1 if you have a *Sovereign*-class ship firing.
Hit = ⤢⤢. Direct hit = ⤢⤢⤢.
Sensors off line: **crew cannot attempt space missions.**

WEAPONS –2	SHIELDS –2	HULL –15%

PULSE PHASER CANNONS {BOG}

ATTACK 4   DEFENSE 1

ATTACK bonus +1 if you have a *Defiant*-class ship firing.
Hit = ⤢⤢. Direct hit = ⤢⤢⤢⤢.
Tractor beam off line.

WEAPONS –1	SHIELDS –1	HULL –20%

PHOTON TORPEDO {BOG}

ATTACK 2   DEFENSE 2

ATTACK bonus +1 if you have an *Akira*-class ship firing.
Hit = ⤢⤢. Direct hit = ⤢⤢⤢.
Tactical panel overload: **randomly kills one SECURITY or Computer Skill personnel (on a Nor, one personnel in Security Office).**

WEAPONS –1	SHIELDS –1	HULL –35%

PICARD MANEUVER {BOG}

ATTACK 3   DEFENSE 0

If matching commander aboard your ship, it appears to be in two places at once and has a 50/50 chance to avoid all damage this battle. Hit = ⤢⤢. Direct hit = ⤢⤢⤢⤢.
EPS taps overloaded: **Opponent may immediately download to this ship one Plasma Fire or Warp Core Breach (if possible).**

RANGE –2	SHIELDS –2	HULL –20%

TARGET THESE COORDINATES {BOG}

ATTACK 3   DEFENSE 1

Hit = ⇩⤢ (or ⇩⤢⤢ if target is affected by Weak Spot).
Direct hit = ⇩⤢⤢⤢.
Shields fluctuating: **opponent's transporters, if operated by Transporter Skill personnel, may beam through SHIELDS.**

RANGE –1	WEAPONS –1	SHIELDS –1	HULL –20%

TARGET SHIELDS {BOG}

ATTACK 2   DEFENSE 2

Hit = ⇩⤢. Direct hit = ⇩⤢⤢⤢. Otherwise, drains target's SHIELDS (⇩).
SHIELDS enhancements off line.

SHIELDS –2

TARGET WEAPONS {BOG}

ATTACK 2   DEFENSE 1

ATTACK bonus +1 if you have a Dominion ship firing.
Hit = ⇩⤢. Direct hit = ⇩⤢⤢⤢.
WEAPONS enhancements off line.

WEAPONS –2	HULL –25%

TARGET ENGINES {BOG}

ATTACK 2   DEFENSE 1

ATTACK bonus +1 if you have a Dominion ship firing.
Hit = ⇩⤢. Direct hit = ⇩⤢⤢⤢.
RANGE enhancements off line.

RANGE –2	HULL –25%