

STAR TREK™ CCG COMPREHENSIVE SPOILER LIST

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All cards with revised text are presented here according to the current, official game text. If the text shown here does not match a printed card, please consult the latest Glossary to verify that the spoiler presents the revised game text. If the Glossary entry (or a printed card that has no revised game text) differs from this spoiler list, the spoiler is in error. Please report any errors to UZO@StarTrekMail.com.

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LEGEND

Expansion Abbreviations

[brackets] indicate an expansion icon

1A	First Anthology
2A	Second Anthology
2PG	Introductory Two-Player Game
AT	Away Team pack
AU	Alternate Universe
BOG	Blaze of Glory
Borg	The Borg
Dam	The Dominion
DS9	Deep Space Nine
EFC	Enhanced First Contact
EP	Enhanced Premiere
Fajo	The Fajo Collection
FC	First Contact
HoloAdv	HoloDeck Adventures
MM	Mirror, Mirror
OTSD	Official Tournament Sealed Deck
P	Premium/Preview
Premiere	Premiere
QC	Q-Continuum
ROA	Rules of Acquisition
SD2	Starter Deck II
TWT	The Trouble with Tribbles
Voy	Voyager

Icon Abbreviations

[AU]	Alternate Universe
[Bar]	Barash
[BO]	Borg Use Only
[Com]	Communication
[3]	Countdown Box
[Def]	Defense
[Down]	Place current tactic as damage marker
[DQ]	Delta Quadrant
[DRY]	Doorway
[EE]	U.S.S. Enterprise-E
[Enigma]	Enigma
[EQ]	Equipment
[EV]	Event
[Ex]	U.S.S. Excelsior
[Flip]	Deal damage marker from Battle Bridge side deck
[GQ]	Gamma Quadrant
[HA]	Hidden Agenda
[Holo]	Holographic Re-creation
[INC]	Incident
[INT]	Interrupt
[KCA]	Klingon-Cardassian Alliance
[KW]	Ketracel-White
[Maq]	Maquis
[MQ]	Mirror Universe
[Nav]	Navigation
[Nem, X, Y]	Nemesis, X = Direction(L or R), Y = Color
[OBJ]	Objective
[OCD]	Optical Compact Disk
[Orb]	Orb
[OS]	Original Series
[P]	Planet
[Q]	Q-Continuum
[Ref]	Referee
[S]	Space
[S/P]	Space/Planet
[Skill]	Skill dot
[TE]	Terran Empire
[Univ]	Universal

Affiliation Icons

[brackets] indicate regular affiliation icons
[bar] icons appear on opponent's end of missions
<diamond> icons indicate infiltrators

Baj	Bajoran
Borg	Borg
Car	Cardassian
Dom	Dominion
Fed	Federation
Fer	Ferengi
Kaz	Kazon
Klg	Klingon
NA	Non-Aligned
Neu	Neutral
Rom	Romulan
Vid	Vidorian

Cards highlighted in gray are legal for Voyager-environment decks.

ARTIFACTS

1962 ROGER MARIS BASEBALL CARD [Fajo]

One-of-a-kind trading card. Collectable icon of an ancient professional sport once played on Earth. Owned by Kivas Fajo. Still retains its original bubble gum aroma. Immediately play on table. During your turn, you may trade this artifact for any opponent's artifact in play. Players must immediately play traded cards as their own. (Not duplicatable.)

Fajo: P

ALIEN GAMBLING DEVICE [DS9]

Gaming device of unknown origin which alters the laws of probability. Martus Mazur replicated several of the devices for use in Club Martus. Many found the game irresistible.

Use as Equipment card. Once every turn, you may cause any one random selection at some or adjacent location to be canceled and re-selected. (Cumulative.)

DS9: R

[AU] ANTIQUE MACHINE GUN [FC]

21st century automatic weapon. Developed for faction wars against ECON in World War III. No stun setting. Rapid-fires small-caliber bullets. Owned and often used by Lily Sloane.

Use as Equipment card. At start of personnel battle, may target two opposing personnel or Rogue Borg (random selection). Mortally wounds targets (only stuns androids).

FC: R

BETAZOID GIFT BOX

Traditional device for presenting important gifts. Its sculpted face comes to life boisterously presenting its contents to the recipient.

Immediately look through your draw deck for up to 30 seconds and choose 3 cards to place in your hand.

Premiere: R

BLADE OF TKON

The Tkon empire was so advanced that it possessed the ability to move planets at will. The empire became extinct some 600,000 years ago during the Age of Makto.

Immediately relocate one planet location, and all cards there, to another place on the spaceline. Discard artifact.

QC: R

CANAR

A glowing device used by the Halians to focus thoughts in a limited empathic form. Especially used to strengthen an emotional link during love.

Immediately play on one female personnel. Specify one male personnel at a different location. If those two personnel are ever present together, discard both.

QC: R

CRODEN'S KEY [Dom]

Unusual necklace containing a shape-shifting key reminiscent of changelings. Used to secure a hidden stasis chamber protecting Croden's daughter, Yareth, in the Chamma Vortex.

Seeds only in Gamma Quadrant. Use as an Equipment card. Where present, allows docking/undocking at, and walking into/out of, any player's ship or facility (as appropriate).

Dom: R

[AU] CRYOSATELLITE

An ancient sublight vessel. Designed to carry and store cryogenically frozen humanoid until a cure for their death could be found and used to regenerate them. Seed at a space location. May seed one additional artifact and up to 3 [AU] personnel here. They are earned when Cryosatellite earned; then discard Cryosatellite.

AU: R

[AU] DATA'S HEAD

An excavation under the Earth city of San Francisco in 2369 discovered that the head of Lt. Commander Data had been lying there undisturbed for centuries. Use as Equipment card. Head has CUNNING=10 and Computer Skill. While on a ship, RANGE, WEAPONS and SHIELDS are +2. (Not Cumulative.)

AU: R

HORGA'HN

Mysterious symbol of sexuality from the pleasure planet of Risa. To own one is to call forth its powers. To display one is to announce that the owner is seeking jamaharon.

Immediately play on table. Artifact allows you to take double turns from now on. (Not cumulative.)

Premiere: R

ICONIAN GATEWAY

The now-extinct Iconians were “Demons of Air and Darkness” due to their advanced technology such as this instant transport portal to farflung planets.

Place in hand until played on a planet location as an Event card. While in play, anyone's personnel and equipment can move instantly from Iconian Gateway to any other planet(s).

AU: R

INTERPHASE GENERATOR

Experimental Romulan device that both cloaks and phases matter, allowing it to pass through normal matter.

Use as Equipment card. Nullifies: Chalnoths, Archers, Rebels, Impossible Doors, Phased Matter, Crystalline Entities, Armus, and Nausicaans.

Premiere: R

KURLAN MAISKOS

Statues which open to reveal a multitude of similar but smaller figurines inside, representing the belief that each person is a community of individual voices and desires.

Place in hand until played on any ship as an Event card. If ship has all 7 personnel types aboard, its RANGE, WEAPONS and SHIELDS are tripled. (Not cumulative.)

Premiere: R

[AU] MAGIC CARPET RIDE OCD [FC]

High-res recording of 20th century rock 'n' roll, known for its enervating rhythms and unbearable volume. “You don't know what we can find . . . on a Magic Carpet Ride.”

May seed at a space location. Owner may relocate any ship at this location (and ship's Away Teams, if any) to any planet location on spaceline. Discard artifact.

FC: R

MONA LISA

Priceless original oil painting by ancient Earth scientist Da Vinci. Stolen from the Louvre in 2243. Recovered from the collection of Kivas Fajo in 2366.

Use as Equipment card. If destroyed, the player directly causing the destruction (if any) loses points. (Not duplicatable.)

QC: R

MYSTERIOUS ORB [DS9]

In 2369, Jadzia Dax was transported from the Bajoran Wormhole to Deep Space 9 by one of the objects Bajorans call “Tears of the Prophets.”

May seed at a space location. Place in hand until played at any time to relocate any one personnel to anywhere in play, then discard artifact.

DS9: R

[AU] OPHIDIAN CANE

Disguised serpentine alien device used by the Devidians. When irradiated with the correct energy, the head comes alive and allows Devidians to control their time travel.

Place in hand until played as an Interrupt card to allow 3 through Devidian Door OR double Devidian Foragers (to four personnel) OR double Empathic Touch.

AU: R

ORB FRAGMENT [DS9]

Shard of a Bajoran orb from the Celestial Temple. The fragment was set in a bracelet and used by the Sirah to create and control the Dal'Rok.

Use as Equipment card. May keep Dal'Rok from killing at same location. Also, any player may play Dal'Rok from hand as an Event card at same mission. (Not duplicatable.)

DS9: R

ORB OF PROPHECY AND CHANGE None or [Dom]

Third of the nine mysterious energy vortices called Tears of the Prophets by the Bajorans. Grants visions of the future. Only Orb not stolen by the Cardassians during the occupation.

Use as equipment card. Once each turn, you may glance at the top card of your draw deck. Insert it anywhere within your draw deck if you wish. (Not duplicatable.)

1A: P (WB) or Dom: R (BB)

ORB OF TIME [TWT]

Bajoran Orb. Transported U.S.S. Defiant across time and space to encounter starship Enterprise. Also used by Kira Nerys to travel back to the Cardassian occupation to learn of her mother's fate.

Use as Equipment card. Once each turn, your ship or Away Team (if this Orb and your [Orb] personnel present) may time travel (except to board opponent's ship or outpost).

TWT: 1 R

ORB OF WISDOM [ROA]

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 here are each INTEGRITY +3. Each turn, one of your cards played here plays for free if your [Orb] personnel present. (Not duplicatable.)

ROA: R

PERSISTENCE OF MEMORY [Fajoi]

Surreal 1931 Salvador Dali painting stolen by Kivas Fajo.

Place in hand until played at any time on Horga'hn OR Thought Maker OR Mana Lisa OR Static Warp Bubble OR Kivas Fajo — Collector OR The Traveler: Transcendence OR "Deviant Door" OR Supernova OR Black Hole OR Anti-Time Anomaly. Reverses that card. (Not duplicatable.)

Fajo: P

PHASED CLOAKING DEVICE [ROA]

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 an Equipment card. While aboard your ship, that ship has a Phasing Cloak (RANGE +4 while phased).

ROA: R

RECEPTACLE STONES

Ves Alkar, a Lumeian, used these mysterious objects in a ritual that would turn another person into a "receptacle" for all negative thoughts, causing rapid aging and death.

Place in hand until played as an Event on crew of an opponent's ship. Any space dilemmas you encounter this turn also apply to that ship and crew. Discard Event.

AU: R

RESSIKAN FLUTE [AU]

Artifact from Kataan, a now-dead planet. 1,000 years after Kataan's demise, a space probe gave Jean-Luc Picard this flute and a lifetime of memories in less than an hour.

Immediately play on table. X varies constantly, where X=5 points for each of your Music personnel in play. Destroy with The Devil. (Not duplicatable.) [XPTS]

AU: R

SALTAH'NA CLOCK [DSB]

Benjamin Sisko constructed a clock while being affected by the energy matrix of Saltah'na telepathic spheres. The spheres were storing the energy of an ancient power struggle.

Place on ship or facility here (opponent's choice). Personnel aboard must initiate battle whenever possible (no leader is required and affiliation attack restrictions do not apply).

DS9: R

SAMUEL CLEMENS' POCKETWATCH [AU]

This 19th century watch was discovered in a cave along with Data's head in 2369. After returning to the past, Clemens left the watch again to maintain the timeline.

Place in hand until played as an Interrupt card. One action that must happen on your next turn (such as your card draw), happens now instead.

AU: R

STARRY NIGHT [ROA]

Famous painting by Dutch impressionist Vincent van Gogh. Painted at Saint-Rémy 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 up to two "use as Equipment card" artifacts. Discard Starry Night.

ROA: R

SWORD OF KAHLESS [BOG]

Legendary first bat'leth. 1500-year-old blade weapon forged by Kahless the Unforgettable. Used to slay the tyrant Molar. Discovered by Warf, 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.)

BOG: R

TANTALUS FIELD [MM]

Alien device that vaporizes victims at the touch of a button. Used by James Tiberius Kirk to achieve his captivity. A Kirk not from his universe revealed its secret to First Officer Spock.

Place on your [MQ] ship here. (Unique.) Once each turn, may discard top card of draw deck to kill a [Univ] personnel here OR discard top three to kill a unique personnel here.

MM: 1 R

THE CITY OF B'HALA [HoloAdv]

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.)

HoloAdv: 1 R

THE EARRING OF LI NALAS [Dom]

Quark acquired a Bajoran Earring in 2370. Kira Nerys quickly identified it as that of Bajoran resistance hero Li Nalas, leading to the rescue of Li and others from the Hute! labor camp.

Use as Equipment card. Once in play, if Li Nalas then earned from Rescue Prisoners, doubles its point box. Also, Resistance personnel are attributes all +3. (Not duplicatable.)

Dom: R

THOUGHT MAKER

Outlawed Ferengi mind control device. Transmits signals that implant sensory experiences and triggers emotions and memories.

Place in hand until played once as an Interrupt card. Look at opponent's draw deck for 10 seconds and rearrange as desired.

Premiere: R

TIME TRAVEL POD

Craft from the future, stolen in the past by Berlinghoff Rasmussen for his own gain.

Place in hand until played once as an Interrupt card on any ship. That ship travels into the future (disappears for up to 5 turns). Pre-announce the return time.

Premiere: R

TOX UTHAT

Dangerous quantum phase inhibitor invented in the future by Kal Dano who hid it in the 22nd century for safekeeping.

Place in hand until played on table as an event (supernova can be played on later turn) OR as an Interrupt (prevents supernova). Discard after use.

Premiere: R

VARDON-T DISRUPTOR

Only five of these pistols were made before being banned by the Federation. These vicious weapons disrupt the body from the inside out, causing a slow and painful death.

Use as Equipment. Doubles your personnel's STRENGTH where present. (Not cumulative.)

Premiere: R

VULCAN STONE OF GOL

Ancient Vulcan telepathic weapon. Kills by magnifying aggressive and violent thoughts, but can be blocked by peaceful thoughts.

Place in hand until played as an Event card. Kills everyone in an Away Team without Youth OR CUNNING>7. Discard artifact.

Premiere: R

ZEFRAM COCHRANE'S TELESCOPE [FC]

Gazing at the celestial harmony, Zefram Cochrane escaped the squalor of his time and dreamed of the conquest of space. And how much money he could make.

Use as Equipment card. Once each turn, if on a planet with your personnel, allows you to glance at all cards (seeded and in play) at one adjacent non-planet location.

FC: R

DILEMMAS

[S/P] A FAST SHIP WOULD BE NICE [MM]

The mirror universe version of Boreil Antos unexpectedly beamed aboard Deep Space 9 and took Kira Nerys hostage. He demanded a ship in exchange for her life. Kills one personnel (opponent's choice). You may substitute a bodyguard or Guard Drone present OR an empty ship here (moved to opponent's side of spaceline; commandeered).

MM: 2 R

[S] ABANDON SHIP! [P]

Krenim attacks repeatedly damaged the U.S.S. Voyager. Failing life support systems led Captain Kathryn Janeway to order the evacuation of all personnel except senior staff.

If ship damaged or RANGE reduced, personnel not needed for staffing are placed with dilemma atop mission. Rescue (opponent may capture) personnel with different ship here.

OTSD: P

[S] AGGRESSIVE BEHAVIOR [Voy]

In 2372, a spaceborne creature attacked U.S.S. Voyager, trying to establish dominance. It perceived the ship as a potential rival.

Unless 2 Anthropology OR Leadership, Anthropology, and CUNNING>35 present, ship is damaged and one crew member is killed (random selection).

Voy: 1 R

[S/P] ALICE [HoloAdv]

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.

HoloAdv: 2 C

[P] ALIEN ABDUCTION

Solanogen-based aliens, existing in a subspace domain, can access our universe and abduct humanoids for study.

Most CUNNING Away Team member (owner's choice if tie) is held by aliens until mission completed OR 3 Leadership present.

Premiere: U

[P] ALIEN LABYRINTH

Many planets, such as Mordan IV, have convoluted underground installations which require Away Teams to have specific technology or skills.

To get through this maze-like structure and continue, Away Team must have a Tricorder OR 2 ENGINEER

AU: C

[P] ALIEN PARASITES

Intelligent parasites enter and take control of a humanoid. Their presence can be detected by a gill like protrusion on the back of a host's neck.

Unless INTEGRITY>32, Away Team infected. They beam back and opponent immediately controls ship and crew until "stopped." Then turn resumes.

Premiere: U

[S/P] ALIEN PARASITES & REM FATIGUE [P]

ALIEN PARASITES: Unless INTEGRITY>32, Away Team (if any) beams back and opponent immediately controls ship and crew until "stopped."

REM FATIGUE HALLUCINATIONS: Crew or Away Team dies at end of your third full turn unless cured by 3 MEDICAL OR docking at outpost. [5PTS]

EP: 7 P

[S/P] ALTONIAN BRAIN TEASER [DSB]

To solve this holographic puzzle, its challenger must turn the multicolor sphere a solid hue using neural theta waves. The symbiont Dax tried unsuccessfully for over 140 years.

Most CUNNING personnel present is "stopped." If their CUNNING<15, bonus points scored at this spaceline location do not count toward winning. Discard dilemma.

DS9: U

[P] ANAPHASIC ORGANISM

A male non-corporeal life form that lives inside a female host which he enchants, as in the case of Dr. Beverly Crusher's late grandmother.

If Female(s) in Away Team, the one with highest total attribute numbers resigns (discarded), unless SECURITY + MEDICAL present. Discard dilemma.

Premiere: C

[S/P] ANAPHASIC ORGANISM & NAGILUM [P]

ANAPHASIC ORGANISM: Unless SECURITY and MEDICAL present, female crew or Away Team member with highest total attributes resigns (is discarded). (Not repeatable.)

NAGILUM: Half of crew or Away Team is killed (random selection, round down) unless 3 Diplomacy OR STRENGTH>40 present. Discard dilemma.

EP: 8 P

[S] ANCIENT COMPUTER

Vital information can be retrieved from old or damaged computer systems like this one aboard a derelict Promellian battlescruiser.

Cannot get past unless 2 Computer Skill OR 3 SCIENCE or 3 ENGINEER present.

Premiere: R

[S/P] ANCIENT COMPUTER & MICROVIRUS [P]

ANCIENT COMPUTER: To get past requires 2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER.

MICROVIRUS: Unless MEDICAL and SECURITY present, kills one crew or Away Team member (opponent's choice). Discard dilemma.

EP: 9 P

[S/P][AU] ANDROID NIGHTMARES

An infestation of interphasic creatures caused Lt. Commander Data to experience surreal dreams and hallucinations, resulting in his attack on Deanna Troi.

If android present, one non-android personnel (random selection) killed (three if Interphasic Plasma Creatures affecting you) unless Empathy OR Dr. Soong present.

QC: U

[P] ANGRY MOB [DSB]

When Odo was under suspicion for murder, Bajoran nationals led by Zayra demanded that the changeling be handed over to them. Benjamin Sisko spared the constable from their "justice."

Kills a SECURITY or shape-shifter present (random selection) unless remaining Away Team has INTEGRITY>27 from up to four personnel OR STRENGTH>50. Discard dilemma.

DS9: C

[S] ANKARI "SPIRITS" [Borg]

Nucleogenic life-forms that relentlessly assaulted U.S.S. Equinox in retaliation of the crew's murderous actions. Their attack causes a thermolytic reaction, desiccating every cell in a victim's body.

Unless 3 Honor and INTEGRITY>35 present, place on ship. Now and start of each turn, kills two crew members (random selection). Cure with 3 ENGINEER and Exobiology.

Borg: 1 R

[S] APHASIA DEVICE [DSB]

Terrorist device developed by Dekon Elig and Surmak Ren to fight the Cardassian occupation. When activated, releases a deadly virus which interferes with language processing abilities.

[S] Place on ship. Quarantined. Now and end of each turn, disables one personnel aboard (random selection). If all crew disabled, all die. Cure with 2 MEDICAL and 2 Biology.

DS9: C

[P] **ARCHER**
Indigenous inhabitants, such as this Mintakan Bowman, often attack an Away Team out of fear.
Away Team member with highest total attribute numbers is shot and dies unless SECURITY + MEDICAL present. Discard dilemma.
Premiere: C

[S/P] **ARMS DEAL** **(DSB)**
In 2370, Quark was approached by Sakonna to arrange a covert arms deal to deliver weapons to the Maquis.
Unless Acquisition OR Vulcan with Treachery OR Smuggling OR [Maq] personnel present, crew or Away Team "stopped." Discard dilemma.
(5 PTS)
DS9: U

[P] **ARMUS—SKIN OF EVIL**
A malevolent being was formed when the inhabitants of Vagra II rid themselves of all the evil they had inside.
Kills one Away Team member (random selection). Discard dilemma.
Premiere: R

[P] **ARMUS—STICKY SITUATION** **[P]**
Armus, a remnant of the Vograns, engulfed Commander Will Riker in his skin of evil. Only the finesse and skillful negotiation of Jean-Luc Picard resulted in his release.
Strongest Away Team member is "stopped" if another personnel present has Diplomacy and CUNNING>7, killed otherwise. Discard dilemma only if any personnel remain.
OTS: P

[P] **ARTILLERY ATTACK** **(MM)**
The Gorn attackers responsible for eradicating an outpost on Cestus III turned their deadly weaponry on the Enterprise landing party dispatched to investigate.
Kills X personnel (random selection); immediately probe:
[Skill]: X = number of [Skill] icons on probe card.
[Eq]: X = 0 (discard probe card).
Otherwise: X = 1.
MM: 3 R

[S/P] **ASSASSIN'S BLADE** **(DSB)**
The technological advances of the 24th century offer a wide variety of state-of-the-art weaponry. Nevertheless, some still prefer the simple charm of the assassin's blade.
Unless CUNNING>36 OR 2 SECURITY present, assassin kills one personnel present (opponent's choice) except a shape-shifter or android.
DS9: C

[S/P] **ASSASSIN'S BLADE** **[Voy]**
The Klingon dagger of *kur'luch* is used in a violent ritual of bloodletting that prepares one to become a warrior. Some also use the blade for more unscrupulous purposes.
Unless CUNNING>36 OR 2 SECURITY present, assassin kills one personnel present (opponent's choice) except a shape-shifter or android.
Voy: 2 S

[S] **ASTRAL EDDY** **[Voy]**
Spatial phenomenon created by an intrusion of subspace into normal space. The resulting discharges of plasmonic energy caused the destruction of a Vostiyge science station.
Unless Navigation, Physics, and 2 ENGINEER present, one crew member (random selection) is killed.
Voy: 3 R

[S/P] **BALANCING ACT** **(FC)**
Deadly plasma coolant flooded main engineering through a rupture opened by Data. Survival depended upon balance and strength. Resistance was futile.
Each player whose missions with point boxes are mostly Space or mostly Planet (by a difference of 3 or more) loses 50 points (even if playing Borg).
FC: U

[S/P] **BALANCING ACT** **[Voy]**
Rarely had Tuvok been in a more precarious position than at a Nezu colony, halfway between the ionosphere and the planet surface, dangling from the bottom of a mag-lev carriage.
Each player whose missions with point boxes are mostly [S] or mostly [P] (by a difference of 3 or more) loses 50 points (even if playing Borg).
Voy: 4 U

[S/P] **BARCLAY'S PROTOMORPHOSIS DISEASE**
Contagious affliction which causes animals to de-evolve into ancestral forms. Disease named for Lieutenant Reginald Barclay.
Entire crew or Away Team (except androids) de-evolves (dies) unless MEDICAL, SCIENCE and SECURITY present. Discard dilemma. **(10 PTS)**
Premiere: R

[S/P] **BENDI SYNDROME**
Rare disease which affects aging Vulcans. A profound loss of mental control leads to emotional outbursts, elicits violence in others and eventually kills its victim.
One Vulcan without Youth present (opponent's choice) dies the next time you score points. Until then, all your personnel are INTEGRITY -2 where present.
QC: R

[S/P] **BERSERK CHANGELING** **(Dom)**
Changelings can be hyper-sensitive to certain environmental hazards, such as the poison gas encountered on planet LS-VI. Progressive degradation causes uncontrollable outbursts.
Unless 2 hand weapons OR 3 SECURITY OR Changeling Sweep OR Shape-Shift Inhibitor OR Interphase Generator OR Mora Pol present, kills a non-changing present (random selection).
Dom: U

[S] **BIRTH OF "JUNIOR"**
Large infant spaceborn life-form. Attached itself to the U.S.S. Enterprise in 2368, sucking energy from the ship.
Place on ship. End of each turn, RANGE reduced by 1; if reduced to 0, ship destroyed. Nullify with 3 ENGINEER.
Premiere: U

[P] **BLENDED** **(FC)**
Sometimes obtaining information from locals requires consuming beverages of dubious nutritional value. It's best not to criticize such "counseling techniques."
To get past requires Empathy, Diplomacy, Morn or any Scotty. All such personnel are "stopped," but if two or more present, one must continue (random selection).
FC: U

[S/P](BO) **BORG SERVO** **(FC)**
Borg nanotechnological servomechanism. Can remain dormant and undetected until activated. Typical first evidence of assimilation. Rapidly takes over its victim.
Unless Cybernetics and MEDICAL present, opponent (if playing Borg) assimilates one personnel present (random selection). Discard dilemma.
FC: U

[S] **BORG SHIP**
Gigantic cubic ship of the Borg collective. Possess powerful weapons and remarkable regenerative abilities.
Self-controlling ship (WEAPONS=24, SHIELDS=24). Start here. Attacks everything. End of every turn, moves 1 card toward and off spaceline's long end. Destroy for bonus. **(45 PTS)**
Premiere: R

[S/P](2) **BRIEF ROMANCE** **(DSB)**
Jadzia Dax became romantically involved with Meridian native Deral. Dax was so enamored she attempted to follow Deral when Meridian returned to its non-corporeal state.
Opponent specifies "male" or "female." Place on one personnel present of that gender (random selection). That personnel is "stopped" until countdown expires.
DS9: C

[S/P] **CARDASSIAN TRAP**
With rumors of a mutagenic weapon on Celtris III, the Cardassians lured Jean-Luc Picard into a trap in Cardassian space. He was captured in 2369.
Unless Empathy present, opponent captures one unique, non-Cardassian personnel from you (random selection) and places it on their side as a captive, along with trap.
AU: U

[S/P] **CENTER OF ATTENTION** **(ROA)**
After Mom faked his own death, Quark "inherited" the Lurian's stolen latinum fortune. Naturally, this made him quite a hit with Mom'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

[P] **CHALNOTH**
Anarchistic lupine race of humanoids with the reputation of violent responses to a variety of situations.
Kills one Away Team member (opponent's choice) unless 3 SECURITY OR STRENGTH>40 present. Discard dilemma. **(5 PTS)**
Premiere: U

[S/P] **CHINESE FINGER PUZZLE**
An ancient novelty which baffled Lt. Commander Data. The solution to the puzzle, which involves relaxation of effort, he called "fascinating."
If android present, crew or Away Team is stopped until end of turn and androids are stopped for X full turns, where X = number of androids present. Discard dilemma.
QC: C

[S/P] **CHULA: CROSSROADS** **(ROA)**
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], [Barash], [GQ], [Fer]: "Stops" two personnel (your choice).
Otherwise: "Stops" one personnel (opponent's choice).
ROA: C

[S/P] **CHULA: ECHOES** **[HoloAdv]**
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." Otherwise, discard dilemma.
HoloAdv: 3 C

[S/P] **CHULA: PICK ONE TO SAVE TWO** **(Dom)**
In the game of chula, *thialo* is a decision point which requires the player to select one participant to be lost so that the others can continue.
To get past requires three personnel present (random selection) to face thialo. Choose one of those three to return to your hand, or all three are "stopped."
Dom: U

[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.
BOG: R

[S/P] **CHULA: THE CHANDRA** **(Dom)**
The Chandra is part of an elaborate Wadi game which requires players to advance through several *shaps* or levels. To get past this *shap*, players must precisely mimic the Chandra.
One person (random selection) must continue, along with all crew or away team members who have at least one attribute number matching the personnel. Others are stopped.
Dom: R

[S/P] **CHULA: THE DICE** **(Dom)**
The throw of the dice is the foundation of chula. Each combination of Wadi symbols determine which challenge next awaits the game's participants.
To get past requires one personnel with INTEGRITY>6, another with CUNNING>7 and the third with STRENGTH>8.
Dom: C

[S/P] **CHULA: THE DOOR** **(ROA)**
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

[S/P] **CHULA: THE DRINK** **(TWT)**
One chula puzzle places the players in a cocktail party filled with poison gas. The antidote awaits the one who is clever (or foolish) enough to take a chance on a mysterious beverage.
To get past, four personnel present (random selection) must be "tested." All four are "stopped" unless one has CUNNING<6 OR CUNNING>9.
TWT: 2 R

[S/P] **CHULA: THE GAME** **(MM)**
Shortly after discovery of the Bajoran wormhole in 2369, a delegation of Wadi visitors arrived from the Gamma Quadrant. They coerced Quark into playing their unusual game of chula.
Unless one personnel present has Greed and Treachery OR Greed and CUNNING>7, crew or Away Team is "stopped" until end of your next turn. Discard dilemma.
MM: 4 U

[S/P] **CHULA: THE LIGHTS** **(BOG)**
Players face several perils throughout the game of chula. In the game played in Quark's bar, Julian Bashir was singled out and "eliminated" by bursts 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.
BOG: C

[S/P] **CHULA: THE WAY HOME** **(TWT)**
Near the end of their chula experience, three Deep Space 9 senior staff members were enticed to follow an image of Julian Bashir. He claimed to have found the way home.
To get past, three personnel (random selection) are chosen. Opponent may relocate one to Quark's Bar or your facility if the other two have combined INTEGRITY<15.
TWT: 3 C

[S/P] **CHULA: TRICKERY** **[HoloAdv]**
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 correctly identify the selected personnel, all are "stopped." Discard dilemma.
HoloAdv: 4 U

[P] **CIVIL UNREST** **[Voy]**
Civil disobedience can often escalate into full-scale conflict. A peaceful demonstration soon turned violent, entangling Captain Janeway and Tom Paris in a domestic brawl.
Two Away Team members are chosen (random selection). Unless one has Diplomacy, both are "stopped." Mission continues.
Voy: 5 C

[P] **CLAN PEOPLE** **[DSB]**
 In 2369, the *U.S.S. Yangtze Kiang* crashed on a moon in the Gamma Quadrant. The crew members found themselves caught between enemy clans locked in a never-ending war.
To get past, must have Kai Opaka present OR CUNNING>38 from up to five Away Team members.
 DS9: C

[S/P] **COALESCENT ORGANISM**
 Rare colony of microscopic lifeforms which kill, absorb, and then take the shape of other organisms. Must change form every few days.
Unless Exobiology present, one personnel (random selection) dies at end of your next turn. If others present at the death, organism is passed on to one of them (random selection), etc.
 AU: R

[S/P] **COMMON THIEF** **[DSB]**
 When Odo confronted a minor thief on the DS9 promenade, the cutthroat attempted to kill the constable.
If any equipment present, discard one (random selection). Otherwise, kills a personnel present (opponent's choice) who has STRENGTH + CUNNING<15. Discard dilemma.
 DS9: C

[S/P] **COMMON THIEF** **[Voy]**
 Although Tau's theft of the main computer processor from *U.S.S. Voyager* was elaborately staged, Kathryn Janeway regarded him as little more than a petty criminal.
If any equipment present, discard one (random selection). Otherwise, kills a personnel present (opponent's choice) who has STRENGTH+CUNNING<15. Discard dilemma.
 Voy: 6 S

[S/AU] **CONUNDRUM**
 In 2368, *U.S.S. Enterprise* personnel were given amnesia by Satarrans, who then attempted to trick the crew into attacking Lysian ships and a Lysian command station.
Unless INTEGRITY>40, this ship must do nothing but chase (at normal speed) and attack one of your opponent's ships (your choice). Discard dilemma.
 AU: C

[S/P] **COMPUTER WEAPON & HYPER-AGING** **[P]**
ICONIAN COMPUTER WEAPON: Unless SCIENCE present, re-boot by discarding all non-Parsonal cards in hand and replenishing from top of draw deck. (*Not repeatable.*)
HYPER-AGING: Mission continues, but entire crew or Away Team is quarantined and dies at end of your third full turn unless SCIENCE and 2 MEDICAL present by that time.
 EP: 10 P

[S] **COSMIC STRING FRAGMENT**
 A long space object as thin as a proton but with the gravitational attraction of a hundred stars.
Ship is sucked in and destroyed unless Astrophysics OR ENGINEER OR Navigation aboard. Discard dilemma. [5 PTS]
 Premiere: U

[P] **CRISIS** **[Dom]**
 The crew of the *U.S.S. Enterprise-E* faced concurrent problems in 2063. The Borg required Picard's attention while Riker and the away team worked with Cochrane on Earth.
To get past requires Leadership (or [Com] and [Def] icons) in Away Team and an OFFICER-classification personnel (or 2 [Def] Borg) aboard your ship at this location.
 Dom: C

[P] **CRISIS** **[Voy]**
 Retrieving a computer processor stolen from *U.S.S. Voyager* required a coordinated effort. As the crew performed scans from orbit, Captain Janeway conducted reconnaissance on the surface.
To get past requires Leadership (or [Com] and [Def] icons) in Away Team and an OFFICER-classification personnel (or 2 [Def] Borg) aboard your ship at this location.
 Voy: 7 S

[S/P] **CRYSTALLINE ENTITY**
 Spaceborne life-form strips biological energy from planets and ships. Sensitive to modulation much like crystal can shatter from a high pitch note.
Space mission: kills all life on ship unless SHIELDS>6 OR Music aboard. Planet mission: Kills entire Away Team unless SCIENCE + MEDICAL present. Discard dilemma. [5 PTS]
 Premiere: R

[S] **CYTHERIANS**
 Race which explores the galaxy by giving other species the temporary ability and strong compulsion to come to them.
Place on ship. Ship must do nothing but travel to far end of spaceline at normal speed. When reached, discard dilemma. Score points. [16 PTS]
 Premiere: R

[S/P] **CYTOPLASMIC LIFE FORM** **[HoloAdv]**
 Even a knowledge as vast as The Doctor's has limitations. In 2375, he called upon a holographic "consultant" to help 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.
 HoloAdv: 5 U

[S/P] **DAL'ROK** **[DSB]**
 Terrifying energy creature created and manipulated using an Orb fragment. The controller of the Dal'Rok channels the fears of Bajoran villagers into a powerful destructive force.
Place on mission. Now and start of each turn, kills personnel with lowest total attributes at this location. May be nullified by INTEGRITY+CUNNING+STRENGTH>150 at this location.
 DS9: U

[S/P] **DANGEROUS LIAISONS** **[ROA]**
 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

[S/P] **DEAD END** **[FC]**
 A Borg force field prevented Data from accomplishing his first goal, and caused him to seek another option.
Unless you have at least 50 points, cannot get past; place dilemma atop mission; it may not be attempted by a player with less than 50 points. (Unique.)
 FC: U

[S/P] **DEJAREN** **[HoloAdv]**
 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.
 HoloAdv: 6 C

[P] **DENEVAN NEURAL PARASITES** **[MM]**
 Deadly flying parasites decimated the populations of Levinus V, Theta Cygni XII, Ingraham B, and finally Deneva, where they killed George Samuel Kirk and his wife, Auralan.
Attacks half of Away Team (random selection, round up). You may protect one selected personnel for each phase, disruptor, or unselected [Def] Borg present; others are killed.
 MM: 5 R

[S/P] **DISTRACTION** **[MM]**
 "You aren't very persistent, Mr. Sulu. The game has rules; you're ignoring them. I protest . . . and you come back. You didn't . . . come . . . back."
One male or female present (random selection) "distracts" a personnel of the opposite gender (opponent's choice). If neither has Honor, both are "stopped."
 MM: 6 U

[S/P] **DNA CLUES** **[DSB]**
 Although a thorough analysis of a DNA sample can be a time-consuming endeavor, it can also provide information crucial to successfully dealing with biomedical hazards.
Place on mission. Further dilemmas requiring any MEDICAL here require 2 more if you continue OR 2 less if crew or Away Team has Exobiology and "stops" now to investigate.
 DS9: R

[S/P] **DNA METAMORPHOSIS** **[Faja]**
 Geordi La Forge was infected with alien DNA. Transformed into an invisible reptilian humanoid, he was observable only when scanned with ultraviolet light.
Place on one personnel present (random selection). At the end of your next turn, unless MEDICAL and I.P. Scanner present, that personnel is placed in stasis.
 Faja: P

[S/P] **DON'T CALL ME AHAB** **[FC]**
 Jean-Luc Picard had an Ahab-like obsession with his revenge against the Borg. If his chest had been a cannon, he would have shot his heart upon them.
"Stops" one OFFICER with INTEGRITY>6 AND any number of [EE] personnel present (opponent's choice).
 FC: U

[S] **DRUMHEAD** **[BOG]**
 In 2367, suspected sabotage to the warp core of the *U.S.S. Enterprise* led to investigation of the crew. Suspicions ran rampant before Jean-Luc Picard put an end to the "witch hunt."
If present, discard one crew member of INTEGRITY<5 (Morah Sate's choice if in play, or random selection); otherwise, to get past requires Jean-Luc Picard OR Law. Nullify with Plexing.
 BOG: U

[P] **DUONETIC FIELD GENERATOR** **[DSB]**
 Device designed to interfere with electromagnetic radiation flow. Inhibits the use of transporter annular confinement beams and the electrical systems of most ships.
Place on planet. No beaming up or taking off from planet. Nullify with 3 ENGINEER OR Miracle Worker.
 DS9: U

[S/P] **EDO PROBE**
 When the Federation tried to contact the pre-industrial society on Rubicon III, the Edo probe demanded in ship-shuddering tones that Jean-Luc Picard "State the purpose!"
Abandon mission attempt until any player completes a different mission OR continue but lose points if you do not solve mission this turn. [-10 PTS]
 AU: U

[P] **EL-ADREL CREATURE**
 Nearly invisible predatory electromagnetic creature. First encountered by Dathon and Captain Jean-Luc Picard on El-Adrel IV.
Attacks two strongest members in Away Team (owner's choice if tie). Kills one of them (random selection) unless their combined STRENGTH>16. Discard dilemma.
 Premiere: U

[S] **EMERGENCY CONVERSION** **[MM]**
 With the field density between the mirror universe and their own closing quickly, Mr. Scott and Dr. McCoy rushed to complete modifications to the transporters.
To get past requires 2 Astrophysics and Transporter Skill.
 MM: 7 C

[S][3] **EMERGENT LIFE-FORM** **[HoloAdv]**
 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.
 HoloAdv: 7 U

[S/P][AU] **EMPATHIC ECHO**
 In 2370, following the suicide of partially empathic Lt. Daniel Kwan, Deanna Troi experienced visions of a past murder, reliving it through the participants' eyes.
One personnel present with Empathy (random selection) is killed unless SECURITY and MEDICAL present.
 AU: C

[P] **EXECUTIVE AUTHORIZATION** **[TWT]**
 Before Benjamin Sisko and Admiral Leyton could implement extreme security measures on Earth in 2372, they had to obtain authorization from Federation President Jareh-Iyo.
To get past requires a President, High Council Leader, General, Legate, Chancellor, Proconsul, Chairman, Intendant, Minister, Kai, Founder, Nagus, Governor, Queen, counterpart, or PADD.
 TWT: 4 R

[S/P] **EXTRADITION** **[DSB]**
 In 2370, Cardassian legal authorities coerced Miles O'Brien to lower his vessel's SHIELDS. They abducted him without explanation and forced him to stand trial on false charges.
If opponent's Law or Treachery here, up to four opponent's SECURITY personnel may beam to one of your ships here, capture a crew member of lower STRENGTH and/or beam off.
 DS9: U

[P] **FEMALE'S LOVE INTEREST**
 A genetically-engineered leader. Once romantically involved with Deanna Troi.
Female Away Team member (random selection) runs off with lover to furthest planet. Can be rescued later. Discard dilemma.
 Premiere: C

[P] **FEMALE'S LOVE INTEREST** **[Voy]**
 Genetically manipulated to become Taresian, the handsome Toyman was desired by Malia and two other Taresian females.
Female Away Team member (random selection) runs off with lover to furthest planet. Discard dilemma.
 Voy: 8 S

[S/P] **FEMALE'S LOVE INTEREST & GARBAGE SCOW** **[P]**
FEMALE'S LOVE INTEREST: Female crew or Away Team member (random selection) runs off with lover to furthest planet.
RADIOACTIVE GARBAGE SCOW: Place on spaceline here. Mission cannot be attempted where present. Ship with Tractor Beam and 2 ENGINEER can tow Scow.
 EP: 11 P

[P] **FERENGI ATTACK**
 Ferengi attacked a Federation Away Team on a planet in the Delphi Ardu system using "whips" which fire discharges of high-energy plasma.
Kills one Away Team member (opponent's choice) unless total CUNNING + STRENGTH>68 OR Greed present. Discard dilemma.
 AU: C

[S/P][3] FERENGI BUG [ROA]
 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

[S/P] FERENGI INFESTATION [TWT]
 In anticipation of a prisoner exchange, a Dominion delegation boarded Empok Nor in 2734. They found that Ferengi were already entrenched there. Opponent may download up to two male Ferengi to a facility at this location (or up to six if facility is Empok Nor). To get past requires 2 SECURITY and CUNNING>50.
 TWT: 5 R

[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).
 BOG: U

[P] FIREFORM
 With advanced technology, personnel can work together to survive natural phenomenon such as the firestorms on Bersallis III. Kills all Away Team members with INTEGRITY<5 (but Away Team may escape using Emergency Transporter Armbrads). Discard dilemma.
 Premiere: U

[P] FLASH PLASMA STORM [Voy]
 Quarantined on a planet due to a viral illness, Janeway and Chakotay were forced to "tough it." They found the sudden plasma storms on the planet as dangerous as their disease. Kills each Away Team member who has both STRENGTH<6 (ignoring hand weapon enhancements) and CUNNING<9. Nullified if you have Thermal Deflectors in play.
 Voy: 9 U

[P] FLAXIAN ASSASSIN [DS9]
 Valued for their professionalism, Flaxian assassins are often employed by the Tal Shiar. Retaya was sent to eliminate Garak using a combiant poison disguised as perfumes. Unless 2 SECURITY and Biology present, kills one personnel (two if opponent has Tal Shiar in play) with three or more [Skill] icons (random selection).
 DS9: U

[P] FOUNDER SECRET [Dom]
 Searching for the source of a jamming signal, Kira Nerys discovered a secret door on the Founders' homeworld. The lock was designed to be worked by changing physiology. To get past requires a changing OR Interphase Generator OR Croden's Key OR CUNNING>40 and any tricorder OR STRENGTH>70 OR 4 [Def] drones OR Breen CRM114.
 Dom: R

[S/P][AU] FRAME OF MIND
 William Riker was captured in 2369 on Titanus IV, tortured with neurosomatic techniques and made to believe he was someone else — until his illusions were shattered. One personnel present (random selection) now becomes Non-Aligned with attributes of 3-3-3 and only two skills (opponent's choice). Cure with 3 Empathy present.
 AU: U

[S/P] FRAMED FOR MURDER [DS9]
 The convicted murderer Ibudan planted evidence implicating his prosecutor, Odo. To avoid a possible conflict of interest, Odo was relieved of duty during the investigation. Place on a unique personnel present (opponent's choice). That personnel cannot use skills or staff ships. Nullify with any personnel who has CUNNING>9 and Biology OR Law.
 DS9: U

[S/P][2] FRIENDLY FIRE [Dom]
 Ferengi lack of leadership resulted in the untimely demise of the vorta Kevaan aboard Empok Nor. His death was a major setback in Quark and Rom's mission to rescue their Maogie. Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection), place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.
 Dom: C

[S/P] GARAK HAS SOME ISSUES [DS9]
 Exposed to a psychotropic compound on Empok Nor, Elim Garak lost control. He hunted down and killed members of his away team because it seemed like "fun." Place on ("stops") a personnel present (random selection). Start of each turn, they kill another personnel present with lower CUNNING (opponent's choice). Cure with 2 Exobiology.
 DS9: R

[S/P] GARNIAN BOLITES [DS9]
 As a prank, Jake Sisko and Nog released Garnian bolites in the Replimat. Though harmless, the bolites caused temporary pigmentation fluctuations and severe itching. Two personnel (random selection) are "stopped" unless their combined CUNNING>15 OR Hypospray present. Mission continues.
 DS9: C

[P] GORN ENCOUNTER [MM]
 Large reptilian humanoid. Pitted against Captain Kirk by the Metrons in a contest of wits and brute strength. Showed no mercy. Attacks personnel with most Leadership (opponent's choice if tie or none). Killed unless printed (CUNNING or STRENGTH) + (number of [Skill] icons) > 12. Discard dilemma.
 MM: 8 U

[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.
 BOG: C

[S] GRAVIMETRIC DISTORTION [Voy]
 Species 8472 uses quantum singularities to cross from their realm of fluidic space into our galaxy. The singularities produce intense gravimetric distortions that can damage nearby ships. Ship damaged unless 4 ENGINEER OR 2 Astrophysics OR a personnel who has 2 Navigation OR Guinan aboard.
 Voy: 10 S

[S] GRAVITIC MINE
 Free-floating weapon used against space vehicles. The U.S.S. Denver struck such a mine, which caused it to crash in the Mericor system. Ship damaged unless SCIENCE + Navigation aboard. Discard dilemma.
 Premiere: U

[P] HANONIAN LAND EEL [Voy]
 While stranded on a savage world by the Kazon-Nistrim, the crew of U.S.S. Voyager encountered a carnivorous creature with an appetite for Starfleet engineers. Unless SECURITY, SCIENCE, and STRENGTH>50 present, kills Away Team member with lowest CUNNING or fewest [Skill] icons (opponent's choice).
 Voy: 11 R

[P] HARVESTER VIRUS [DS9]
 Nanobiogenic weapon used by both sides in the T'Loni-Kellerun war. Julian Bashir and Miles O'Brien developed a method for neutralizing the virus using muon frequencies. Place on planet. End of every player's turn, one personnel on planet killed (random selection). Cure with 2 MEDICAL, Exobiology and Computer Skill.
 DS9: R

[S/P][3] HATE CRIME [DS9]
 Outraged by a crime on DS9, Bajorans defaced Odo's security office. The xenophobic vandals were quick to judge the "shifter" simply because he was different. Place on a non-Borg personnel who is the only member of its species present (opponent's choice). That personnel may not use any of its skills.
 DS9: U

[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)
 BOG: C

[S/P] HAZARDOUS DUTY [Voy]
 Losing a crewman under one's command is one of the most difficult realities an officer must face. The tragic loss of life is significant even to a Vulcan. 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)
 Voy: 12 S

[P] HIDDEN ENTRANCE
 Using his VISOR, Geordi La Forge discovered a doorway to an underground android laboratory hidden in a rock wall on Omicron Theta in 2364. To continue, Away Team must have Geordi La Forge OR ENGINEER + CUNNING>32
 AU: C

[S/P][3] HIPPOCRATIC OATH [P]
 On stardate 49066.5, rogue Jem'Hadar detained Julian Bashir on Bopak III. He was compelled to seek a cure to their genetically engineered addiction to the drug ketracel-white. To get past, most CUNNING MEDICAL present must help aliens (relocated with dilemma to nearest planet at another location). MEDICAL is "stopped" until countdown expires.
 OTSD: P

[P] HOLOGRAM RUSE
 Holograms can be used to create realistic fantasy worlds. Experience enemy hologram trick. You are tempted to divulge secrets. Impossible unless INTEGRITY>30 and CUNNING>30.
 Premiere: U

[P] HORTA [MM]
 Silicon-based life-form native to Janus VI. Every 50,000 years, all Horta die off except one, which must repopulate the species through egg laying. Will kill to protect its young. Place on planet. Now and end of every player's turn, kills one of that player's personnel present (random selection). Cure with 2 Leadership, 2 Mindmeld, and 2 Exobiology.
 MM: 9 R

[S] HULL BREACH [Voy]
 In 2372, a spatial scission caused explosive decompression aboard U.S.S. Voyager. Harry Kim was lost in the incident, and later replaced by a duplicate Harry from a duplicate Voyager. Unless Environmental Suit present, kills one non-android (random selection) and another non-android of same classification (random selection). Mission continues.
 Voy: 13 R

[P] HUNTER GANGS
 On some planets, civilization has devolved into a bitter struggle for survival. Violent gangs search for prey, such as those which chased Natasha Yar on Turkana IV. Two Away Team members (random selection) are chased. Examine cards separately. Personnel escapes if CUNNING even, killed if odd. Discard dilemma.
 AU: C

[P] HYPER-AGING
 Disease created accidentally at the Darwin Genetic Research Station on Gagarin IV. Causes rapid aging and death. Mission continues but entire Away Team is quarantined and dies at the end of your third full turn unless SCIENCE + 2 MEDICAL present by then. (5 PTS)
 Premiere: U

[S] ICONIAN COMPUTER WEAPON
 Highly destructive virus from the ancient extinct Iconians. Transmitted to target vessels via a probe. Unless SCIENCE present, re-boot by discarding all non-personnel cards in hand and replenish from top of draw deck. Discard dilemma.
 Premiere: C

[P] IMPASSABLE DOOR
 Forcefields across door or hallway openings are commonly used to bar entry. To get through this door, Away Team must have Computer Skill present.
 Premiere: C

[S/P] IMPLICATION [Voy]
 The manager of a Nekrit Supply Depot arrested Chakotay and Tom Paris on charges of conspiracy and murder, based solely on security footage that showed them conversing with the victim. To get past requires 3 Diplomacy and INTEGRITY>30 OR Law and CUNNING>30.
 Voy: 14 C

[S/P] IMPRESSIVE TROPHIES [Borg]
 Hirogen hunters always search for prey that provide the greatest challenge — and the most unique relics to adorn their ships. Unless CUNNING>50, crew or Away Team member with the most [Skill] icons OR highest CUNNING + STRENGTH (opponent's choice) is captured. Discard dilemma.
 Borg: 2 U

[S/P] IN THE PALE MOONLIGHT [ROA]
 In a desperate attempt to spark Romulan participation in the defense of the Alpha Quadrant, Benjamin Sisko enlisted Elim 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

[S/P][AU] INTERPHASIC PLASMA CREATURES
 Organisms from just beyond the range of visual acuity sucked cellular peptides from the U.S.S. Enterprise crew, similar to the way Tarran leeches consume hemoglobin. Unless 2 SCIENCE or Mindmeld present, play on table as an Event card. While in play, lowers STRENGTH of each of your personnel by 2. (Not cumulative.)
 AU: C

[S][3] INVASIVE PROCEDURES [Borg]
 Sivani researchers covertly boarded U.S.S. Voyager in 2374. Using a phase variance to avoid detection, they performed invasive, and sometimes fatal, medical tests on the crew. Unless a [Def] Borg OR MEDICAL, CUNNING>35, and a phaser or disruptor present, place on ship; quarantined. Each crew member loses first-listed skill and is attributes all -2.
 Borg: 3 U

[S] **ISOLINEAR PUZZLE** **[DSB]**
 Jake Sisko and Nog felt compelled to override the autopilot system of the *U.S.S. Rio Grande*. Unfortunately, they found it easier to take apart than to put back together.
Place on ship. Reduces RANGE by 4 and WEAPONS by 4. Nullify with 2 ENGINEER.
 DS9: C

[S/P] **KAZON BOMB** **[Voy]**
 Tiema's "rescue" by the *Voyager* crew was part of an elaborate ruse. The Kazon was on a suicide mission, carrying a chemical injection that would convert his blood into a powerful explosive.
Unless 3 SECURITY and CUNNING>35 OR 2 SECURITY and any tricorder OR 3 [Def] Borg present, kills all personnel present who have printed STRENGTH<7. Discard dilemma.
 Voy: 15 C

[S/P] **KELVAN SHOW OF FORCE** **[MM]**
 Aliens from the Andromeda Galaxy demonstrated their power to Captain Kirk by distilling two crew members to their chemical components. Crushing a container instantly killed the victim.
To get past, two non-android, non-holographic personnel present are selected (opponent's choice). One of those two is "crushed" (killed, random selection).
 MM: 10 R

[P] **KIDNAPPERS** **[DSB]**
 While visiting Bajor, Kira Nerys was kidnapped by the Alliance for Global Unity, also known as the Circle. The Alliance sought to overthrow the Bajoran provisional government.
Place on a female present (random selection). Until end of opponent's turn, she is "stopped" and may be captured by opponent's SECURITY present; then discard dilemma.
 DS9: C

[S/P] **KOMAR POSSESSION** **[Voy]**
 Tuvok was possessed by trionic energy beings known as the Komar. The entities sought to collect neural energy from *U.S.S. Voyager* crew members.
Place on one personnel present (random selection). Now and start of each turn, "stops" that personnel and one other personnel present (random selection). Cure with 3 SECURITY.
 Voy: 16 U

[S] **KTARIAN GAME**
 Psychotropically, mesmerizingly addictive game device. One by one, its players are made susceptible to complete mental control.
Place on ship. Now and start of each of your turns, one person aboard (random selection) is disabled. Cured when non-disabled CUNNING>30 OR android aboard.
 Premiere: R

[S/P] **LACK OF PREPARATION** **[FC]**
 An Away Team that is unprepared to complete its mission will undoubtedly experience delays. Mission progress may be impossible until additional personnel arrive.
Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt. Borg: Must have [Com], [Nav], and [Def] personnel to proceed.
 FC: C

[S/P] **LACK OF PREPARATION** **[Voy]**
 Malon legend warns of poisonous monsters, the Vihaar. When aiding a damaged Malon ship in 2375, a *U.S.S. Voyager* away team discovered the threat they'd dismissed was all too real.
Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt. Borg: Must have [Com], [Nav], and [Def] personnel to proceed.
 Voy: 17 S

[S/P][3] **LETHEAN TELEPATHIC ATTACK** **[DSB]**
 Altovar tried to steal biometric gel from the Deep Space 9 infirmary. When interrupted by Julian Bashir, he assaulted the doctor telepathically. Such attacks are usually fatal.
Unless 2 Empathy present, place on one personnel (Julian Bashir if present, otherwise random selection). Personnel is disabled (killed if CUNNING+STRENGTH<16).
 DS9: U

[P] **LOCKBOX** **[DSB]**
 Quark's Greed led him to critical evidence in a lockbox which ultimately solved a five-year-old murder case.
Unless Greed present, Away Team "stopped" (discard dilemma). Otherwise, score points if you solve mission this turn. **[5 PTS]**
 DS9: C

[S/P] **LINEUP** **[TWT]**
 After a bar fight with Klingons on Station K-7, Captain Kirk ordered a lineup. No crewman claimed responsibility for starting the brawl, but none pointed the finger at Mr. Scott, either.
To get past requires four personnel present (random selection) to "form a lineup." All four are "stopped" unless one has INTEGRITY<5 or INTEGRITY>8.
 TWT: 6 C

[S] **MACROVIRUS** **[Voy]**
 Initially microscopic virus that absorbs growth hormones from host organisms to augment its own mass. After emerging, specimens continue to grow to billions of times their original size.
Place on ship. Now and start of each turn, kills lowest STRENGTH OR lowest CUNNING crew member (opponent's choice). Cure with 2 Exobiology and 2 SCIENCE.
 Voy: 18 R

[S] **MAGLOCK** **[FC]**
 Maglocks such as those securing the *U.S.S. Enterprise-E* deflector dish require triple-input authorization. The need for coordinated effort prevents accidental activation.
To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.
 FC: C

[S/P] **MAKE US GO** **[P]**
"We are Pakleds. We look for things... things to make us go. You are smart. Can you make our ship go? Do not try to trick us. We can tell."
To get past, most CUNNING ENGINEER present must help aliens (help with dilemma atop mission). At end of your next turn, cure with CUNNING>24 here or place both out-of-play.
 OTSD: P

[P] **MALE'S LOVE INTEREST**
 One of the many beautiful women who reside on the paradise planet of Risa.
Male Away Team member (random selection) runs off with lover to furthest planet. Can be rescued later. Discard dilemma.
 Premiere: C

[P] **MALE'S LOVE INTEREST** **[Voy]**
 Mari fruit vendor whose waterplums caught Neelix's eye.
Male Away Team member (random selection) runs off with lover to furthest planet. Discard dilemma.
 Voy: 19 S

[S/P] **MALE'S LOVE INTEREST & PLAGUE SHIP** **[P]**
MALE'S LOVE INTEREST: Male crew or Away Team member (random selection) runs off with lover to furthest planet.
TARELLIAN PLAGUE SHIP: Entire crew or Away Team immediately dies unless MEDICAL beams over (discarded). Discard dilemma.
 EP: 12 P

[P] **MALFUNCTIONING DOOR**
 At times, Away Teams must open obstructed doors in confined passageways by hand, as did Lt. Commander Data on stardate 41503.7.
To get through door, must have Soong-Type Android present OR a combined STRENGTH>27 from up to four Away Team members.
 AU: C

[S][AU] **MAMAN PICARD**
 At the place where ideas and reality intermix, Jean-Luc Picard saw his mother Yvette Gessard Picard, who asked, "(Is this) the end of the universe, or... the beginning?"
If this is a Federation ship, transport it to any end of spaceline (opponent's choice).
 AU: U

[P] **MATRIARCHAL SOCIETY**
 The planet Angel One was dominated by its women who were intolerant of dealing with men.
Cannot get past unless at least 2 female Away Team members present.
 Premiere: U

[P] **MATRIARCHAL SOCIETY** **[Voy]**
 The population of the planet Taresia is ninety percent female due to the low birth rate of males - and the fact that, in order to reproduce, the male must be killed.
Cannot get past unless at least two female Away Team members are present.
 Voy: 20 S

[S] **MENTHAR BOOBY TRAP**
 Relic from ancient Menthar-Promellian war. Aceton assimilators trap passing ships, drain power, then emit deadly radiation.
Place on ship; it cannot move. Unless MEDICAL present, one crew member killed (random selection). Discard with 2 ENGINEER aboard.
 Premiere: C

[S] **MICROBIOIC COLONY**
 Rare subatomic spaceborne life-form that can cause severe damage to a starship's hull.
Ship damaged unless SCIENCE, ENGINEER + OFFICER aboard. Discard dilemma.
 Premiere: C

[P] **MICROVIRUS**
 Genetic weapon designed to attack humanoids who have specific DNA sequences.
Kills one Away Team member (opponent's choice), unless MEDICAL + SECURITY present. Discard dilemma. **[5 PTS]**
 Premiere: C

[S/P] **MISGUIDED ACTIVIST** **[DSB]**
 Inductinated by Vadek Winn, Neela attempted to assassinate Vadek Bareil. She might have succeeded if not for the intervention of her superior officer, Miles O'Brien.
One V.I.P. or [Cmd] personnel present (random selection) is killed (only "stopped" if 2 SECURITY OR Miles O'Brien present). Mission continues.
 DS9: C

[S/P][3] **MISSION FATIGUE** **[Dom]**
 When under extreme stress, even highly trained veterans can experience lapses in judgment. Miles O'Brien and Worf fought each other while they were besieged by Jem'Hadar in 2373.
Unless Empathy and Leadership present, place atop mission. Each subsequent dilemma or Q-Flash seeded here first "stops" one non-Borg personnel present (random selection).
 Dom: U

[S] **MY FIRST RAYGUN** **[FC]**
 An intruder with a stolen phaser can pose an unpredictable threat, especially if she doesn't know the difference between "stun" and "maximum."
Immediately probe (then discard probe card): [EV], [INT], [AU], [EE]. Kills a personnel (random selection). Otherwise: "Stops" a personnel (random selection).
 FC: R

[S] **NAGILUM**
 Extra-dimensional entity willing to kill in order to understand the concept of mortality.
Half of crew is killed (random selection, round down) unless 3 Diplomacy OR STRENGTH>40 aboard. Discard dilemma. **[5 PTS]**
 Premiere: R

[S] **NANITES**
 Originally, submicroscopic robots used for medical therapy. Now, self-replicating sentient life-forms who can disable computer systems.
Damages ship unless 2 SCIENCE or Diplomacy present. Discard dilemma. **[5 PTS]**
 Premiere: U

[P] **NAUSICAANS**
 Tall humanoid species with a quick temper. A Nausicaan once stabbed Jean-Luc Picard through the heart with a knife.
Three Nausicaans pick a fight. One Away Team member is killed (random selection) unless STRENGTH>44. Discard dilemma.
 Premiere: U

[S] **NAVIGATIONAL HAZARDS** **[Dom]**
 Successful completion of a mission in deep space requires proper charting and navigational skills. Maps of the known universe can be essential to a crew in unfamiliar territory.
To get past requires Stellar Cartography and 2 Navigation.
 Dom: C

[S] **NAVIGATIONAL HAZARDS** **[Voy]**
 Seven of Nine and Harry Kim enhanced the Astrometrics Lab aboard *U.S.S. Voyager*, allowing the crew to plot a new course that took five years off their expected journey home.
To get past requires Stellar Cartography and 2 Navigation.
 Voy: 21 S

[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.
 BOG: U

[S] **NITRIUM METAL PARASITES**
 Microscopic life-forms that normally live in asteroids but can infest and damage ships by ingesting nitrium.
Place on ship. Ship can still move, but is destroyed at the end of your second full turn unless 2 SCIENCE OR 2 ENGINEER aboard by that time.
 Premiere: U

[S/P] **NO LOOSE ENDS** **[DSB]**
 Seeking to purge all knowledge of the harvester virus, E'Tylnra captured Julian Bashir and Miles O'Brien. Keiko's persistence led to their rescue moments before they were to be killed.
Unless SCIENCE, OFFICER and Computer Skill OR Keiko O'Brien OR Resistance OR any [Def] drone present, kills all MEDICAL and ENGINEER present. Discard dilemma.
 DS9: R

[P] **NONE SHALL PASS** **[DSB]**
 Some natives are highly suspicious of outsiders. The Ennis and Nol-Ennis rejected Benjamin Sisko's efforts to end their longstanding feud.
To get past requires STRENGTH>53 OR 3 Diplomacy OR 2 Anthropology OR Guramba.
 DS9: C

[S] **NULL SPACE**
 A rare, invisible pocket of space caused by turbulence during star formation. Absorbs all energy.
Ship hits null space turbulence and is damaged unless 2 Navigation aboard. Discard dilemma. **[5 PTS]**
 Premiere: U

[P] **ODO'S "COUSIN"** **[DSB]**
 In 2370, a Bajoran science probe revealed a life form on LS-VI with DNA patterns similar to those of Odo. Tests indicated that the entity had some shape-shifting properties.
To get past requires 2 Exobiology and Geology. If you overcome, one SCIENCE may stay behind ("stopped") to score points. **[5 PTS]**
 DS9: U

[S/P] **DOBY DOOBY** **[FC]**
"Well, you wiggle to the left, you wiggle to the right; you do the Ooby Dooby with all your might: Ooby Dooby, Ooby Dooby; Ooby Dooby Ooby Dooby; Dooby Dooby doo wah, doo wah, doo wah."
Draw one card for each non-android Youth present, then discard one card for each Music present. All Youth, Music and Zefram Cochrane present are "stopped."
 FC: R

[S/P] **OOPS!** **[TWT]**
 In 2374, an ill-prepared band of Ferengi arranged a prisoner exchange aboard Empok Nor. Their profound lack of competence made the process even more difficult than they had expected.
Unless Leadership present, kills one personnel (random selection) and "stops" all others present. To get past requires three [Sif] personnel or three [Def] Borg or Nog.
 TWT: 7 C

[S] **ORION SYNDICATE BOMB** **[ROA]**
 Typical explosion device. One was hidden in a floor panel of a runabout carrying T'Pol 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 present. Discard dilemma.
 ROA: R

[S/P] **OUTPOST RAID**
 Rogue Borg conducted a brief but deadly raid on the remote Federation outpost Ohniaka III in 2369. 274 personnel were lost.
If at your outpost: 2 personnel are killed (opponent's choice) unless STRENGTH>81. Discard dilemma. OR Elsewhere: requires STRENGTH>18 to pass.
 AU: C

[PJ]2 **PALUKOO** **[TWT]**
 Large spider-like creature inhabiting the Bajoran moons. One-time food source for Resistance fighters. Caused Dax concern, since Trill/symbiont biochemistry cannot tolerate insect bites.
Unless Resistance OR ANIMAL present, "bites" a non-android present (random selection). If Trill with symbiont, dies now (discard dilemma); otherwise, disabled until countdown expires.
 TWT: 8 U

[PJ]AU **PARALLEL ROMANCE**
 Relationships in parallel universes take different courses. In one, Worf and Deanna Troi were married and had two children: Shanara, 2, and Eric Christopher, 3.
If present, one male and one female (random selection) have affair. They are STRENGTH-2 each and stopped now and for your next two full turns.
 AU: U

[P] **PHASED MATTER**
 Phased personnel vibrate out of sync with normal matter, rendering them undetectable. Phased people cannot interact with non-phased people.
Away Team is split into two Away Teams (your choice). Larger team is phased and cannot beam until cured by ENGINEER and SCIENCE in another Away Team on planet.
 Premiere: C

[S]2 **PHOTONIC ENERGY BEING** **[Borg]**
 A noncorporeal life-form took hostages when another of its kind was unknowingly captured and experimented on by the Voyager crew. The Doctor ultimately negotiated their safe return.
Three crew members (random selection) are held with dilemma atop mission; discard all when countdown expires. Cure with [Holo] personnel OR Anthropology and Diplomacy.
 Borg: 4 U

[P] **PORTAL GUARD**
 Portal 63 is the last remaining protector of the Tkon Empire, which went extinct 600,000 years ago. Challenges those who awaken him.
Unless at least one Away Team member has CUNNING>7 OR Honor, the entire Away Team must abort mission and beam up or die.
 Premiere: U

[P] **PRIMITIVE CULTURE** **[FC]**
 First contact requires caution, subterfuge or force. Salkar's historic visit to Earth was peaceful, but Federation/Klingon contact in 2218 would ignite a century of hostilities.
To get past, requires 3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jem'Hadar OR 2 Tal Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 [Def] Borg.
 FC: R

[P] **PRIMITIVE HUMANOID** **[HoloAdv]**
 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).
 HoloAdv: 8 C

[P] **PUNISHMENT BOX** **[DSB]**
 Correctional technique used on Orellius. Colonists who commit crimes are imprisoned in the box to suffer from heat and dehydration.
Place on planet. Now and at start of each mission attempt here, cannot get past unless one OFFICER is "placed in the box" ("stopped") until end of turn.
 DS9: U

[P] **PUNISHMENT ZONE**
 On Rubicon III, mediators arrested Wesley Crusher when he fell into a garden. He was designated for death, which created a Prime Directive dilemma for Jean-Luc Picard.
One Away Team member (random selection) is killed OR beam up that personnel at a penalty. Double penalty if Federation. **[5 PTS]**
 AU: C

[S] **"PUP"** **[DSB]**
 An alien probe housing a playful software life-form exited the Bajoran wormhole in 2369. Miles O'Brien dubbed the software "Pup" after it disrupted computer systems to get attention.
Place on ship. Disables RANGE until start of your next turn; then WEAPONS until start of your next turn; then SHIELDS; then repeats. Nullify with 4 Computer Skill OR any Miles.
 DS9: R

[S/P] **Q**
 Incorrigible, extra-dimensional member of the Q Continuum, a race of omnipotent beings. Q exhibits a child-like petulance and a sense of playfulness.
Unless 2 Leadership and INTEGRITY>60, Q allows opponent to rearrange spaceline locations. Otherwise, discard all dilemmas seeded under here. Discard dilemma.
 Premiere: R

[S/P] **Q GETS THE POINT** **[TWT]**
 Q, stripped of his powers, helped the U.S.S. Enterprise crew develop a plan to save Bre'el IV from destruction. Guinan used a simple serving fork to verify his claim of mortality.
To get past requires 2 Treachery or Mortal Q, but one such personnel (opponent's choice) is "forked" ("stopped") if opponent has any Guinan in play. Nullified by any Guinan.
 TWT: 9 C

[P] **Q'S VICIOUS ANIMAL THINGS**
 Wearing Napoleonic uniforms and firing musket-shaped energy weapons, Q's creatures attacked William Riker and his away team. Worf gave them their colorful moniker.
Unless 22-STRENGTH<55, one Away Team member is killed (random selection) and opponent re-seeds dilemma under a different unscanned planet mission.
 QC: U

[S] **QUANTUM FISSURE** **[MM]**
 A fragile intersection of countless parallel realities. An attempt to scan one using a subspace differential pulse was interrupted by a Bajoran warship—with disastrous results.
To get past requires Astrophysics and Physics. Also, cannot get past if opponent has a ship here with two or more staffing icons that is staffed, undocked, and undamaged.
 MM: 11 U

[S]AU **QUANTUM SINGULARITY LIFEFORMS**
 Sentient dimensional beings whose young incubate in black holes. When nesting in a Romulan ship's artificial singularity engine, a frozen-time effect occurs.
If a Romulan ship present, all ships and personnel here are placed in stasis. Cure with Emergency Transporter Armbands, Timepod Ring or new ENGINEER arriving.
 AU: U

[S] **RADIOACTIVE GARBAGE SCOW**
 Barges containing dangerous waste can be adrift for centuries. One such barge threatened Gamelon V in 2367.
Place on spaceline here. Mission cannot be attempted where present. Ships with tractor beam and 2 ENGINEER can tow scow to a different location.
 Premiere: U

[S] **RADIOACTIVE GARBAGE SCOW** **[Voy]**
 The Malon civilization produces over six billion isotons of industrial by-product every day. Their freighters haul away the toxic waste and dispose of it in other regions of the galaxy.
Place on spaceline here. Mission cannot be attempted where present. Ship with Tractor Beam and 2 ENGINEER can tow scow.
 Voy: 22 S

[S] **RASCALS**
 Passing through a molecular reversion field in a shuttle, Guinan, Ro Laren, Keiko O'Brien, and Jean-Luc Picard reverted to children's bodies but retained adult knowledge.
All unique crew members (maximum of 4, random selection) are kids. STRENGTH is 2 and Youth replaces first-listed skill. Cure with 2 MEDICAL and Biology.
 AU: U

[P] **REBEL ENCOUNTER**
 Belligerent rebels from war-torn worlds often hide out on other planets and can endanger Away Teams.
Kills one Away Team member (random selection) unless STRENGTH>44 OR you bribe rebels first by discarding an Equipment card, if present. Discard dilemma.
 Premiere: U

[S/P] **REM FATIGUE HALLUCINATIONS**
 A crew can go insane from lack of REM (rapid eye movement) sleep.
Entire crew or Away Team dies in three of your full turns unless 3 MEDICAL present OR ship returns to outpost first. **[5 PTS]**
 Premiere: U

[S] **REPLICATOR ACCIDENT** **[Borg]**
 Nuclear radiation from the explosion of a stolen — and incorrectly installed — food replicator mutated the cells of a Kazon-Nistrim crew, fusing them with inorganic matter.
Ship is damaged and entire crew is killed unless ENGINEER, Physics, and CUNNING>30 present. Discard dilemma. **[5 PTS]**
 Borg: 5 R

[PJ]AU **ROYALE CASINO: BLACKJACK**
 Lt. Commander Data played blackjack while trapped in the surreal casino of the Hotel Royale. Tex said, "Boy, you have got the brass..." Data said, "Hit me."
Play one game of blackjack using CUNNING numbers. Players must show entire hand. Closest to 21 without going over wins points. Others lose points. Tie=0 points. **[±5 PTS]**
 AU: U

[PJ]AU **ROYALE CASINO: CRAPS**
 An away team from the U.S.S. Enterprise was trapped in the illusory Hotel Royale until they won enough money in the casino to buy the bank and their way out.
Show a personnel from hand. If CUNNING=7 or 11 OR opponent cannot match your number, win points. Otherwise, opponent wins points. **[7 PTS]**
 QC: U

[PJ]AU **ROYALE CASINO: SLOTS** **[MM]**
 A U.S.S. Enterprise away team became trapped in an illusory world based on the badly written *Hotel Royale*, a Todd Matthews novel filled with "endless cliché and shallow characters."
Show a personnel from hand; if two of its attributes match, win points (if all three, win double points). Otherwise, lose points. **[±5 PTS]**
 MM: 12 C

[P] **SABOTAGED NEGOTIATIONS** **[Borg]**
 Kathryn Janeway convinced several Kazon majes to hold a peace conference with the Trabe leader Mabus. He in turn betrayed her trust and attempted to massacre the Kazon leadership.
To get past, four personnel present (random selection) "attend a conference." If their total INTEGRITY<24, each one without Treachery x2 is killed.
 Borg: 6 U

[P] **SARJENKA**
 Alien child from Drema IV. Her radio please for help were answered by Lt. Commander Data in violation of the Prime Directive.
Primitive alien begs for help. Ignore her (discard dilemma) OR help her and earn points, but all Away Teams here are "stopped." **[5 PTS]**
 Premiere: R

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

[S/P] **SCOUT ENCOUNTER** **[FC]**
 Many species send specially designed scout ships into unexplored sectors of space. If the species is aggressive, the arrival of a scout ship is a harbinger of trouble.
Opponent may download to this location one scout ship with one or two [Univ] crew members. That ship may (if possible) initiate battle against you or move away.
 FC: R

[P] **SECURITY PRECAUTIONS**
 Dr. Manheim's laboratory deep inside a remote planetoid used a system of forcefields and targeting lasers to bar entry and protect a revolutionary experiment.
To get past, Away Team must have Jenice Manheim OR android OR phaser OR disruptor OR 3 SECURITY.
 QC: C

[P] **SEISMIC QUAKE** **[DSB]**
While on a scientific mission to planet L-S VI, Dr. Mora Pal's away team experienced a volcanic disturbance. The quake released noxious gases which cut short their research.
One Away Team member (random selection) is "stopped" if opponent's score is odd, killed otherwise. Cannot get past (shuffle back into seed cards here) unless Geology present.
DS9: R

[S/P] **SHAKA, WHEN THE WALLS FELL**
"Shaka, when the walls fell," means inability to understand. The incomprehensible Tamarians spoke entirely in metaphors.
Must have 2 Diplomacy + CUNNING>30 to communicate and proceed.
Premiere: U

[P] **SHOT IN THE BACK** **[FC]**
Data protected his Away Team from machine gun fire by taking a few bullets from behind, then simply waiting until the magazine was empty. No vital systems were damaged.
"Stops" SECURITY androids and OFFICER androids, if any present. Otherwise, kills one non-android Away Team member (opponent's choice).
FC: C

[S/P] **SKULLDUGGERY** **[DSB]**
Quark was "encouraged" to help Rao Vanika commander a shipment of deuterium arriving at Deep Space 9.
One personnel (random selection) is killed (only "stopped" if that personnel has Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY<5). Mission continues.
DS9: C

[S/P] **SLEEPER TRAP** **[Dom]**
Stasis chambers holding homicidal Cardassians infected with a biogenic compound. Left aboard the abandoned Empok Nor and rigged to activate should anyone come aboard.
Opponent may download to one site or planet here up to three different (Univ) Cardassians and one hand weapon. They may (if possible) initiate personnel battle. Discard dilemma.
Dom: R

[S/P] **SPATIAL RIFT** **[Voy]**
A rupture in space connected U.S.S. Voyager with its duplicate created by a spatial scission. The two crews had to separate their "siamese ships" that shared a single supply of anti-matter.
Two personnel present (random selection) "disappear" (discarded) unless their combined CUNNING>14. To get past requires Astrophysics and 2 ENGINEER.
Voy: 23 C

[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.
BOG: U

[S/P] **STRANGE BEDFELLOWS** **[ROA]**
Dukat's disguise as a Bajoran farmer and seer named Anjihl allowed him to forge an alliance with Winn Adams 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

[S] **STRICT DRESS CODE** **[FC]**
If the holographic maitre d' hadn't delayed the Borg, they would have killed Jean-Luc Picard before he could have completed his plan.
Sacrifice one Diplomacy, one (Holo) or two (Def) personnel present (killed); otherwise, one personnel present is killed (opponent's choice). Mission continues.
FC: R

[S/P] **SUBSPACE FRACTURE** **[Voy]**
Instabilities in subspace can cause fractures and chain reactions leading to temporal relocation, death, or worse.
Entire crew or Away Team is killed unless ENGINEER, SCIENCE, Leadership, and CUNNING>28 present. Discard dilemma. **[5 PTS]**
Voy: 24 R

[S] **"SUBSPACE SEAWEED"** **[DSB]**
In 2370, a runaway piloted by Jadzia Dax collided with a protouniverse. The "subspace seaweed" lodged in the ship's warp nacelle until it was transferred to DS9's science lab.
Unless 3 Navigation aboard, place on ship. Reduces RANGE by 3 (cumulative). Your Transporter Skill may subsequently beam dilemma to your Science Lab at same location.
DS9: U

[P] **SURPRISE ASSAULT** **[Dom]**
Jem'Hadar soldiers have the capability to shroud or cloak themselves. This allows them to hide virtually anywhere, and they frequently take their adversary by surprise.
Unless Leadership, 2 OFFICER and 2 SECURITY present OR 2 hand weapons present, kills 2 personnel (lowest CUNNING first, then lowest STRENGTH). Discard dilemma.
Dom: C

[S/P] **SYSTEM-WIDE CASCADE FAILURE**
Lal was affected by a positronic matrix failure. Lt. Commander Data's incomplete knowledge of Dr. Soong's work led to subtle design flaws in the matrix.
Mission continues, but one android present (your choice) dies at end of turn unless Dr. Soong OR Ira Graves present. Discard dilemma.
QC: R

[P] **TALOSIAN CAGE** **[HoloAdv]**
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 [Skill] icons. Discard dilemma.
HoloAdv: 9 U

[S] **TARELLIAN PLAGUE SHIP**
Ship containing the survivors of a Tarellian war plague. Infected from biological weapons, they are refused entry everywhere.
Entire crew immediately dies from plague unless MEDICAL "beams over" (discarded) to Tarellians. Discard dilemma. **[5 PTS]**
Premiere: U

[S] **TEMPORAL CAUSALITY LOOP**
Localized distortion causes time to repeat ad infinitum. U.S.S. Bozeman was trapped for 90 years in a temporal loop that held the U.S.S. Enterprise for 17.4 days.
Unless SCIENCE + CUNNING>35, undo your last 2 actions of this turn and end turn. Discard dilemma. **[5 PTS]**
Premiere: R

[S] **THE CLOUD** **[Voy]**
In 2371, U.S.S. Voyager entered what the crew thought was a nebula rich in omicron particles. It was in fact a massive life-form whose physiology reacted violently to the intrusion.
Unless 2 MEDICAL, 2 ENGINEER, and 2 Astrophysics present, ship is damaged and "stopped" until end of your next turn. Discard dilemma.
Voy: 25 R

[S/P] **THE CLOWN: BENEATH THE MASK** **[Borg]**
The Clown was most interested in the minds of those who had truly known fear and could appreciate what he represented. He was most unreasonable when dealing with anyone less.
To get past, one personnel must have total attributes>23.
Borg: 7 U

[S/P] **THE CLOWN: GUILLOTINE** **[HoloAdv]**
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.
HoloAdv: 10 U

[S/P] **THE CLOWN: MY FESTIVAL** **[Borg]**
The subconscious world of the Kohl settlers turned nightmare when a character arrived to embody their anxiety and fears, playing games with them according to his own malicious rules.
To get past, crew or Away Team must have no fewer personnel than lowest INTEGRITY present and no more personnel than highest INTEGRITY present.
Borg: 8 R

[S/P] **THE CLOWN: PLAYING DOCTOR** **[HoloAdv]**
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).
HoloAdv: 11 R

[P] **THE GATHERERS**
Nomadic marauders and thieves from Acamar III. "We Gatherers value our freedom. We do what we want and we answer to no creature."
Unless Marouk OR INTEGRITY>36 present, discard all Equipment and Artifacts in Away Team, plus one card (random selection) from your hand. Discard Dilemma.
AU: C

[S/P] **THE HIGHER . . . THE FEWER**
The Parallax Poet's cosmic lesson for Alexander was, "Every moment requires a purpose. Every purpose requires a plan. The Higher . . . The Fewer."
Subtract X from your total score, where X=the number of personnel in this crew or Away Team. **[X PTS]**
AU: U

[P] **THE SHELIAK**
A reclusive race of strict legalists that considers humanoid inferior. Life-form classification R-3. The 2255 Treaty of Amens ceded several planets to the Sheliak.
Place at far end of spaceline. End of every turn, moves toward this mission (RANGE = 6). Upon arrival, destroys any outposts, stations and Away Teams present. Mission then=0 points.
QC: R

[S][3] **THE SWARM** **[Voy]**
Fiercely territorial species whose small ships disable enemy vessels by emitting interferometric pulses. Dubbed "the Swarm" by those few who have survived their armadas.
Place on ship; WEAPONS are disabled and SHIELDS -2. After start of your next turn, cure with 3 ENGINEER and Physics in crew. If countdown expires, ship destroyed.
Voy: 26 R

[S] **THE THREE VIPERS** **[DSB]**
A shattered comet created a danger to ships and the Bajoran wormhole.
Ship damaged unless ENGINEER and 2 Navigation present. Even if not damaged, crew "stopped" unless SCIENCE, OFFICER and Astrophysics present. Discard dilemma.
DS9: R

[S/P] **THE WEAK WILL PERISH** **[Borg]**
During brief telepathic connections, Kes learned the purpose of Species 8472's invasion of the Delta Quadrant. As the Borg discovered, they were quite capable of carrying out their threats.
Kills each personnel who has any printed attribute<5 and each (Univ) Borg drone present. (Immune to Adapt: Negate Obstruction.)
Borg: 9 R

[S/P] **THETA-RADIATION POISONING** **[FC]**
Damage to warp drive components, such as the throttle assembly of the Phoenix, can result in subspace-related theta particle emissions. Deadly if not inoculated quickly.
Play on any ship or outpost here (opponent's choice). End of each turn, one personnel present without Medical Kit killed (random selection). Cure with 6 ENGINEER.
FC: R

[S/P][AU] **THOUGHT FIRE**
In 2364, the Traveler took the U.S.S. Enterprise to a place where ideas and reality intermix. In such a place, one's own thoughts can be deadly.
If The Traveler:Transcendence is affecting you, all crew or Away Team members with (CUNNING+INTEGRITY)<12 are killed unless Empathy present.
AU: C

[P] **TRADE GRENADE** **[Voy]**
Small incendiary devices can be used to create diversions and gain strategic control. An exploding grenade helped Neelix and Mabus escape an underground Kazon prison.
Kills one Away Team member who has SECURITY or Leadership (random selection) unless that personnel has CUNNING>8. Mission continues.
Voy: 27 C

[S/P][3] **TRAUMA** **[DSB]**
Emotional trauma, such as the prophets' first interrogation of the Sisko, can cause disability or even death. Others face the grim choice of lending aid or completing their mission.
Place on personnel present with the most [Skill] icons (your choice if tie). That personnel is disabled. If you solve this mission before countdown expires, that personnel dies.
DS9: R

[S] **TSHOLKOVSKY INFECTION**
Variety of water-based Psi 2000 virus. Passed by perspiration. Creates dangerous intoxication-like instability among a crew.
Place aboard ship. It is now infected. Mission can continue, but all personnel, while aboard, lose their first-listed skill. Cure with 3 MEDICAL to discard. (Not cumulative.)
Premiere: R

[S/P] **TWISTED** **[Voy]**
Intense electromagnetic charges caused Voyager to fall into a state of structural flux. The fluctuations created a warping effect, turning the ship into a constantly shifting maze.
Cannot get past unless at least half of personnel in crew or Away Team (round up) each have CUNNING>7.
Voy: 28 U

[S] **TWO-DIMENSIONAL CREATURES**
Perfectly flat spacetime creatures from a two-dimensional spatial continuum. Ensnared the U.S.S. Enterprise in 2367 and impeded Counselor Deanna Troi's empathic abilities.
Place on ship. Empaths aboard are disabled. Ship can't move until SCIENCE and ENGINEER aboard, discarding dilemma and curing empaths.
Premiere: U

[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).
BOG: U

[S/P] UNDETECTED BEAM-IN [FC]

Borg refugees from a destroyed spherical vessel were able to beam aboard the *U.S.S. Enterprise-E* without being detected. This led to a nasty surprise for Inge Eiger.

Opponent may download to this location up to 4 Borg drones or Rogue Borg Mercenaries (they do not battle now). Nullify dilemma with Shelby OR 4 SECURITY. FC: R

[S/P] UNSCIENTIFIC METHOD [P]

As part of his plan to steal the newly developed metaphasic shield technology, Jo'Bril sabotaged the initial testing, faked his own death and killed the inventor. Assassin kills the most CUNNING SCIENCE personnel present who does not have Greed or Treachery. To get past requires CUNNING>24 remaining. OTSD: P

[S/P] UNTRUSTWORTHY ASSOCIATE [DSB]

Pretending to be upset over Rom's departure from Deep Space 9, Quark disabled docking ring security sensors. His treachery allowed intruders to board and control the station.

Unless CUNNING>40, opponent places on any one ship or facility here. Opponent's cards may beam, dock, and undock with ship or facility (as appropriate). Nullify with 4 SECURITY.

DS9: U

[S/P] VANTIKA'S NEURAL PATHWAYS [DSB]

The dying criminal Raa Vantika used a microscopic generator to transfer his consciousness to Julian Bashir. Eventually Vantika's essence was beamed out of the possessed doctor.

Place on a non-changing present (random selection). Loses skills, classification and INTEGRITY; gains Treachery x2. Cure at Infirmary site with MEDICAL and Transporter Skill.

DS9: C

[S/P] VENDETTA [DSB]

Grieving over the body of his dead brother Ro-Kel, Ah-Kel swore vengeance against the killer of his twin.

Unless Law present, place on one crew or Away Team member (opponent's choice). If that personnel dies, opponent scores points. [5 PTS] DS9: C

[P] VOLCANIC ERUPTION [Voy]

Many planets suffer from geological instabilities. This can cause problems for unsuspecting—and unprepared—guests.

Place on planet if no facility is on planet. Now and start of every player's turn, randomly kills one of their personnel present. Nullified if Thermal Deflectors is in play.

Voy: 29 R

[S] VALE INFESTATION [DSB]

If gone unchecked, Cardassian voles quickly multiply. Chewing through power conduits, the prolific rodents pose a serious and widespread threat to computer systems.

Unless hand weapon OR ANIMAL OR Guard Drone present, place on ship. Disables special equipment; all attributes -2. To nullify, evacuate ship at your outpost until end of turn.

DS9: C

[P] WIND DANCER

Sentry of the Parallax Colony. Only allows those whose hearts are joyous to pass. To get past, Lwaxana Troi must be present OR at least one Away Team member must have: Youth OR Music OR STRENGTH-9.

Premiere: R

[P] WORSHIPER

Advanced technology often causes natives to believe personnel are divine, as occurred for the *U.S.S. Enterprise* crew on Mintaka III and other worlds.

If Away Team's Greed+Honor, score bonus points. Otherwise, Away Team is stopped unless Edo Vessel or Anthropology present. Discard Dilemma. [5 PTS] AU: C

[S/P] YOUR GALAXY IS IMPURE [HoloAdv]

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.)

HoloAdv: 12 R

[S/P] YUTA

An Acamarian of the clan Tralesta. Carrier of a microvirus engineered to instantly kill anyone with a particular genetic makeup.

Opponent chooses a number X. Randomly examine crew or Away Team one by one. If (INTEGRITY + CUNNING - STRENGTH)=X, discard that personnel and dilemma.

QC: R

[P] ZALDAN

Zaldans, who look human except for their webbed fingers, are infuriated by courtesy. They view it as insulting dishonesty.

Unless 2 Treachery OR a disruptor OR Wesley Crusher OR Exobiology present, kills two Away Team members who have Diplomacy (random selection). AU: U

DOORWAYS**AIRLOCK [DSB]**

Plays on a ship (with at least one staffing icon), outpost or docking site. Once each turn, any personnel present who has Computer Skill and either Treachery or Greed may target one opposing personnel (or Rogue Borg) present of lower STRENGTH or CUNNING. Target is "tossed out the airlock" (Borg, Rogue Borg and androids float in space until beamed; others die). Target's owner may counter-attack next turn.

DS9: R

ALTERNATE UNIVERSE DOOR

Place one on table during the seed phase. Door is now open, allowing your [AU] icon cards to enter play. OR Stock in deck and use as follows: Plays to nullify one Revolving Door or Subspace Schism. (Discard doorway.) OR Allows one ship to pass through Q-Net. (Discard doorway.) OR Nullify one Temporal Rift, and return doorway to your hand.

AU: C

BAJARAN WORMHOLE [DSB]

Requires two Bajoran Wormhole cards; each inserts into a spaceline to create a location (span 1). Play one in Alpha Quadrant (Bajor Region); download the other to Gamma Quadrant. Limit one per quadrant. While in play, any ship may move from one end to the other, then is "stopped." OR Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

DS9: U

BAJARAN WORMHOLE: MIRROR UNIVERSE [MM]

Seeds (in any phase) or plays in Mirror Quadrant. Limit one. Inserts into spaceline to create a Bajor Region location (span 1); any player may download [DS9] Bajoran Wormhole. Any ship may move between here and a [DS9] Bajoran Wormhole if damaged or if ENGINEER and SCIENCE aboard, then is "stopped." OR Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

MM: 13 U

BARZAN WORMHOLE [Voy]

Seeds (in any phase) or plays in Gamma or Delta Quadrant (limit one). Inserts into spaceline; creates a location (span 2). Any ship may move between Wormhole Negotiations mission and here, then is "stopped." OR Once each turn, plays to relocate Barzan Wormhole to a new location in Gamma or Delta Quadrant, or to allow a ship to report with crew (limit 4 cards aboard) to Wormhole Negotiations; discard doorway.

Voy: 30 R

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 enhance each of your ships' and facilities' WEAPONS +1; then discard doorway.

BOG: C

BLACK HOLE [Fajin]

Plays between two adjacent [Univ] Space missions. Creates a location with span of 1. End of every turn, "pulls in" (destroys) all other cards here. Every four full turns, also pulls in one adjacent spaceline location (including all cards there). Alternates, first pulling in the location on your left, then the one on your right, and so on. (Not duplicatable.)

Fajin: P

[AU] DEVIDIAN DOOR

Allows you to play a card "from the future." Whether or not you currently have a Devidian Door in your hand, at any time say "Devidian Door" and play (to anywhere) one personnel or equipment card from your hand. However, any time during your next turn, you must show opponent a Devidian Door from your hand and place it out-of-play, or you lose the game.

AU: R

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.

BOG: C

HOLODECK DOOR [HoloAdv]

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 Hologram 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.

HoloAdv: 13 U

LAUNCH PORTAL [FC]

Suspends play while you do any or all of the following: download Engage Shuttle Operations or Escape Pod; download (to one of your ships with Tractor Beam) one scout ship or Borg Sphere; and launch any or all of your carried ships (with crew). Discard doorway or place it atop Engage Shuttle Operations to protect even from nullification and extends its effects to scout ships.

FC: U

[AU] MANHEIM'S DIMENSIONAL DOOR

Plays on any planet. Affects all players. While in play, whenever any player has a card in hand matching one just played by the opponent, the Manheim Effect (a temporal "hiccup") may occur. Opponent's card is suspended while player shows matching card, returns it to hand and plays any card from hand as if played normally. (Not duplicatable.) Nullify with Anti-Matter Pod.

QC: R

Q-FLASH

Place one atop Q-Continuum side deck during the seed phase. Q-Continuum is now open and in play. OR Seed under any mission like a dilemma. Any crew or Away Team encountering this Q-Flash must experience X cards from opponent's Q-Continuum, where X = the number of personnel present. OR Stock in deck and play to nullify one [Q] icon card.

QC: C

Q'S TENT

Place one atop Q's Tent side deck (up to 13 different cards) during the seed phase. Q's Tent is now open and in play. OR Stock in deck and use as follows: Once per turn, play to take a card from tent into your hand, either your choice (discard doorway) or random selection (place doorway on top of your draw deck). Must show card to opponent. Draw no cards this turn.

QC: C

READY ROOM DOOR [FC]

Once per turn, plays to download to one of your ships its matching commander (draw no cards this turn) OR to download one Captain's Order (Captain's Log, Lower Decks, Yellow Alert, Senior Staff Meeting or any card so marked). After use, discard doorway; place it atop your draw deck; or place it atop one of your Captain's Order events to protect that event from nullification.

FC: U

READY ROOM DOOR [Voy]

Once per turn, plays to download to one of your ships its matching commander (draw no cards this turn) OR to download one Captain's Order (Captain's Log, Lower Decks, Yellow Alert, Senior Staff Meeting or any card so marked). After use, discard doorway; place it atop your draw deck; or place it atop one of your Captain's Order events to protect that event from nullification.

Voy: 31 U

SECRET COMPARTMENT [DSB]

Plays on a ship or facility. (Unique.) If it is controlled by opponent and your Acquisition is present, you may probe:

[INT], [DRY]: Alarm. Opponent may capture one of your personnel present (random selection); discard doorway.

[EV], [EQ]: Success. Download to here up to two Equipment cards or one "use as Equipment card" artifact (as if earned from a mission attempt); discard doorway.

DS9: R

SPACEDOOR [P]

Open: Seeds on your outpost during outpost phase. Spacedoor is now open, reducing outpost's SHIELDS by 8 (cumulative). In place of your normal card play, you may either "overhaul" one of your empty ships here (return ship to hand; nullifies any Static Warp Bubbles affecting you) OR download to here one Spacedock or [Univ] ship that is compatible with outpost. Then close (flip over) Spacedoor.

Closed: Spacedoor is now closed (no longer reduces SHIELDS) and immune to cards which close doorways. While opponent has Red Alert in play, this outpost is also on "alert status" and you may use that event's game text at this outpost. At end of any of your turns, you may re-open (flip over) this Spacedoor by discarding any card from hand.

OTSD: P

SPACE-TIME PORTAL [P]

Seeds or plays on table. Your [AU] cards may seed and play (one per turn). At any time, you may discard this doorway from table to download Alternate Universe Door OR nullify Temporal Rift OR play as a second Wormhole interrupt OR return one of your ships in play, and all cards on it, to owners' hands OR (once per game) allow one [AU] ship to report with crew (each must be [AU]) at any location.

OTSD: P

STORAGE COMPARTMENT DOOR [TWT]

Place one atop Tribble side deck during the seed phase. Side deck is now open and in play. Once each turn, you may draw up to 3 cards from side deck, then play or discard each. OR Stock in deck and play (once each turn) to download from your Tribble side deck one Trouble or Tribble card, or to nullify any card that is closing another Storage Compartment Door; then discard doorway.

TWT: 10 C

TEMPORAL MICRO-WORMHOLE [Voy]

Seeds or plays on table. Your [AU] Personnel and Equipment cards may report for duty. Once per game, you may download Space-Time Portal (or nullify its report with crew) OR download Dr. Telek R'Mor. Once each turn (twice per game), you may report a personnel aboard your ship regardless of affiliation, then discard doorway; for rest of game, that personnel may mix with your other affiliations.

Voy: 32 C

[AU][3] TEMPORAL VORTEX [FC]
Plays on a time location. While in play, any ships may time travel between here and corresponding spaceline location. OR Suspends play while you place doorway on Borg Ship dilemma or The Sheliak. While in play, dilemma disappears. OR Plays on table. While in play, nullifies Distortion of Space/Time Continuum. OR Relocations one of your ships at a time location to spaceline location of opponent's choice.
FC: U

THE GUARDIAN OF FOREVER [MM]
Plays on planet Gateway (limit one). Once per turn, one or more personnel present may time travel to a time location in this quadrant, or may return here from there (with any owner's other personnel present). OR Plays once each turn to nullify any card that is closing Guardian, or to draw up to four cards if your Archaeology or Anthropology personnel just time traveled back to Guardian; place doorway out-of-play.
MM: 14 R

[BO] TRANSPWARP NETWORK GATEWAY [FC]
Seed one during outpost phase on any spaceline end OR play on any spaceline location where you have a [Nav] Borg. Any player may play a Transwarp Conduit (or another copy of this doorway) to move any or all of that player's ships from this Transwarp Network Gateway to another. OR Downloads Transwarp Conduit (discard doorway).
FC: C

[BO] TRANSPWARP NETWORK GATEWAY [Borg]
Seed one during facility phase on any spaceline end OR play on any spaceline location where you have a [Nav] Borg. Any player may play a Transwarp Conduit (or another copy of this doorway) to allow moving any or all of that player's ships from this Transwarp Network Gateway to another. OR Downloads Transwarp Conduit (discard doorway).
Borg: 10 C

EQUIPMENT

[Holo] '45 DOM PERIGNON [HoloAdv]
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 [Univ] ship of same class here. Once per battle, your personnel present may stun an adversary they just engaged.
HoloAdv: 14 C

[AU] ABLATIVE ARMOR [HoloAdv]
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.
HoloAdv: 15 C

[AU][OS] AGONIZER [MM]
Pain-inflicting device developed by the Terran Empire. Fear of punishment drives crew members to maintain maximum efficiency at all times. Ensures alertness, loyalty, and obedience.
Where present, each of your [MQ] personnel and [OS] Klingons is INTEGRITY and CUNNING +1. (Cumulative up to +3.)
MM: 15 U

[BO] ASSIMILATION TABLE [FC]
Functions: equip drone initiates with specialized adaptive implants. Access counterpart biological data; encode heuristic pathways. Augment collective distinctiveness.
Holds one personnel (occupant killed if table destroyed). Once per turn, in place of one card draw, you may download to occupy an Implant card.
FC: U

ANTI-MATTER POD
Magnetic anti-matter containment vessel used by the U.S.S. Enterprise crew to shut down the Manheim Effect and to mine Cardassian ships in the McAllister C-5 nebula.
May be left at any space mission. Damages next ship to stop here without 3 Navigation (discard pod). May be nullified by Transporter Skill. (Not cumulative.)
QC: C

BAJORAN PADD [DS9]
Standard Bajoran Personal Access Display Device for computerized information. Bajoran use only. Each of your personnel present is CUNNING +2. (Cumulative.)
DS9: C

BAJORAN PHASER [DS9]
Standard-issue phased energy weapon of the Bajoran Militia. Provides firepower equivalent to that of the Starfleet type II phaser.
Bajoran and Non-Aligned use only. Each of your personnel present is STRENGTH +2. (Cumulative.)
DS9: C

BAJORAN PHASER RIFLE [DS9]
Enhanced energy rifle used by the Bajoran Militia. Popular among members of the resistance during the Cardassian occupation of Bajor.
Bajoran and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)
DS9: U

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.)
BOG: C

BIO-NEURAL GEL PACK [Voy]
Small, easily replaceable package housing synthetic neural cells in a gelatinous organic suspension. Part of the bio-neural computer system used aboard Intrepid-class starships.
May report aboard your Intrepid-class ship (for free on U.S.S. Voyager). While on your Intrepid-class ship or Delta Flyer, enhances its attributes all +1. (Cumulative up to +3.)
Voy: 33 C

BORG DATA NODE [Borg]
Borg information storage unit containing assimilation logistics, sensor telemetry, and vessel movements. Voyager salvaged these from the wreckage of a destroyed class starships.
May report aboard your Intrepid-class ship (for free on U.S.S. Voyager). While on your Intrepid-class ship or Delta Flyer, enhances its attributes all +1. (Cumulative up to +3.)
Voy: 33 C

BORG NANOPROBES [Borg]
Submicroscopic robots saturating a Borg's bloodstream. Injected into potential new drones, beginning their assimilation. Modified by the Voyager crew to use as a weapon against Species 8472.
Once per turn, where present, may abduct and assimilate one personnel just stunned by your [Def] drone OR nullify a Species 8472-related dilemma (except Gravimetric Distortion).
Borg: 12 U

[BO] BORG VINCULUM [Borg]
Functions: Process and disseminate information relevant to the collective. Establish transneural connections between drones. Purge individuality; bring order to chaos.
If your [Com] Borg present, all your Borg at this location present with a [Com] Borg share regular skills (each has every such skill at highest level). (Immune to Disruptor Overload.)
Borg: 13 C

BREEN CRM114 [ROA]
Powerful disruptor often brokered by Hagoth. 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=Flip!).
ROA: R

CARDASSIAN DISRUPTOR [DS9]
Phase-disruption weapon used by Cardassian military and civilian personnel. Cardassian and Non-Aligned use only. Each of your personnel present is STRENGTH +2. (Cumulative.)
DS9: C

CARDASSIAN DISRUPTOR RIFLE [DS9]
Rifle version of the Cardassian phase disruptor. Has a 4.7-megajoule power capacity, 3 millisecond recharge and two beam settings.
Cardassian and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)
DS9: U

CARDASSIAN PADD [DS9]
Standard Cardassian Personal Access Display Device for computerized information. Cardassian use only. Each of your personnel present is CUNNING +2. (Cumulative.) [DS9]
DS9: C

[AU][OS] CLASSIC COMMUNICATOR [TWT]
Typical 23rd-century personal communications device. Features flip-up antenna grid and multi-band tuning. Such equipment was developed by many races.
Allows one of your [OS] personnel present to add a skill from one of your other compatible [OS] personnel at same location. (May re-select once each turn.)
TWT: 11 C

[AU][OS] CLASSIC DISRUPTOR [MM]
Standard phase-disruption weapon used in the mid-23rd century. Technology shared between the Klingon and Romulan Empires during their brief alliance in the late 2260s.
Klingon and Romulan use only. Each of your [OS] personnel present is STRENGTH +2 (cumulative). Each of your [OS] leaders present adds SECURITY.
MM: 16 C

[AU][OS] CLASSIC MEDICAL TRICORDER [TWT]
General-purpose medical reference and diagnostic tool. Representative of devices used in the latter half of the 23rd century. Such equipment was developed by many races.
Your [OS] personnel present who have MEDICAL or SCIENCE classification all add MEDICAL OR Biology OR Exobiology. (May re-select once each turn.)
TWT: 12 U

[AU][OS] CLASSIC TRICORDER [TWT]
Multipurpose hand-held device typical of those employed by many races in the late 23rd century. Jadzia Dax said of this one, "I love classic 23rd-century design."
Your [OS] personnel who have ENGINEER or SCIENCE classification add ENGINEER OR SCIENCE OR Geology OR Physics. (May re-select once each turn.)
TWT: 13 U

[AU][OS] CLASSIC TYPE II PHASER [TWT]
Starfleet personal defense and security weapon. Styling is typical of those used in the late 23rd and early 24th centuries. The pistol grip cradles and amplifies a Type I phaser.
Federation use only. Each of your [OS] personnel present is STRENGTH +2 (cumulative). Each of your [OS] leaders present adds SECURITY.
TWT: 14 C

D'K TAGH [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).
BOG: C

DOMINION PADD [Dom]
Standard Personal Access Display Device for computerized information. This PADD was taken by Jem'Hadar from the New Bajor colony destroyed in 2370.
Dominion use only. Each of your personnel present is CUNNING +2. (Cumulative.)
Dom: C

ECHO PAPA 807 KILLER DRONE
A deadly hovering anti-personnel device with the ability to fire phasers and to anticipate and adapt to its target's defenses. Created by the Arsenal of Freedom on Minos.
Use during Away Team and Rogue Borg battles. First time used in battle, STRENGTH=10. Next time used in a separate battle STRENGTH=20, etc.
AU: R

ENGINEERING KIT
Representative of specialized engineering instruments. Such equipment has been developed by many races.
Gives all your OFFICER-classification personnel the skill of ENGINEER where present.
Premiere: C

ENGINEERING KIT [Voy]
Compact assortment of tools for making modifications and repairs to propulsion and computer systems. Many engineers develop a personal attachment to their set.
Gives all of your OFFICER-classification personnel the extra skill of ENGINEER where present.
Voy: 34 S

ENGINEERING PADD
Representative of Personal Access Display Devices specifically designed for engineering functions. Such equipment has been developed by many races.
Gives all your SCIENCE-classification personnel the skill of ENGINEER where present.
Premiere: C

ENGINEERING TRICORDER [DS9]
Representative of specialized tricorders optimized for engineering use. Such equipment has been developed by many races.
Gives all of your MEDICAL-classification personnel the extra skill of ENGINEER where present.
DS9: C

ENGINEERING TRICORDER [Voy]
Diagnostic device specially calibrated for use on mechanical systems. The layout of the Starfleet version is intentionally similar to their standard tricorder to allow easy operation.
Gives all of your MEDICAL-classification personnel the extra skill of ENGINEER where present.
Voy: 35 S

FEDERATION PADD
Standard Federation Personal Access Display Device for computerized information. Federation use only. Each of your personnel CUNNING +2 where present. (Cumulative.)
Premiere: C

FERENGI DISRUPTOR [ROA]
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 [ROA]
Powerful energy weapon. Essential protection for particularly dangerous or unusual missions — such as when rescuing one's Moogies 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 [ROA]
Standard Ferengi Personal Access Display Device for computerized information. **Ferengi use only.** Each of your personnel present is **CUNNING +2**. (Cumulative.)
ROA: C

FERENGI WHIP [MM]
Unconventional hand weapon. High-energy plasma discharge renders victims unconscious. Difficult to wield, it was phased out of use after a number of embarrassing accidents. **Each of your Ferengi present is STRENGTH +2, and in each battle one of them may stun one adversary they just engaged.** (Cumulative.)
MM: 17 U

GOLD-PRESSED LATINIUM [ROA]
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 Latiniium (one if your Acquisition present) to download a non-Latiniium equipment card there.**
ROA: C

HIROGEN DISRUPTOR RIFLE [Borg]
Extremely high-powered weapon favored by Hirogen hunters. Constructed of solid monotonium. Over one meter in length. Equipped with a short-range tactical scanner for tracking prey. **Hirogen use only.** Each of your Hirogen present is **STRENGTH +4 and CUNNING +2**, but loses all Diplomacy unless aboard your ship. (Cumulative.)
Borg: 14 U

HIROGEN TALON [Borg]
After cornering or capturing their prey, many Hirogen hunters prefer to use a simple blade weapon to prolong the exhilaration of making the kill. **Hirogen use only.** Reports for free. Each of your personnel present is **STRENGTH +1**. (Cumulative.) May report to a just-initiated personnel battle involving your [Hir] card(s).
Borg: 15 C

HYPOSPRAY [DS9]
Uses and aerosuspension delivery system to administer subcutaneous or intramuscular medication. Can also be used to sedate an adversary. **During personnel battle, one of your MEDICAL present may stun their adversary OR change one personnel from mortally wounded to disabled.** (Does not affect androids.)
DS9: U

I.P. SCANNER
The Interphasic Scanner has been used to detect signatures of phased matter, invisible interphasic creatures and beings from other subspace domains. **Where present, nullifies Interphasic Plasma Creatures, Brain Drain and Phased Matter.**
AU: C

JEM'HADAR BIRTHING CHAMBER [Dom]
Incubation module used to breed Jem'Hadar warriors. Each infant grows at a greatly accelerated rate, and is able to fight within days of emergence. **Where present, each of your Jem'Hadar Birthing Chambers allows you to report one [Univ] Young Jem'Hadar (for free) each turn, regardless of quadrant.**
Dom: C

JEM'HADAR DISRUPTOR [Dom]
Standard-issue Jem'Hadar sidearm. Energy from a tritium microfusion reaction is accumulated in a phased polaron source, then pulse-discharged through a parabolic arkenium emitter. **Dominion and Non-Aligned use only.** Each of your personnel present is **STRENGTH +2**. (Cumulative.)
Dom: C

JEM'HADAR DISRUPTOR RIFLE [Dom]
Jem'Hadar weapons have nonvariable energy setting, but their polaron beams can be enhanced with chemicals such as anticoagulants, nerve agents and osteosolvents. **Dominion and Non-Aligned use only.** Each of your personnel present is **STRENGTH +3**, but loses 1 Diplomacy unless aboard your ship.
Dom: U

KAR'TANIN [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.)
BOG: C

KAZON DISRUPTOR [Voy]
Typical sidearm employed by the various Kazon sects. Simple design is slightly less powerful than comparable Starfleet arms, but is easily mass-produced even without replicator technology. **Kazon use only.** Reports for free (once each turn). Each of your personnel present is **STRENGTH +2**. (Cumulative.)
Voy: 36 C

KAZON DISRUPTOR RIFLE [Voy]
Relatively unsophisticated beam weapon used by the Kazon. No-frills design abandons aesthetic features in favor of inexpensive production. As deadly as it is ugly. **Kazon use only.** Reports for free (once each turn). Each of your personnel present is **STRENGTH +3**, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)
Voy: 37 U

KETRACEL-WHITE [Dom]
Isogenic enzyme controlled by the Vorta. Genetically addicted Jem'Hadar need a constant supply of "the white" to stay alive. Withdrawal prevents shrouding and leads to killing rampages. **Where present, prevents "white deprivation." Counts down only if you have [KW] personnel present. (Your Vorta may "ration" just one Ketracel-White present to count down.)**
Dom: C

KLINGON DISRUPTOR
Phase-disruptor used by Klingons and other races. Similar to a phaser. **Klingon and Non-Aligned use only.** Each of your personnel **STRENGTH +2** where present. (Cumulative.)
Premiere: C

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.)
BOG: U

KLINGON PADD
Standard Klingon Personal Access Display Device for computerized information. **Klingon use only.** Each of your personnel **CUNNING +2** where present. (Cumulative.)
Premiere: C

KUKALAKA [ROA]
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

MATURATION CHAMBER [Borg]
Functions: Prepare neonatal drones for integration into the collective. Protect and accelerate development. Restructure synaptic pathways; facilitate formation of thoracic nodes. **Once each turn, you may download to Chamber one [Univ] drone in place of one card draw OR report to Chamber one [Univ] drone (for free).**
Borg: 16 U

MEDICAL KIT
Representative of specialized medical equipment. Such equipment has been developed by many races. **Gives all your OFFICER-classification personnel the skill of MEDICAL where present.**
Premiere: C

MEDICAL KIT [Voy]
Collection of medical instruments. Though no substitute for a fully equipped medical facility, such devices are often sufficient to save lives when nothing more is available. **Gives all of your OFFICER-classification personnel the extra skill of MEDICAL where present.**
Voy: 38 S

MEDICAL PADD [DS9]
Representative of Personal Access Display Devices designed specifically to facilitate medical diagnoses. Such equipment has been developed by many races. **Gives all of your ENGINEER-classification personnel the extra skill of MEDICAL where present.**
DS9: U

MEDICAL PADD [Voy]
Standard Personal Access Display Device pre-loaded with an extensive database of diseases, treatments, surgical procedures, and other medical information. **Gives all of your ENGINEER-classification personnel the extra skill of MEDICAL where present.**
Voy: 39 S

MEDICAL TRICORDER
Representative of a specialized tricorder optimized for medical use. Such equipment has been developed by many races. **Gives all your SCIENCE-classification personnel the skill of MEDICAL where present.**
Premiere: C

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 where you have a Klingon present.** Each of your Klingons present is **STRENGTH +2**. (Cumulative.)
BOG: U

MIRROR DAGGER [MM]
Small blade weapon used for personal protection. Ubiquitous in the mirror universe. Quite handy when an unexpected career-advancement opportunity presents itself. **Each of your personnel present is STRENGTH +1.** (Cumulative.) May report to a [MQ] facility for free OR to a just-initiated personnel battle involving your [MQ] card(s).
MM: 18 C

MOBILE HOLD-EMITTER [Voy]
Portable holographic projector designed by Henry Starling. Based on 29th-century technology he stole from the *Timeship Aeon*. Acquired by The Doctor in 2373 — or was it 1996? **May be "worn" by (placed on) one of your [Holo] personnel; you may remove it during your turn.** Wearer moves normally. While worn, does not count as an Equipment card.
Voy: 40 U

MULTIDIMENSIONAL TRANSPORT DEVICE [MM]
Modifies transporter function to allow beaming to an alternate universe. Developed in the mirror universe. Used by Smiley, Professor Sisko, the Intendant, and others to cross over. **Reports in Alpha or Mirror Quadrant.** Where present, allows transporters to beam to opposite quadrant (anywhere within corresponding location or region), ignoring all SHIELDS.
MM: 19 C

PLASMADYNE RELAY
Device designed by Geordi La Forge to improve warp engine quantum efficiency. Wesley Crusher opined that it was obsolete and needed a subprocessor matrix overhaul. **While on a ship, RANGE and SHIELDS are +2.** While at a station or outpost, SHIELDS are +4. (Cumulative.)
QC: C

ROMULAN CLOAKING DEVICE [MM]
23rd-century device based on prototype successfully tested on the Gal Gath'rhong. After one was lost to a Federation spy operation in 2268, the technology was revised and enhanced. **Reports only aboard your Romulan ship or to Sherman's Peak.** While on your Romulan ship (or your [OS] ship with 2 ENGINEER aboard), ship has a Cloaking Device.
MM: 20 U

ROMULAN DISRUPTOR
Directed-energy weapon used by Romulans and other races. Disruptor fire can be detected by a high residue of antiprotons that linger for several hours. **Romulan and Non-Aligned use only.** Each of your personnel **STRENGTH +2** where present. (Cumulative.)
Premiere: C

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.)
BOG: U

ROMULAN PADD
Standard Romulan Personal Access Display Device for computerized information. **Romulan use only.** Each of your personnel **CUNNING +2** where present. (Cumulative.)
Premiere: C

SATAN'S ROBOT [HoloAdv]
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.)
HoloAdv: 16 U

SCEPTER OF THE GRAND NAGUS [ROA]
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 latinium. **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 in battle.** (Unique.)
ROA: R

SCIENCE KIT [DSB] [ROA]
Representative of specialized scientific analytical apparatus. Such equipment has been developed by many races.
Gives all of your OFFICER-classification personnel the extra skill of SCIENCE where present.
DS9: C

SCIENCE PADD [DSB] [VOY]
Representative of Personal Access Display Devices designed specifically for scientific analysis functions. Such equipment has been developed by many races.
Gives all of your MEDICAL-classification personnel the extra skill of SCIENCE where present.
DS9: U

SCIENCE PADD [VOY]
Standard Personal Access Display Device pre-loaded with an extensive database of scientific information in a broad sampling of disciplines.
Gives all of your MEDICAL-classification personnel the extra skill of SCIENCE where present.
Voy: 41 S

SELF-SEALING STEM BOLTS [MM]
Used in producing reverse-ratcheting routing planners. Jake and Nog traded 5,000 wrappings of yamok sauce for 100 gross of stem bolts, which they sold for seven tessapates of Bajoran land.
Once each turn, may be downloaded from draw deck to replace (discard) your other Equipment card at a homeworld (or vice versa if you have any Jake or any Nog present).
MM: 21 C

[4] **SMALL CLOAKING DEVICE** [ROA]
Device obtained by Quark. Illegal under Bajoran law. Quark gave it to Natima Long 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

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).
BOG: C

STARFLEET TYPE II PHASER
Handheld weapon can be set for stun, heat and disruption. PHASER is an acronym for PHASed Energy Rectification.
Federation and Non-Aligned use only. Each of your personnel STRENGTH +2 where present. (Cumulative.)
Premiere: C

STARFLEET TYPE II PHASER [VOY]
Versatile Starfleet hand weapon. Has 16 different power settings ranging from stun to disruption. Beam dispersal can be configured from broad-range to extreme precision.
Federation and Non-Aligned use only. Each of your personnel present is STRENGTH +2. (Cumulative.)
Voy: 42 S

STARFLEET TYPE III PHASER RIFLE [FC]
More powerful than other Federation hand-held energy weapons and has longer-lasting charge. Rotatable beam modulation. Stored aboard ship in armory racks.
Federation and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)
FC: U

STARFLEET TYPE III PHASER RIFLE [VOY]
Most powerful standard-issue Starfleet hand weapon. Equipped with fully autonomous recharge, multiple target acquisition, and gyro-stabilization.
Federation and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)
Voy: 43 U

STOLEN CLOAKING DEVICE [MM]
Regent Warf detained Zek in the mirror universe, demanding a cloaking device as ransom. To save their Nagus, Quark and Rom stole one from a Klingon ship. General Martok was not pleased.
May not report aboard a [MQ] facility. While on your ship with at least one staffing icon, ship has a Cloaking Device. On a [Fed] non-[MQ] ship, to cloak requires [Fed] Treachery aboard.
MM: 22 U

THE FERENGI RULES OF ACQUISITION [ROA]
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

[Holo] **TOMMYGUN** [FC]
Holographic weapon. Replica of Thompson submachinegun, model 1921. Can empty a 100-round drum in 4 seconds. "Pinned" from Nicky the Nose's henchman by Dixon Hill.
Use at start of personnel battles. May stun one Rogue Borg or personnel present (random selection) OR erase up to 100 [Holo] personnel present (your choice).
FC: U

TRANSPORTER CONTROL MODULE [VOY]
Crucial transporter systems component. Kazon of the Nistrim sect stole one from U.S.S. Voyager. First Maaje Jid Culluh used this new technology against his enemies, the Kazan-Rakora.
While aboard your ship or facility with your ENGINEER or Transporter Skill personnel present, that ship or facility has transporters.
Voy: 44 C

TRICORDER
Representative of a multipurpose handheld device combining sensors, computers and recorders. Such equipment has been developed by many races.
Gives all your ENGINEER-classification personnel the skill of SCIENCE where present.
Premiere: C

VIDIAN HARVESTER [VOY]
Combination disruptor/medical device. A neural resonator stuns potential victims; sophisticated quantum imaging scanners and microtransporters extract live organs from the unwilling donor.
Each of your Vidians present is STRENGTH +2 and gains 1 MEDICAL, and in each battle one of them may stun one adversary they just engaged. (Cumulative.)
Voy: 45 U

VR HEADSET [TWT]
Standard visual interface used by the Dominion. Virtual-reality eyepiece facilitates face-to-face communications and provides an unobstructed 360-by-360 view outside the ship.
Each VR headset aboard your [Dom] ship allows one Vorta, Jem'Hadar, or Cardassian present to enhance WEAPONS and SHIELDS +1 and (if Vorta) to serve as matching commander.
TWT: 15 U

EVENTS

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

[Rule] **6th RULE OF ACQUISITION** [ROA]
"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 who 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** [ROA]
"It never hurts to suck up to the boss."
Plays on your Greed personnel at a mission or [Borg] 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** [ROA]
"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 Latium here (three if an arms dealer) OR draw two cards.
ROA: U

[Rule] **35th RULE OF ACQUISITION** [MM]
"Peace is good for business."
Plays on your Acquisition personnel. End of each turn, if no battles were initiated since end of your last turn, download a Gold-Pressed Latium here OR draw a card. 35th Rule nullifies every 34th Rule, and vice versa, ignoring Scepter.
MM: 23 U

[Rule] **47th RULE OF ACQUISITION** [ROA]
"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 Garok 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] **58th RULE OF ACQUISITION** [ROA]
"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 the draw deck and you may draw up to two; discard event.
ROA: U

[Rule] **82nd RULE OF ACQUISITION** [TWT]
"The riskier the road, the greater the profit."
Plays on your unattempted mission. Nullified if you begin an attempt with <3 (or >7) personnel, or if you play (or have played) Scan or Full Planet Scan. If you solve, score points; opponent loses points (discard event). [±10 PTS]
TWT: 16 C

[Rule] **75th RULE OF ACQUISITION** [ROA]
"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 Latium there; discard event. (Once per mission.) [10 PTS]
ROA: U

[Rule] **211th RULE OF ACQUISITION** [ROA]
"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: U

[3] **ABANDON MISSION** [FC]
Jean-Luc Picard felt compelled to ignore his assigned patrol duties in the neutral zone and instead join the attack against the Borg.
Plays on any ship with its matching commander or any [EE] personnel aboard. Crew may not attempt missions or beam off. Nullified if ship battles. (Immune to Kevin Uxbridge.)
FC: R

[BO] **ACTIVATE SUBCOMMANDS** [FC]
The Borg have huge numbers of available drones which normally perform internal functions for the collective. When a task is pending, some of these drones are activated.
Downloads one [Com] Borg drone, one [Nav] Borg drone and one [Def] Borg drone. Discard event and draw no cards this turn.
FC: C

[BO] **ACTIVATE SUBCOMMANDS** [Borg]
A single Borg cube often carries a complement of over 64,000 drones. Most remain dormant in their alcoves until activated to perform a specific task.
Downloads one [Com] Borg drone, one [Nav] Borg drone, and one [Def] Borg drone. Discard event and draw no cards this turn.
Borg: 17 C

[BO] **ALAS, POOR DRONE** [Borg]
The Borg Queen searched tenaciously for the interlink frequency connecting the errant drones of Unimatrix Zero. Analyzing those she had discovered brought her closer to finding them all.
Plays on table. Once each turn, you may discard a [Com] or [Def] drone from hand or in play to draw one card (or two if drone was present with your Borg Queen).
Borg: 18 U

ALIEN PROBE
Space probes of unknown origin are frequently encountered by starships. Often such probes seek information or contact.
Plays on table. Both players continue the game with their hands (cards) exposed, face up on the table.
Premiere: U

ANCESTRAL VISION [VOY]
Tribal lore tells of Sky Spirits who guided the Rubber Tree People in Earth's distant past. When Chakotay found the Spirits' home in the Delta Quadrant, he was beset with visions of his ancestors.
Seeds or plays on a Delta Quadrant planet. End of each turn, if your Honor personnel who has INTEGRITY >7 is on planet, draw an extra card (or two if personnel is any Chakotay).
Voy: 46 R

ANTI-TIME ANOMALY
Q-created phenomena. Rift caused by anti-time particles in the future. Anomaly grows backward in time endangering all life in the present.
Plays on table. Kills literally ALL personnel in play (both players' cards) at the end of your third full turn, unless anti-time anomaly destroyed first.
Premiere: R

ATMOSPHERIC IONIZATION
Charged particles in the atmosphere of planets which can disrupt transporter beams.
Plays crosswise on any planet location. Maximum of three personnel per turn can be beamed up or down at this location.
Premiere: C

AUTOMATED SECURITY SYSTEM [DS9]

A hidden security subroutine on Deep Space 9 triggered an old Cardassian counterinsurgency program. It was designed to quell any uprising of non-Cardassian workers.

Plays on Ops. End of every turn, targets one personnel present (random selection). That personnel is killed unless its species is Cardassian. May be nullified by 3 ENGINEER.

DS9: R

BAJORAN CIVIL WAR [DS9]

The xenophobic Alliance for Global Unity attempted to overthrow the Bajoran provisional government in 2370.

Plays on table. Your Bajoran leaders may initiate battle against other Bajorans. OR Downloads two [Univ] Bajoran OFFICER, SECURITY or Resistance personnel. Discard event.

DS9: R

BARBER POLE

The U.S.S. *Enterprise* features a fully-equipped barber shop, including the traditional helical pole.

Plays on table.

QC: U

BARYON BUILDUP

Baryon particles build up on a ship's hull after prolonged warp travel. Particles must be periodically removed with a baryon sweep, which requires evacuation of the ship.

Plays on ship. RANGE is reduced by 2. (Cumulative.) Remove by returning to outpost and evacuating ship until beginning of following turn.

AU: C

[3] BLOOD SCREENING [MM]

Blood tests are a standard method for exposing changelings. Though infiltrators are eventually found, the random testing engenders distrust among suspicious crew members.

Plays on any shape-shifter who is infiltrating; exposed when countdown expires. Crew or Away Team is quarantined and may not pool their skills. (Immune to Kevin Uxbridge.)

MM: 24 U

BRAINWASH

Geordi La Forge was mentally reprogrammed to do the Romulans' bidding by a machine that accessed his mind through his VISOR's neural implants.

Plays on one personnel you've captured. Personnel reports to your outpost, is under your control and may mix with your personnel regardless of affiliation.

QC: R

BYNARS DATA TRANSFER [HoloAdv]

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.

HoloAdv: 17 U

BYNARS WEAPON ENHANCEMENT

Binary race closely integrated with computers. Always work in pairs. Bynars have the ability to enhance specific computerized systems.

Plays on table. Bynars enhance each of your ship's WEAPONS +2. (Cumulative.)

Premiere: R

CALAMARIN

An intelligent species that exists as ionized gas and can travel in space. Penetrated the shields of the U.S.S. *Enterprise* seeking revenge on Q in 2366.

Plays at location of opponent's choice. Moves like a ship (RANGE=6). May damage (not destroy) one ship OR kill Mortal Q at same location (discard event). (Immune to Kevin Uxbridge.)

QC: R

CAPTAIN'S LOG

A commanding officer's journal of events. While on the surface of EFAdrel IV, Tamarian Captain Dathon made entries into his log by hand.

Plays on table. Each of your ships with its matching commander aboard is SHIELDS +3 and WEAPONS +3. (Not cumulative.)

AU: U

CAPTAIN'S LOG [Voy]

A commanding officer's journal of events. Captain Ransom continued keeping his even after abandoning other military protocols and traditions.

Plays on table. Each of your ships with its matching commander aboard is SHIELDS +3 and WEAPONS +3. (Not cumulative.)

Voy: 47 U

[HA] COMPUTER CRASH [DS9]

Rao Vantika accessed the Deep Space 9 computer system through a temperature control panel. He sabotaged the data network by purging everything in active memory.

Seeds or plays on table. No player may play a Q's Tent doorway, download any card or play any card that requires downloading. Discard event at end of your next turn.

DS9: U

[BO] CRANIAL TRANSCIEVER IMPLANT [Borg]

Borg implant that interprets and logs all instructions sent to a drone. Operates on an array of transpectral frequencies capable of transmission across hundreds of light-years.

Plays on your drone; it is CUNNING +2. If a [Com] Borg, once each turn, you may download any [BO] objective OR discard your current objective.

Borg: 19 C

CREW REASSIGNMENT [Dom]

In 2063, U.S.S. *Enterprise-E* crew member William T. Riker participated in Zefram Cochrane's historic warp flight. He and Geordi La Forge substituted for the missing *Phoenix* crew.

Plays on table. Your [EE] personnel may staff ships as [Stf]. Also, each of your personnel with a special staffing icon may report to your ship with same icon. (Captain's Order.)

Dom: U

DEFENSE SYSTEM UPGRADE [BOG]

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

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.

BOG: U

DEFIANT DEDICATION PLAQUE [DS9]

Commemorative inscription mounted on the bridge of the U.S.S. *Defiant*. Serves as an inspiration to the *Defiant* crew.

Plays on table. Each of your ships with its matching commander aboard is RANGE +2, or +3 is ship is *Defiant* class. (Not cumulative. Captain's Order.)

DS9: R

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

BOG: U

DISCOMMENDATION

naDHa'ghach. Klingon ritual of shame. A disgraced warrior (and his descendants for seven generations) are shunned and declared non-existent to the rest of Klingon society.

Plays on any Klingon who survived a losing battle. That Klingon is now Non-Aligned, has no Honor and loses points. (-5 PTS)

QC: U

DISENGAGE SAFETY PROTOCOLS [FC]

Jean-Luc Picard overrode the holodeck safety protocols during the Borg invasion of the U.S.S. *Enterprise-E*. Without those protocols, even a holographic bullet can kill.

Plays on table. While in play, suspends Holographic Safety Protocols ([Holo] personnel may mortally wound). Also, [Holo] weapons mortally wound instead of stun.

FC: U

DISTORTION FIELD

Atmospheric phenomena that inhibits the use of transporters, as on Nevola IV.

Plays crosswise face up on any planet location. Once each turn, flip card over. While face up, prevents all beaming down/up here. (Cumulative.)

Premiere: U

[INT][EV] DIXON HILL'S BUSINESS CARD [FajQ]

[INT] If any mug (what ain't Swedish) just got iced and there weren't no witnesses, finger any udda mug what's workin' for da same boss. Put da bag on 'im.

[EV] Plays on da table. The udda boss' next mug what shows up has gotta be univoical or hologrammatical, den put dis card outta commission. (No duplicatin' dis here event.)

Faja: P

DOMINION WAR EFFORTS [HoloAdv]

The Dominion has the ability to produce Jen'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).

HoloAdv: 18 C

[AU] DOPPELGÄNGER

On stardate 42679.2, the U.S.S. *Enterprise* encountered a duplicate of Jean-Luc Picard from six hours in the future. He was eventually killed by Jean-Luc Picard.

Plays on table. While in play, if a unique personnel moves to the same location as its duplicate, the duplicate is discarded unless Clone Machine in play.

QC: R

DRAG NET

When the U.S.S. *Enterprise* attempted to evade Q's energy net, the net collapsed into a sphere and chased the vessel at high warp.

Plays on table. At the end of each of your turns you may move any one Q-net in play one location in either direction.

QC: R

[AU] DROUGHT TREE

"This sapling is planted as an affirmation of life, in defiance of the drought, and with expectations of long life. Whatever comes, we will keep it alive as a symbol of our survival."

Plant on a planet mission you completed to score bonus points. Points may be nullified by any unopposed Away Team. (7 PTS)

QC: C

DURANJA [DS9]

Ceremonial Bajoran lamp lit in memory of a recently deceased loved one. The ornate candle burns continually, entreating the Prophets to guide the dead to the afterlife.

"Guides" your Bajoran who died on your previous turn from discard pile to point area (worth points equal to INTEGRITY; "in play" for uniqueness only). Discard event.

DS9: R

[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).

BOG: R

ENGAGE SHUTTLE OPERATIONS

Most major starships are outfitted with shuttle hangars and equipment necessary to launch and recover shuttlecraft.

Plays on table. Shuttlecraft may be carried and launched from your ships (if tractor beam and ENGINEER present) AND land on planets (requires their full RANGE).

AU: U

ENGAGE SHUTTLE OPERATIONS: DOMINION [BOG]

Jen'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 Jen'Hadar attack ships may be loaded aboard and launched from your Dominion warships and battleships with Tractor Beam.

BOG: U

ESPIONAGE: BAJORAN ON CARDASSIAN [DS9]

Bajorans have investigated Cardassian activities before, during and after the 30-year occupation. In 2371, Odo contacted an old Cardassian acquaintance to investigate the Obsidian Order.

Plays on any Cardassian mission (for free if you have a Resistance personnel there). Your Bajoran personnel may now attempt this mission. Discard after mission completed.

DS9: U

ESPIONAGE: CARDASSIAN ON BAJORAN [DS9]

Since withdrawing from Bajor in 2369, Cardassians have kept a watchful eye on Bajoran activities.

Plays on any Bajoran mission. Your Cardassian personnel may now attempt this mission. Discard after mission completed.

DS9: U

ESPIONAGE: CARDASSIAN ON FEDERATION [DS9]

Cardassian spies are masters of undercover operations. In 2371, Miles O'Brien was framed by a surgically altered Cardassian posing as retired Starfleet officer Raymond Boone.

Plays on any Federation mission. Your Cardassian personnel may now attempt this mission. Discard after mission completed.

DS9: U

ESPIONAGE: CARDASSIAN ON KLINGON [DS9]

Cardassians have long been suspicious of the Klingon Empire. The unprovoked Klingon invasion of 2372 demonstrated the need to step up the Union's intelligence-gathering activities.

Plays on any Klingon mission. Your Cardassian personnel may now attempt this mission. Discard after mission completed.

DS9: U

ESPIONAGE: DOMINION ON FEDERATION [Dom]

Dominion intelligence operations conducted against the Federation have included the initial Eris ruse, Borath's virtual invasion scenario and even changeling infiltration of Earth.

Plays on any Federation mission (for free if your <Fed> personnel is there). Your Dominion personnel may now attempt this mission. Discard after mission completed.

Dom: C

ESPIONAGE: DOMINION ON KLINGON [Dom]

A changeling impersonating General Martok manipulated Gowron so craftily that the Chancellor abandoned the Khitomer Accords and declared war on its long-time ally the Federation.

Plays on any Klingon mission (for free if your <Klg> personnel is there). Your Dominion personnel may now attempt this mission. Discard after mission completed.

Dom: C

ESPIONAGE: DOMINION ON ROMULAN (Dom)

Romulan counter-espionage protocols are second to none. The vigilance of the Tal Shiar protected the Star Empire from enemy spies for decades — until the Dominion arrived.
Plays on any Romulan mission (for free if your <Rom> personnel is there). Your Dominion personnel may now attempt this mission. Discard after mission completed.
 Dom: C

ESPIONAGE: FEDERATION ON KLINGON

Federation intelligence-gathering has often relied upon sympathetic informants and electronic surveillance.
Plays on any Klingon mission. Your Federation personnel may now attempt this mission. Discard after mission completed.
 Premiere: C

ESPIONAGE: KLINGON ON FEDERATION

Klingon espionage against the Federation has included data stolen from Relay Station 47 by Maraq.
Plays on any Klingon mission. Your Klingon personnel may now attempt this mission. Discard after mission completed.
 Premiere: C

ESPIONAGE: ROMULAN ON BAJORAN (DSB)

Romulan spies are still everywhere.
Plays on any Bajoran mission. Your Romulan personnel may now attempt this mission. Discard after mission completed.
 DS9: U

ESPIONAGE: ROMULAN ON CARDASSIAN (DSB)

Romulan infiltration of Cardassian facilities has gone largely undetected for decades.
Plays on any Cardassian mission. Your Romulan personnel may now attempt this mission. Discard after mission completed.
 DS9: U

ESPIONAGE: ROMULAN ON FEDERATION

Romulan spies are everywhere.
Plays on any Federation mission. Your Romulan personnel may now attempt this mission. Discard after mission completed.
 Premiere: C

ESPIONAGE: ROMULAN ON KLINGON

Romulan espionage against Klingons has included efforts to destabilize the Klingon government by programming assassins and supporting rebel forces.
Plays on any Klingon mission. Your Romulan personnel may now attempt this mission. Discard after mission completed.
 Premiere: C

ESTABLISH LANDING PROTOCOLS (DSB)

Diligent adherence to landing procedures is crucial to the successful operation of runabouts, shuttles and other small spacecraft.
Seeds or plays on table. Each of your ships which has no staffing requirements may use 1 RANGE to land or take off once each turn. (Captain's Order.)
 DS9: C

[HA][Re] FAIR PLAY (Dom)

When Miles O'Brien discovered his publicized racquetball match was unfairly influenced by an alien gambling device, he refused to take advantage of an unfair situation.
Seeds or plays on table; may not be nullified. No player may solve an opponent's unique mission unless its point box shows at least 40 points OR both players have a copy of it in play.
 Dom: U

[HA][Re] FAIR PLAY (Voy)

In 2372, Tom Paris concocted a sweepstakes to guess the daily radiogenic particle count, skimming a tenth of the proceeds for himself. Chakotay put a stop to the game, confiscating the pot.
Seeds or plays on table; may not be nullified. No player may solve an opponent's unique mission unless its point box shows at least 40 points OR both players have a copy of it in play.
 Voy: 48 U

[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.
 BOG: R

FERENGI FINANCIAL DATA NET (HoloAdv)

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.
 HoloAdv: 19 R

GAPS IN NORMAL SPACE

Pockets of space, such as those in the Mar Oscura nebula, dangerously phase out when coming in contact with a ship.
Place between two Mission cards. Creates a gap with a span of 4. Ships stopping on the gap kill one personnel (random selection).
 Premiere: U

GENETRONIC REPLICATOR

Medical device invented by Dr. Toby Russell. Capable of growing replacements for damaged organs.
Plays on table. Prevents any of your Away Team members from being killed if 2 MEDICAL present.
 Premiere: U

GODDESS OF EMPATHY

Lt. Reginald Barclay created a fantasy holodeck simulation of Counselor Deanna Troi. Her empathic abilities help other personnel anticipate danger.
Plays on table until the end of your next turn. Neither you nor your opponent can play Interrupt cards (except Kevin Uxbridge or Q2). Discard after use.
 Premiere: R

HEISENBERG COMPENSATORS

Transporter subsystem designed to circumvent the "uncertainty principle" of subatomic physics, allowing the derivation of quantum vector data required for beaming.
Plays on table. While in play, nullifies Alien Probe and all draw decks are turned face up. OR Nullifies another Heisenberg Compensators card (discard both).
 QC: U

HOLO-PROJECTORS

The hologram projector on Minos is an example of planet-based interactive holographic technology.
Plays on a planet mission. [Holo] cards may exist on this planet.
 Premiere: U

HOLO-PROJECTORS (HoloAdv)

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.
 HoloAdv: 20 U

HQ: WAR ROOM (DSB)

During the Bajoran civil war of 2370, General Kim charted troop movements for the Bajoran Militia from his fortified map room.
Plays on a homeworld. Your OFFICER, SECURITY, Leadership and Resistance personnel of same affiliation as that homeworld are CUNNING +2 and STRENGTH +2.
 DS9: U

I AM NOT A MERRY MAN!

"I will not play the fool for Q's amusement!"
Plays on any one Klingon. While in play, once per turn that Klingon may nullify any [Q] icon interrupt, event or dilemma where present. (Not duplicatable.)
 QC: R

IMMORTAL AGAIN

Following Q's "selfless act," Q2 reluctantly restored his powers. He warned Q to stay out of trouble — just in time to save the Calamarain from further torment.
Nullifies Mortal Q (plus any Calamarain). Q-Continuum is active again. Discard event. (Immune to Kevin Uxbridge.) OR Exchange for one Amanda Rogers or Q2 card from your discard pile.

[HA] INTERMIX RATIO (FC)

Zefram Cochrane struggled to maintain the optimum balance of matter and antimatter injection for the Phoenix warp systems. The proper ratio is, of course, 1 to 1.
Plays on table. If any player's ratio of bonus points to non-bonus points exceeds 1:1, the excess bonus points do not count toward winning. (Immune to Kevin Uxbridge.)
 FC: U

INTERROGATION

In violation of the Seldonis IV convention, Gul Madred interrogated Jean-Luc Picard, seeking Starfleet strategic secrets. He kept asking, "How many lights do you see?"
Plays on one personnel you've captured. Each turn, ask opponent, "How many lights do you see?" If reply is "Five", return captive to outpost, score 10 points. Otherwise, score 1 point, retain captive.
 AU: R

INTRUDER FORCE FIELD

With one look from Jean-Luc Picard, the U.S.S. Enterprise crew captured two alien intruders in a force field on the bridge — tumabout for their own kidnapping activities.
Plays on table. While in play, reverses Telepathic Alien Kidnappers affecting you AND Rogue Borg invading your ships must be 3 or more to be effective.
 AU: U

[HA] INVASIVE BEAM-IN (Dom)

Dominion transporter technology is optimized for combat operations. The ability to breach enemy shields allows rapid deployment of Jem'Hadar warriors in most battle scenarios.
Seeds or plays on table. Invasive transporters, when operated by Transporter Skill personnel, may beam through any SHIELDS (even those of a War).
 Dom: C

KAL-TOH (Voy)

Vulcan game of intricate strategy. Players must find the seeds of order, even in the midst of profound chaos. Tuvok observed that novices often try merely to introduce a spatial balance.
Plays on table. Once each turn, unless Alien Probe in play, you may discard one card from hand; opponent must discard one of same type (if they cannot, discard Kal-Toh).
 Voy: 49 U

KIVAS FAJO - COLLECTOR

Treacherous collector of rare one-of-a-kind antiques. Once tried to add Lt. Commander Data to his collection.
Choose any player to immediately draw three new cards from the top of their draw deck. Discard event after use.
 Premiere: U

KLIM DOKACHIN

Zakdorn quartermaster controlling the Starfleet surplus depot at Quolor II. A typical bureaucrat of the type that delights in delays that make life difficult for others.
Plays on table. When opponent reports a unique personnel for duty, opponent draws no cards at end of that turn.
 AU: U

KLINGON CIVIL WAR

Powerful political "houses" in Klingon society can form factions that vie for control. Govron and his supporters defeated the forces of Duras in the civil war of 2367-68.
Plays on table. While in play, when a Klingon ship destroys any opponent's Klingon ship, winner scores points = loser's WEAPONS + SHIELDS. (Immune to Kevin Uxbridge.)
 QC: R

LORE RETURNS

Data's charismatic android brother. Identical except has more emotional ability. Had a negative effect on Data. Became Borg leader known as *The One*.
Plays where Rogue Borg have eliminated a ship's crew. With Lore, your Rogue Borg may now use ship to attack ships and/or beam to battle Away Teams.
 Premiere: R

LORE'S FINGERNAIL

Circuitry in Lore's fingernail was used to control and manipulate Lt. Commander Data with emotions.
Plays on table. While in play, all Soong-type androids (including Lt. Cmdr. Data) and Exocomps lose their affiliation and are non-aligned personnel.
 Premiere: R

LOWER DECKS

Junior officers aboard all starships cooperate in their duties while competing for promotion and advancement, such as Ensigns Taurik, Sito, Lovelle, and Ogawa.
Plays on table. While in play, all your non-holographic universal personnel are each CUNNING +2, INTEGRITY +2, and STRENGTH +2. (Not cumulative.)
 AU: U

LOWER DECKS (Voy)

Close friendships often form between those serving together on a starship. This was especially true of Maquis who many times fought side-by-side before joining the U.S.S. Voyager crew.
Plays on table. Each of your non-holographic, universal personnel is attributes all +2. (Captain's Order.)
 Voy: 50 U

MASAKA TRANSFORMATIONS

Masaka attempted to transform the U.S.S. Enterprise into an ancient temple and grounds by rearranging its matter.
Plays on any player. That player must shuffle entire hand, place on bottom of draw deck, then draw the same number of cards from the top. Discard event after use.
 Premiere: U

MEDITATION (Borg)

"A-ko-chee-maya ... to my father ... Kolopak ... if you can hear me among these unnamed stars, I ask you to continue to watch over me as you've always done ... A-ko-chee-maya."
Plays on table. At any time, you may discard one card from hand. For rest of that turn, each time you draw a card, you may do so from the bottom of your draw deck.
 Borg: 20 U

MEMORY WIPE (P)

Satarran operatives use bioelectric fields to cause selective memory suppression. Victims retain basic skills and aptitudes, but lose their sense of identity and affiliation.
Seeds on table; your opponent's cards may mix regardless of affiliation. OR Plays on a non-Borg ship; ship, crew and ship's Away Teams lose affiliation and become Non-Aligned.
 SD2: P

METAPHASIC SHIELDS

Revolutionary shields using overlapping subspace fields. Invented by Ferengi Dr. Reyga.
Plays on table. New technology enhances each of your ship's SHIELDS +2 for each SCIENCE aboard. (Cumulative.)
 Premiere: U

[HA][3] **MIRROR IMAGE** **[FC]**
 „naitavis lacitric a otri nemele elbatsnu na gnicudotnri no detecelr drocP cul-noe)
Seeds or plays on table. All Red Alert, Kivas Fajo - Collector, Masaka Transformations and The Traveler. Transcendence cards affect all players. (Immune to Kevin Uxbridge.)
 FC: U

[HA] **MISSION DEBRIEFING** **[FC]**
 Bureaucracies require field commanders to submit a complete “after action report” on any mission. Though necessary, the process can be time consuming.
Seeds or plays on table. Whenever any crew or Away Team finishes a mission attempt (whether successful or not), it is “stopped.” (Captain’s Order.)
 FC: U

[HA] **MISSION DEBRIEFING** **[Voy]**
 Keeping detailed records of missions and discoveries is an essential part of any crew’s daily routine. This is even more critical for the only Federation crew in the Delta Quadrant.
Seeds or plays on table. Whenever any crew or Away Team finishes a mission attempt (whether successful or not), it is “stopped.” (Captain’s Order.)
 Voy: 51 U

MOT’S ADVICE
 Mr. Mot offered sage advice to his customers on a variety of subjects, but there was only one thing you could really learn from him.
Plays on any one personnel. While in play, that personnel gains the skill of Barbering.
 AU: U

NEURAL SERVO DEVICE
 Device which can be used to control a crew by activating pain causing implants.
Plays on any non-aligned ship. Unless 2 SECURITY aboard, use ship and crew for one turn as your own. Discard event.
 Premiere: U

NOTATIONAL SHIELDS
 Notation adjusts the shield frequency phase rotation, thereby increasing shield efficiency. Used against the Borg in 2367.
Plays on table. New technology enhances each of your ship’s SHIELDS +2 for each ENGINEER aboard. (Cumulative.)
 Premiere: U

OCULAR IMPLANTS **[FC]**
 In 2371, Geordi La Forge received implants allowing him to see without his VISOR. They include enhanced capabilities such as infrared and zoom focus over 500 meters.
Plays on your Borg, android or any Geordi. Once each turn where present, may glance for 10 seconds at either one Away Team OR bottom seed card of mission.
 FC: R

[3] **OMEGA PARTICLE** **[Borg]**
 Unstable molecule that can power an entire planet — or render warp travel impossible in the wake of its explosion. Designated Particle 010 by the Borg, who regard it as harmonious perfection.
Plays on your outpost; any player may download Omega Directive or Harness Particle 010. When countdown expires, destroys outpost and all ships here; mission is span +3.
 Borg: 21 U

[3] **OO-MOX** **[HoloAdv]**
 The best-seller *Oo-max 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.
 HoloAdv: 21 C

ORGANIAN PEACE TREATY **[TWT]**
 Pacific energy beings known as Organians imposed upon the United Federation of Planets and the Klingon Empire the treaty that those warring factions were unable to forge themselves.
Seeds or plays on table. Your Federation- and Klingon-affiliation cards that have [OS] icons may mix and cooperate. (Immune to The Devil.)
 TWT: 17 C

QUANTUM SLIPSTREAM DRIVE **[Borg]**
 Advanced technology that can propel a ship many times faster than warp drive. Though the *Voyager* crew never reliably adapted the system, the Think Tank still took interest in the theory.
Plays on your ship that has full RANGE available (for free if U.S.S. *Dauntless*). Move ship to end of another spaceline OR elsewhere on same spaceline. RANGE is used; discard event.
 Borg: 22 C

PARTICLE SCATTERING FIELD
 A Tamarian Ship used a particle scattering field to charge the atmosphere of El-Adrel IV, stranding Jean-Luc Picard and Dathon on the planet in 2368.
Plays on one of your ships with a Particle Scattering Device. No beaming to or from a planet allowed where ship present. You may discard field at any time.
 AU: C

PATTERN ENHANCERS
 Devices which amplify transporter signals to enhance transporter beam power in hazardous areas.
Plays on table. Allows your personnel and equipment unlimited beaming through atmospheric ionization or distortion fields.
 Premiere: C

PLASMA FIRE
 Intensely hot combustion of ionized plasma gas. Dangerous fire which can destroy a ship.
Plays on any ship, except Borg ship. Fire damages ship at end of next turn and continues damaging each turn. SECURITY puts it out. Discard after use.
 Premiere: C

Q-NET
 Q used an enormous forcefield to grid in space to stop the U.S.S. *Enterprise* in 2364.
Plays between two adjacent spaceline locations. No ship may pass the Q-Net unless 2 Diplomacy aboard.
 Premiere: C

RAISE THE STAKES
 Weekly poker game aboard the U.S.S. *Enterprise* honed the tactical and bluffing skills of many officers.
Your opponent must forfeit the game OR agree the eventual winner may randomly select and keep one card from loser’s 60-card deck. (Cumulative.)
 Premiere: U

REACTION CONTROL THRUSTERS **[DS9]**
 In 2369, thrusters and subspace field technology were used to relocate Deep Space 9 near the Bajoran wormhole. This move guarded Bajor’s claim to the Celestial Temple.
Plays for free to move your space facility, if your 2 ENGINEER aboard, to an adjacent location in same region OR plays to add 2 to each of your ships’ RANGE this turn. Discard event.
 DS9: C

RECRUIT MERCENARIES **[DS9]**
 Quark hired mercenaries in 2369 to help Rao Vantika steal a deuterium shipment. Individuals of questionable character are easily found for this kind of illegal operation.
Downloads [HA] and/or [Fer] Treachery personnel with up to 7 total [Skill] icons to where you have Treachery present. “Pay” them (lose points). [-10 PTS]
 DS9: R

RED ALERT!
 The state of maximum crew and systems readiness aboard starships.
Plays on table. In place of your normal card play, you may report for duty any number of Ship, Personnel, and Equipment cards.
 Premiere: C

REGENERATE **[FC]**
 The Borg use neural energy to collectively repair damaged biological and technological components. The Queen often serves as the focal point.
Plays to fully repair and “stop” any Borg Ship dilemma or Borg ship (nullifying any cards reducing its attributes) OR to shuffle your discard pile into draw deck. Discard event.
 FC: R

RENEWAL SCROLL **[DS9]**
 During the Bajoran Gratitude Festival, participants inscribe their troubles on small scrolls. Burning the renewal scrolls in a special brazier symbolically turns their problems into ash.
Plays if you have three or more Bajorans in play. “Burn” (discard from hand) any number of cards and “renew” (draw) an equal amount, plus two more. Discard event.
 DS9: U

RES Q
 Q once saved Captain Jean-Luc Picard’s life following an injury from a compressed tetrayon beam.
Regenerates a card. Exchange this event for any one card from your discard pile.
 Premiere: C

[BO] **RETASK** **[FC]**
 Even a Borg cube ship can lose contact with the collective and begin marauding through space. Proper protocol re-establishment reintegrates it into the collective.
Downloads [Univ] Borg Cube and seven drones ([Borg], [Borg], [Borg], [Com], [Nav], [Nav], [Def]) to replace any Borg Ship dilemma in play. Discard event and dilemma. Draw no cards this turn.
 FC: R

REVOLVING DOOR
 A surreal door created by an unknown alien intelligence, found by the U.S.S. *Enterprise* on Theta 116 VIII. Open to entry but seemingly closed to exit.
Plays on any Doorway card or Iconian Gateway. It is now closed. OR Nullifies another Revolving Door (discard both) and “re-opens” card underneath.
 AU: R

[AU] **RISHON UXBRIDGE**
 In his grief, the Dowd Kevin Uxbridge re-created his dead wife, Rishon. As if she were real, he responded to her stubborn tendency to keep him calm at tense moments.
Plays atop one Event card in play. Protects the underlying event from Kevin Uxbridge. However, Kevin Uxbridge may remove (discard) Rishon. (Not cumulative.)
 AU: C

[HA] **SISKO 197 SUBROUTINE** **[Dom]**
 In anticipation of a Cardassian takeover in 2373, Benjamin Sisko sabotaged the Deep Space 9 central computer. The resulting damage hampered Terok Nor for quite some time.
Seeds or plays on table. Plays on your Nor’s Ops. Nor may not be moved or commandeered. Any player may nullify with 4 Computer Skill present. (Immune to Kevin Uxbridge.)
 Dom: U

SPACEDOCK
 Orbital repair and building facility for starships. Such facilities have been developed by many races.
Plays on outpost. Instantly repairs your damaged ships if they stop here. Also repairs non-aligned ships.
 Premiere: C

STATIC WARP BUBBLE
 Dr. Beverly Crusher experienced a shrinking universe, shaped by her own thoughts, inside a static warp bubble created by Ensign Wesley Crusher.
Plays on table. Opponent must discard one card before ending each turn. (Not cumulative.)
 Premiere: C

SUBSPACE TRANSPORTER **[TWT]**
 Bok beamed to and from the U.S.S. *Enterprise* using a subspace transporter that forced his body into a state of quantum flux. Though dangerous, such devices have greatly extended range.
Plays on your ship. Each turn, ship may beam one of your Treachery personnel to and/or from anywhere at same or adjacent location. Nullified only by Subspace Interference.
 TWT: 18 C

SUBSPACE WARP RIFT
 Dr. Serova proved in 2370 that disastrous rifts occur in the fabric of space due to the excessive use of warp drive. Discovery led to a Federation-wide speed limit of warp 5.
Plays crosswise on any spaceline location. Any ship passing over here without stopping incurs damage.
 Premiere: C

SUPERNOVA
 The explosion of a star, usually caused by natural processes toward the end of its life cycle.
You must have Tox Uthra on table. Place atop any mission. Everything there is destroyed (discarded), but leave Mission card underneath for span reference.
 Premiere: R

SYSTEM 5 DISRUPTORS **[DS9]**
 The *Groumall* was jury-rigged with large planetary disruptors salvaged from the destroyed outpost on Korma. The upgrade required emptying the cargo bay, which cost Dukat his profits.
Plays on your freighter, transport or merchant vessel. Ship is WEAPONS +4, but is SHIELDS -1 and no longer qualifies as a freighter, transport or merchant vessel.
 DS9: R

TACTICAL CONSOLE **[Dom]**
 Standard display on most modern starships. Combines weapons control with target acquisition and analysis subroutines. Highly effective in the hands of a trained weapons officer.
Plays on your ship docked at your facility. While you have Miles O’Brien or a SECURITY-classification personnel aboard, ship is weapons +3. (Captain’s Order.)
 Dom: U

TELEPATHIC ALIEN KIDNAPPERS
 Unknown aliens abducted Captain Jean-Luc Picard for telepathic studies about authority in 2366.
Plays on table. At end of each turn, guess a card type and point to a card in your opponent’s hand. Card must be shown. If guessed correctly, card is discarded.
 Premiere: U

TEMPORAL INVESTIGATIONS **[TWT]**
 The Federation Department of Temporal Investigations regulates and assesses possible damage to the timeline caused by time travel. They’re never short of work.
Plays on table. Once every turn, if opponent reports an [AU] personnel or ship to Alpha Quadrant spaceline, you may draw one card OR download Lucely and/or Dulmer.
 TWT: 19 C

TETRYON FIELD
 Intense masses of subspace particles, unstable in normal space, which require ships to route through safe corridors.
Plays crosswise on any spaceline location. All ships must stop here before proceeding on next turn, unless Navigation aboard.
 Premiere: C

[Ref] **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 2 missions with point boxes (one [S] and one [P]) needs an additional 40 points to win. (May not be nullified.)
BOG: U

[Ref] **THE BIG PICTURE** **[BOG]**
Though facing a long voyage across uncharted space, Kathryn Janeway never lost sight of her ultimate goal — to get her ship and crew home.
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.)
Voy: 52 U

THE CHARYBDIS
This wreckage was quickly dated to 2033-2079 due to its 52-star American flag, an example of the importance of such knowledge when dealing with ancient artifacts.
Plays on table. Artifacts at completed missions cannot be acquired until Archaeology present. (If Charybdis destroyed, anyone present may acquire artifact.)
AU: U

[HA][3] **THE LINE MUST BE DRAWN HERE** **[FC]**
“... And I will make them PAY for what they've done!”
Seeds or plays on table. Any player who plays Amanda Rogers, Kevin Uxbridge or Q2 loses 5 points, even if playing Borg. (Cumulative. Immune to Kevin Uxbridge.)
FC: C

THE MASK OF KORGANO
In legend, Masaka was chased by Korgano across the sky like the Terran moon chases the sun. Jean-Luc Picard masked himself as Korgano to fool Masaka.
Plays on one of your personnel. While in play, changes it from normal to [AU] icon personnel, or vice-versa.
AU: C

[HA] **THE NEXT EMANATION** **[Voy]**
Believing themselves bound for an afterlife, the Vhinoi used a device to send their dead through spectral ruptures, unaware the bodies were being sent to decompose on distant asteroids.
Seeds or plays on table. Opponent's non-[Univ] personnel discarded from play are placed under here instead of in discard pile. (Immune to Kevin Uxbridge.)
Voy: 53 C

THE TRAVELER: TRANSCENDENCE
Benevolent humanoid from Tau Alpha C who could transcend space and time with thought.
Place beside any player's draw deck. That player must draw one extra card at the end of each turn. Also, while in play, nullifies Static Warp Bubble. (Not cumulative.)
Premiere: U

THERMAL DEFLECTORS
Away Teams from the U.S.S. *Enterprise* used an array of Thermal Deflectors to delay Bersallis III firestorms long enough to allow evacuation of the population.
Plays on table. While in play, nullifies Firestorm, Thought Fire, Plasma Fire, Fire Sculptor, and Phaser Burns.
AU: U

[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 points]
BOG: R

TRANSFIGURATION
John Doe was persecuted by other Zalkonians who did not understand his evolution into a higher form. He is now a benevolent energy being with metaphysical powers.
Plays on John Doe after he has prevented a death. Each turn he may nullify one Event card (except Transfiguration) where present. (Immune to Kevin Uxbridge.)
QC: U

TREATY: BAJORAN/DOMINION **[Dom]**
Bajor's non-aggression pact with the Dominion, signed in 2373, was endorsed by the Emissary himself. He hoped to spare Bajor from the inevitable Federation/Dominion war.
Plays on table (for free if you have Kai Winn or The Emissary in play). Your Bajoran and Dominion affiliations recognize this treaty. They can now mix and cooperate.
Dom: C

TREATY: BAJORAN/KLINGON **[DS9]**
The Klingon Empire established a permanent military presence on the Bajoran station Deep Space 9 when Chancellor Gowron reinstated the Khitomer Accords in 2373.
Plays on table (for free if you have Chancellor Gowron in play). Your Bajoran and Klingon affiliations recognize this treaty. They can now mix and cooperate.
DS9: U

TREATY: CARDASSIAN/BAJORAN **[TWT]**
In 2371, the Bajoran and Cardassian peoples finally began to put their long conflict behind them, with the signing of a peace treaty between Legate Turel and the newly elected Kai Winn.
Plays on table (for free if you have Bareil Antos, Kai Winn, or Turel in play). Your Cardassian and Bajoran affiliations recognize this treaty. They can now mix and cooperate.
TWT: 20 C

[HA] **TREATY: CARDASSIAN/DOMINION** **[Dom]**
Gul Dukat's secret negotiations with the Dominion in 2373 secured a strong ally for the Cardassian Union, and positioned Dukat as the new head of the Cardassian Government.
Seeds or plays on table (plays for free if you have Dukat in play). Your Cardassian and Dominion affiliations recognize this treaty. They can now mix and cooperate.
Dom: C

TREATY: FEDERATION/BAJORAN **[DS9]**
In 2369, the Bajoran provisional government applied for Federation membership. That same year, Bajor invited Starfleet to administer the recently acquired space station Terok Nor.
Seeds or plays on table. Your Federation and Bajoran affiliations recognize this treaty. They can now mix and cooperate.
DS9: C

TREATY: FEDERATION/CARDASSIAN **[DS9]**
The Federation and the Cardassian Union concluded three years of negotiation in 2370. The resulting treaty brought an end to hostilities and established the Demilitarized Zone.
Plays on table. Your Federation and Cardassian affiliations recognize this treaty. They can now mix and cooperate. (May be seeded if you have Klaestron outpost in play.)
DS9: C

TREATY: FEDERATION/DOMINION **[MM]**
Federation and Dominion forces led by Benjamin Sisko and Weyoun worked together in 2372 to attack renegade Jem'Hadar on Vandros IV and destroy their Iconian gateway.
Plays on table (for free if you have Weyoun or Benjamin Sisko in play). Your Federation and Dominion affiliations recognize this treaty. They can now mix and cooperate.
MM: 25 C

TREATY: FEDERATION/KLINGON
Past treaties between these powers included the *Treaty of Alliance* creating mutual aid and defense without intervention.
Plays on table. Your Federation and Klingon affiliations recognize this treaty. They can now mix and cooperate.
Premiere: C

TREATY: ROMULAN/BAJORAN **[TWT]**
After the Romulan Star Empire's entry into the Dominion war in 2374, Senator Cretak established a Romulan military presence on Deep Space 9 — and a fragile trust with Colonel Kira Nerys.
Plays on table (for free if you have Colonel Kira or Senator Cretak in play). Your Romulan and Bajoran affiliations recognize this treaty. They can now mix and cooperate.
TWT: 21 C

TREATY: FEDERATION/ROMULAN
Past treaties between these powers include the *Treaty of Algeron*, which created a neutral zone and outlawed Federation cloaking devices.
Plays on table. Your Federation and Romulan affiliations recognize this treaty. They can now mix and cooperate.
Premiere: C

TREATY: FEDERATION/ROMULAN/KLINGON **[P]**
Three major Alpha Quadrant powers, in an uncharacteristic show of solidarity in 2373, focused their resources against the Dominion threat in a united stand at station Deep Space 9.
Plays on table. If you have no side decks, your [Fed], [Rom], and [Klg] affiliations may mix, cooperate and ignore affiliation battle restrictions, but may not attempt opponent's missions.
OTS: P

[HA] **TREATY: ROMULAN/CARDASSIAN** **[DS9]**
Responding to the Dominion threat, Romulans and Cardassians became secret allies in 2371 and assembled a joint Tal Shiar/Obsidian Order strike force in the Orias system.
Seeds or plays on table. Your Romulan and Cardassian affiliations recognize this treaty. They can now mix and cooperate.
DS9: U

TREATY: ROMULAN/DOMINION **[Dom]**
On Proconsul Neral's authority, Senator Vreenak negotiated a strategic non-aggression pact with the Dominion, forcing the Humans and Klingons to bear the brunt of Dominion aggression.
Plays on table (for free if you have Senator Vreenak in play). Your Romulan and Dominion affiliations recognize this treaty. They can now mix and cooperate.
Dom: C

TREATY: ROMULAN/KLINGON
Historically bitter enemies, these two powers had a brief, failed alliance to share technology around 2268.
Plays on table. Your Romulan and Klingon affiliations recognize this treaty. They can now mix and cooperate.
Premiere: C

[HA][Ref] **VILLAGERS WITH TORCHES** **[Voy]**
After years of poverty, the Takarians were eager to be rid of their Great Sages. Fortunately, Chakotay and Tom Paris were there to keep them from being sent away on “wings of fire.”
Seeds or plays on table. Whenever opponent begins a planet mission attempt with fewer than three personnel, all are killed unless opponent has Thermal Deflectors in play.
Voy: 54 C

WALL OF SHIPS **[FC]**
A wall display of all ships to bear the name *Enterprise* is a tradition built into each new ship of the line. This exhibit is in the observation lounge aboard the U.S.S. *Enterprise-E*.
Downloads any Enterprise. Discard event. OR Plays on table. Adds 1 to RANGE, WEAPONS, and SHIELDS of each of your Enterprises. (Cumulative.)
FC: R

WARP CORE BREACH
In warp propulsion systems, if the magnetic confinement field collapses, matter and antimatter collide causing the ship to explode.
Plays on any ship, except Borg ship. Ship explodes at end of owner's next turn, unless ENGINEER aboard by then. Discard after use.
Premiere: R

[AU] **WARTIME CONDITIONS**
In an alternate timeline caused by the events of Narendra III, the Federation entered into war against the Klingon Empire. 40 billion lives were lost.
Plays on table only if a Federation ship is attacked by another ship. While in play, the Federation may battle the attacking ship's affiliation at will.
AU: R

[BO] **WE ARE THE BORG** **[P]**
“Lower your shields and surrender your ships. We will add your biological and technological distinctiveness to our own. Your culture will adapt to service us. Resistance is futile.”
Downloads two [Def] drones; discard event. OR Plays on table. Each turn, report one of your [Borg] cards for free or make an additional end-of-turn draw (immune to Kevin Uxbridge).
EFC: P

WEAPONS LOCKER **[DS9]**
Arms storage compartment used aboard space station or starship. Accessible only with the proper authorization codes.
Plays on Ops, Security Office, Cargo Bay or any ship. If your personnel present are unopposed, your hand weapons may report there (for free if at a site).
DS9: C

WHERE NO ONE HAS GONE BEFORE
The Traveler transcends space with thought. Took the U.S.S. *Enterprise* to Galaxy M-33, then to an even greater extragalactic distance.
Plays on table. Allows all your ships to leave one end of the spaceline and enter the other end.
Premiere: C

YELLOW ALERT
State of increased readiness and watchfulness. Declared by a captain in anticipation of danger or when a crisis situation has lessened.
Plays on table. While in play, cancels (discard) and prevents Red Alerts AND all your Personnel are each CUNNING +1 (Not cumulative.)
AU: C

ZALKONIAN STORAGE CAPSULE
Alien information storage device salvaged from John Doe's escape pod. Uses a chemically based system for molecular energy encoding.
Plays on table. Each turn, you may store one hand card here (may be returned to hand at any time.) If destroyed, shuffle stored cards and place group on top or bottom of draw deck.
QC: R

INCIDENTS

[HA][Ref] **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.
BOG: U

[BO][HA] **ADD DISTINCTIVENESS** **[P]**

Seeds or plays on table. *X* varies, where *X* = number of [Skill] icons on personnel you've assimilated as drones. Also, if you are behind by 40 or more points, once per game you may open a sealed *First Contact* expansion pack. Play or place in hand any or all non-seed cards in that pack (non-Borg cards are assimilated or stolen, as appropriate), then place the others out-of-play.

[X PTS]

EFC: P

AGONY BOOTH **[MM]**

Plays on your [MQ] ship. Once every turn, if ship, its crew, or one of its Away Teams solves a mission or wins a battle against opponent's cards, you may draw up to three cards. But whenever they fail a mission attempt or fail to win such a battle, one of your personnel involved (random selection) must do nothing but return to ship (if not already aboard), then is "stopped."

MM: 31 U

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.

BOG: R

BLUE ALERT **[Voy]**

Seeds or plays on table. Each of your *Intrapid*-class ships and ships with no staffing requirements may use 2 RANGE to land or take off once each turn. Also, your shuttlecraft may be carried aboard and launched from your ships that have Tractor Beam. (*Captain's Order*)

Voy: 58 C

[HA] **BODYGUARDS** **[ROA]**

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** **[ROA]**

Seeds or plays on table. Once each turn, your Smuggling or Greed personnel may discard one of your Gold-Pressed Latium present to add [Fer] 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

[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.

BOG: U

CARETAKER'S ARRAY **[Voy]**

Seeds at Ocampo planet (limit one here). Each player may seed a non-Borg [DQ] ship here. Ships at Badlands Region locations may relocate here. Once per turn, a ship with fewer than four staffing icons may *repart with crew* here (limit 3 cards aboard). OR Plays at any time, for free, if a ship is about to be destroyed by Navigate Plasma Storms. Instead relocate ship to Ocampo planet or owner's hand.

Voy: 59 R

[HA] **CHAIN REACTION RICOCHET** **[TWT]**

Seeds or plays on table. When your Chain Reaction Pulsar hits (but does not destroy) a ship, after applying damage it "ricochets" to other opposing ships present (except those already damaged this battle) in the order of your choice. Second ship's damage = [Flip][Flip], third = [Flip][Flip][Flip], and so on, until one is destroyed. Discard incident.

TWT: 23 R

CHILDREN OF LIGHT **[HoloAdv]**

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 this location; discard incident.

HoloAdv: 23 C

CLONE MACHINE **[HoloAdv]**

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.

HoloAdv: 24 R

[HA][Re] **CONTAINMENT FIELD** **[Voy]**

Seeds or plays on table. (Not duplicatable.) Each player who uses a [SD] icon, Hidden Fighter, or Going to the Top must first stack a card from hand face up here. Before each player's turn begins, they reclaim up to two of those cards; if they still have any here, they must skip that turn. Also, nullifies each Destroy Radioactive Garbage Scow (its owner loses its points), Static Warp Bubble, and Telepathic Alien Kidnappers.

Voy: 60 C

CORTICAL NODE IMPLANT **[BOp]**

Plays on your Borg. If a [Com] Borg, once each turn, may "transfer data" if present with a Borg Data Node: draw one card (may not be converted to a download). Also, each of your Borg with a Cortical Node Implant may, once every turn, suspend play to "regulate implants": subtract 2 from any attribute and add 2 to any other attribute until end of turn.

Borg: 26 C

[HA] **CROSSOVER** **[MM]**

Seeds or plays on table. Once each turn, your [MQ] personnel may ignore their [MQ] icon when reporting OR just after you report Smiley, Benjamin Sisko, Professor Sisko, Jake Sisko, Bareil, The Intendant, Grand Nagus Zek, Maihar'du, Ezri, Rom, or Quark, you may download a Multidimensional Transport Device to that personnel (or vice versa, if you reported Device as your normal card play; discard incident).

MM: 32 C

CYBERNETICS EXPERTISE **[HoloAdv]**

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.

HoloAdv: 25 C

DABO **[ROA]**

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 Latium here.

ROA: C

DELTA QUADRANT SPATIAL SCISSOR **[Voy]**

Seeds or plays on table. You may have up to two copies of each unique [DQ] Personnel and Ship card in play. Also, once each turn, you may place a unique [DQ] Personnel or Ship card from your hand out-of-play if you have a copy of that card in play (once per game per card title): all copies in play are attributes all +2 until start of your next turn, and you may play and/or draw up to two cards.

Voy: 61 C

EMBLEM OF THE ALLIANCE **[MM]**

Seeds or plays on table; you may download The Art of Diplomacy. Your [KCA] cards, Grand Nagus Zek, Maihar'du, Rom, and Quark may mix and have no affiliation attack restrictions. Once each turn, you may report a [KCA] personnel for free if you have in play a [KCA] leader who names (or is named by) them in lore. Ore Processing Units on [MQ] Nors are immune to Reactor Overload if 2 ENGINEER present.

MM: 33 C

EMBLEM OF THE EMPIRE **[MM]**

Seeds or plays on table; you may download The Art of Diplomacy. Your [TE] cards, Benjamin Sisko, Jake Sisko, Rom, and Quark may mix and have no affiliation attack restrictions. Your [TE] facilities and staffed ships are immune to Navigate Plasma Storms. Ore Processing Unit on Mirror Terok Nor is immune to Reactor Overload if 2 ENGINEER present, and may Process Ore while under [Fed] control.

MM: 34 C

[HA] **EMERGENCY EVACUATION** **[ROA]**

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

[HA][Re] **FEEDBACK SURGE** **[BOp]**

Seeds or plays on table. If opponent completes Establish Gateway targeting a mission they did not seed, you score those points (instead of opponent). Also, if opponent discards any seed cards using *Ajur*, *Boratus*, *Senior Staff Meeting*, or their own dilemma, you may immediately re-seed them under any mission(s); opponent loses 10 points for each such card.

Borg: 27 U

HANDSHAKE **[Voy]**

Plays once each turn (for free) if you have played no cards this turn and have fewer in hand than opponent; they must choose to discard three cards or allow you to draw three. OR Plays to look at top five cards in any draw deck or discard pile for ten seconds; rearrange as desired. OR Plays if you have at least three other cards in hand; discard entire hand and draw seven cards. Discard incident after any use.

Voy: 62 U

HIROGEN HUNT **[BOp]**

Seeds or plays on table. In place of a card draw, you may download Rituals of the Hunt, Hironen Hunt, or any [Hir] ship. Also, once each turn, you may report an Alpha-Hironen (or any [Hir] card that names in its lore an Alpha-Hironen you already have in play) for free. OR Plays on your [Hir] ship; its transporters may be used to beam through SHIELDS of any damaged ship here (even if landed).

Borg: 28 C

HOLOPROGRAM: 221B BAKER STREET **[HoloAdv]**

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.

HoloAdv: 26 C

HOLOPROGRAM: DEADWOOD **[HoloAdv]**

Seeds or plays on your ship with a Holodeck. Sheriff Wolf 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 Wolf may nullify any dilemma requiring SECURITY he just encountered here.

HoloAdv: 27 C

HOLOPROGRAM: NOAH'S MOUNTAIN RETREAT **[HoloAdv]**

Seeds or plays on any 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 turn you may replace (discard) your Dr. Noah (or personnel with his name in lore) present by downloading a version of same persona.

HoloAdv: 28 C

HOLOPROGRAM: THE FORTRESS OF DOOM **[HoloAdv]**

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.

HoloAdv: 29 C

HOLOPROGRAM: THE OFFICE OF DIXON HILL **[HoloAdv]**

Seeds or plays on your ship with a Holodeck. Once each turn, 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.

HoloAdv: 30 C

HOME AWAY FROM HOME **[Voy]**

Seeds or plays on your ship with one or more staffing icons. If a [DQ] ship with "Alpha Quadrant" in lore: while not in Alpha Quadrant, your equipment and matching [DQ] personnel may report aboard; once each turn, one who has [SH] icon may do so for free. If any other non-Borg ship: while not in its native quadrant, your personnel who match ship's affiliation and native quadrant (and your equipment) may report aboard.

Voy: 63 C

HOMEFRONT **[TWT]**

Seeds or plays on any homeworld. In place of a normal card play, a SECURITY personnel matching homeworld's affiliation may download here (owner draws no cards that turn). No player may attempt mission or use headquaters game text here unless they have 4 SECURITY on planet. OR Plays on table. Your personnel who have infiltration icons may report (for free) on homeworlds those icons match.

TWT: 24 U

HOSTAGE TRADE **[MM]**

Seeds or plays on table (for free if you hold any captives). (Unique.) Prisoner Exchange and Fajo's Gallery may each be used only once per turn. Where your personnel are escorting captive(s), you may release any or all of them (relocate to owner's crew or Away Team there) and capture an equal number of other personnel there, then discard incident.

MM: 35 C

HQ: FERENGI CREDIT EXCHANGE **[ROA]**

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 Latium cards present. For each one discarded, score 2 points (place that Latium 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

[Re] **HQ: ORBITAL WEAPONS PLATFORM** **[TWT]**

Plays on any homeworld. Each time opponent initiates battle here against your ship or facility matching this homeworld's affiliation, just after it is targeted each of your Orbital Weapons Platforms here may "fire upon" an opposing ship present. Each ship fired upon is damaged = [Flip][Flip] for each platform that targets it, and you may exclude that ship from the battle.

TWT: 25 R

[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).
BOG: U

[Ref] **IN THE ZONE** **[HoloAdv]**
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 only call "Devidian Door" during their turn (and only once per turn).
HoloAdv: 31 C

[HA][Ref] **IT'S ONLY A GAME** **[ROA]**
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

JEM'HADAR SHROUDDING **[HoloAdv]**
Seeds or plays on table. During your turn, you may place here one or two Jem'Hadar from hand or in play here, 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.
HoloAdv: 32 C

[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.
BOG: R

MAKE IT SO **[TWT]**
Seeds or plays on table. Once each turn, if your staffed ship has its matching commander aboard, you may "unstop" it (once per game per Ship card title) OR download Ready Room Door (to download a *Captain's Order*) OR, if that ship is in battle (even during opponent's turn), download a Tactic card (once per game per Tactic card title). Discard incident after use, unless that matching commander has [EE] icon.
TWT: 26 R

NIGHTMARE **[P]**
Plays on non-Borg opponent if you have a [Borg] card or Borg Ship dilemma in play. Each turn, peek at one to three cards in opponent's hand (random selection) and store at least one of them beneath incident. Nullified only by Plexing or when stored cards exceed cards in opponent's hand. (When nullified, choose one stored card to place beneath opponent's draw deck; return others to opponent's hand.)
EFC: P

NO WAY OUT **[MM]**
Seeds or plays on table. All personnel must mortally wound and stun their adversaries when possible. Once every turn, if your unique personnel who has 2 Honor or [KW] icon is killed in personnel battle, you may discard incident to place them in your point area (worth points equal to printed INTEGRITY; "in play" for uniqueness only).
MM: 36 U

[HA][Ref] **OBELISK OF MASAKA** **[TWT]**
Seeds or plays on table. Each time a card provides two or more card draws, no more than one may be converted to a download. Also, to move or initiate battle, each ship that has one or more staffing icons (and each Interceptor) requires at least two crew members aboard. Once each turn, unless opponent has The Mask of Korgano in play, you may download Masaka Transformations, then discard incident.
TWT: 27 U

[HA][Ref] **PANEL OVERLOAD** **[TWT]**
Seeds or plays on table. When opponent plays Scan or Full Planet Scan, you may kill one Computer Skill personnel on any ship there (even if docked or landed) and/or download Scanner Interference. Also, you may place incident on any outpost to prevent its Spacedoors from re-opening (nullified by 4 ENGINEER aboard) OR discard incident to nullify Bynars Weapon Enhancement or Genetronic Replicator.
TWT: 28 C

POPULATION 9 BILLION — ALL BORG **[P]**
Seeds or plays on table. If your Borg have completed Stop First Contact (or Build Interlexing Beacon), place incident on Earth; you may download a Borg outpost there. Your [Borg] cards may subsequently report on Earth or to that outpost; and your subsequently completed [BO] objectives targeting missions in the Alpha Quadrant score double points.
EFC: P

[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.
BOG: U

[HA][4] **PROTECTION RACKET** **[ROA]**
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.
[DRY], [Skill]: *Assassin strikes*. Threatened personnel killed.
ROA: R

[HA][Ref] **Q THE REFREE** **[TWT]**
Seeds or plays on table. Intermix Ratio, Mirror Image, Oof!, Intruder Alert!, Temporal Vortex, Scorched Hand, and The Juggler have [Ref] icon. Once each turn, you may play one [Ref] card for free OR discard (or place beneath draw deck) one of your [Ref] cards from hand or in play to draw a card. Also, you may suspend play while you download any other [Ref] card (ignoring Computer Crash), then discard incident.
TWT: 29 U

[HA][1] **QUARK'S ISOLINEAR ROOS** **[ROA]**
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** **[ROA]**
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

RELICS OF THE CHASE **[Borg]**
Seeds or plays on table. Once per battle, your Hirogen may capture an opposing personnel he just stunned. Also, once each turn, your Hirogen using a Hirogen Talon may place in point area one personnel he just killed in personnel battle (or, if he is an Alpha-Hirogen, one captive he is escorting); score points equal to that personnel's highest printed attribute.
Borg: 29 U

[BO] **RESISTANCE IS FUTILE** **[TWT]**
Plays on your completed Establish Gateway, Assimilate Planet, or Salvage Starship objective. Increases objective's points by 10 while your [Def] Borg at that location. OR Plays on opponent's Q's Planet. The 40 additional points it requires are irrelevant to your Borg while your [Com] Borg is at that location. OR Seeds or plays on table. Your [Nav] Borg may report directly to your Borg spheres.
TWT: 30 R

RIUALS OF THE HUNT **[Borg]**
Plays on your prey (any opponent's personnel); you may return incident to hand at any time. (Unique.) *Know your prey.* Your Hironen who have Anthropology add prey's printed regular skills. *Stalk your prey.* Your equipment and [Hir] personnel may report aboard your [Hir] ships. *Capture your prey.* If present with prey, your Hironen using Hironen Talon may capture them (discard incident).
Borg: 30 C

[HA][Ref] **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 into play Atmospheric Ionization, Distortion Field and/or Particle Scattering Field.
BOG: U

[BO][HA] **SERVICE THE COLLECTIVE** **[P]**
Seeds or plays on table. Whenever your current objective targets either a homeworld OR your mission that has an affiliation icon matching your counterpart there, your Borg are not restricted from probing on same turn they complete scouting. Also, while a personnel you've assimilated as a counterpart is on your ship, that ship is WEAPONS and SHIELDS +4 against counterpart's former affiliation(s).
EFC: P

[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): [SH], [KW], [EQ], [Maq]: *Hit*. Target(s) mortally wounded. [OBJ], [INT], [DRY], [AU]: *Glancing blow*. Target(s) stunned. [Fed], [Fer], [Borg], [Cmd]: *Sniper spotted*. Discard incident.
BOG: U

[BO][HA] **SPHERE ENCOUNTER** **[P]**
Seeds or plays on table. Each of your Borg spheres is RANGE +4. Also, whenever opponent initiates an attempt of one of your [S] missions that you have scouted, you may report with crew to that location any number of Borg spheres (downloading spheres, personnel and equipment as desired); each may initiate battle (regardless of your current objective) or move away.
EFC: P

[HA] **THE ART OF DIPLOMACY** **[MM]**
Seeds or plays on table. Your [MQ], [Maq], Resistance, and Orion Syndicate personnel who are using a hand weapon may use 2 Treachery as if it were 1 Diplomacy (ignoring reductions from rifles) and, once each turn, may place incident out-of-play to kill one other personnel present. Once per game, you may discard incident to download one hand weapon to one of your personnel who has 2 Treachery.
MM: 37 R

THE KAZON COLLECTIVE **[Voy]**
Seeds or plays on table. Your Kazon affiliation may mix with one additional affiliation (may be changed at any time), may attempt [NA] missions, and is immune to assimilation. Once each turn, if you have a Maje in play, you may report another Kazon of his set for free. OR Plays on your Kazon Warship. Your [Kaz] Personnel and Ship cards (except other Warships) may report aboard.
Voy: 64 C

THE VIDIAN SODALITY **[Voy]**
Seeds or plays on table. Your Vidian affiliation may mix with one additional affiliation (may be changed at any time) and may attempt [NA] missions. Once each turn, you may report either a MEDICAL-classification Vidian or a MEDICAL-related Equipment card for free. OR Plays on your Vidian Cruiser. Your Vidians may report aboard.
Voy: 65 C

TONGO **[HoloAdv]**
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. *Losr:* place bet on draw deck. *Evade. Winner:* place bet under draw deck. *Losr:* discard bet.
HoloAdv: 33 R

TRANSPORTER MIXUP **[MM]**
Seeds or plays on table. (Unique.) If up to four of your personnel are beaming up from a planet in their native quadrant, you may replace (discard) them by downloading an equal number of others to complete the transport. Each [Univ] personnel may be replaced by any [Univ] personnel native to opposite quadrant; others may be replaced only by opposite versions of their personas. Discard incident.
MM: 38 U

[3] **TRIBBLE BOMB** **[TWT]**
Plays for free on your tribble group if your Barry Waddle at same location. (Unique.) When countdown expires, kills one personnel present (your choice). Once per turn, any player's personnel present who has any tricorder may "search" for Bomb: Shuffle Bomb into all your tribbles present (if any). That player randomly examines half of those cards (round up); Bomb is nullified if so examined.
TWT: 31 U

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 their 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.
BOG: U

VIDIAN BOARDING CLAW **[Voy]**
Plays on any undocked ship present with your staffed, "unstopped" Vidian Cruiser. Those ships may not fire WEAPONS at each other; yours may not move. Your personnel may travel through Claw to and from other ship. If other ship moves, both ships are first damaged (discard Claw). You may discard Claw during your turn.
Voy: 66 R

WAR COUNCIL **[Voy]**
Seeds or plays on your Neutral, Non-Aligned, or [DQ] facility, except Colony or a Nor. Each of your [NA] CIVILIAN and V.I.P. personnel who is native to this quadrant is CUNNING +2; once each turn, one may report aboard (for free). Each time opponent plays Going to the Top, you may download one personnel aboard. OR Plays on your crew or Away Team that has 4 Treachery. Draw up to three cards; discard incident.
Voy: 67 R

WE LOOK FOR THINGS **[TWT]**
Plays on your staffed Pakled ship. May discard incident to "acquire" one artifact, event, or equipment enhancing attribute(s) of an opposing ship present (once per game per card title). Opponent must give you that card (or download a copy of it) for your use. OR Downloads a copy of any artifact (as if earned), event, or equipment enhancing attribute(s) of an opponent's ship. Discard incident.
TWT: 32 U

[Ret] **WHITE DEPRIVATION** **[HoloAdv]**
 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).
 HoloAdv: 34 C

[HA][Ret] **WRIT OF ACCOUNTABILITY** **[ROA]**
 Seeds or plays on table. Once per game, downloads an FCA personnel; discard incident. OR Seeds or plays on table. Place on your [Far] FCA personnel. If opponent has used Subspace Schism, Brain Drain or Horga'hn 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

[BO] **A CHANGE OF PLANS** **[FC]**
 Sensing that her plans for the interplexing beacon had been thwarted, the Borg Queen immediately implemented a new goal for the hive.
Plays to do any or all of the following: discard your current objective; return it to your hand if you have Borg Queen in play; and download one Objective card.
 FC: C

ACTIVATE TRACTOR BEAM **[DSO]**
 "Tractor beam" is the common term for the focused linear graviton force beam installed on most starships.
Plays on your ship with Tractor Beam; it may tow any ship present which is yours or is empty. OR Plays on your outpost or ship; adds Tractor Beam (but may not carry ships aboard).
 DSO: C

[BO] **ADAPT: MODULATE SHIELDS** **[FC]**
 Borg quickly adopt countermeasures, such as drone energy shields, to foil any new weapon used against them. Remodulating an energy weapon helps only briefly.
Plays and remains on a phaser or disruptor just used to stun or mortally wound one of your [Com] Borg. Your Borg are immune to all weapons with that exact card title.
 FC: U

[BO] **ADAPT: MODULATE SHIELDS** **[Borg]**
 Phased energy weapons are of limited effectiveness against the Borg. After only a few discharges, a hive is able to modify the personal shields of its drones to absorb any further attacks.
Plays and remains on a phaser or disruptor just used to stun or mortally wound one of your [Com] Borg. Your Borg are immune to all weapons with that exact card title.
 Borg: 31 U

[BO] **ADAPT: NEGATE OBSTRUCTION** **[FC]**
 The first experience of a hazard can be as dangerous to a Borg drone as to anyone. However, the Borg soon adopt learn how to nullify it.
Nullifies a Dilemma card (except a Q-related card) just encountered by your [Com] Borg if your Borg encountered that dilemma (or a copy) on a previous turn.
 FC: C

[BO] **ADAPT: NEGATE OBSTRUCTION** **[Borg]**
 By 2375, the Borg had encountered and catalogued over 10,000 different species. This vast, accumulated knowledge is sufficient to overcome virtually any obstacle.
Nullifies a dilemma (except a Q-related dilemma) just encountered by your [Com] Borg if your Borg encountered that dilemma (or a copy) on a previous turn.
 Borg: 32 C

ALAS, POOR QUEEN **[FC]**
 Like all cybernetic life forms, the Borg cannot survive without their organic components. Loss of the Queen brings chaos to order.
Plays if Borg Queen (or Bluegill Queen) was just killed. All Borg (or Bluegills) in play of same player also die. (Immune to Amanda Rogers.) OR Nullifies Regenerate.
 FC: R

ALIEN GROUPIE
 Lanel, a Malcorian nurse, agreed to help Commander William T. Riker, but only if he would ...
Plays on any Away Team that just completed a planet mission. Female groupie delays beam up of one male (random selection) for one full turn.
 Premiere: R

ALL THREES **[HoloAdv]**
 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).
 HoloAdv: 35 U

AMANDA ROGERS
 Female Q raised as a human on Earth. Was taken to the Q continuum by Q after she could not resist the benevolent use of her powers.
Nullifies any one Interrupt card just played (except Kevin Uxbridge or another Amanda Rogers) OR any other card just played as an Interrupt card.
 Premiere: U

ANDROID HEADLOCK **[FC]**
 Although drones are physically stronger than humanoids, they cannot always overcome Soong-type androids. Data has strangled, thrown and "disarmed" various Borg.
Mortally wounds a Borg drone, Jem'Hadar, Rogue Borg or [Holo] personnel who just engaged your android in combat. (Android engages next adversary.) OR Nullifies Borg Kiss.
 FC: R

ANTI-MATTER SPREAD
 Using harmless anti-matter explosions in a pyrotechnic display, acting-captain William Riker implemented a "brilliantly unorthodox" plan to confuse the Borg in battle.
Plays at start of ship battle. For this battle, opposing ships' WEAPONS -1 for each personnel aboard with CUNNING<8 OR Borg Ship WEAPONS=16 this turn.
 AU: C

ARBITER OF SUCCESSION
 Jean-Luc Picard was chosen to administer the Klingon Rite of Succession to select a new High Council Leader. The ritual concluded when one challenger was killed in battle.
Two strongest Klingon leaders at one location battle. Place on winner to score points and nullify Klingon Civil War. If killed, points transfer to opponent. (Not duplicatable.) [10 PTS]
 QC: R

ASSIMILATE THIS! **[FC]**
 Proving that resistance is not always futile, Wolf gave the Borg something else to assimilate.
Nullifies Build Interplexing Beacon OR Crisis OR Orbital Bombardment. (Also, owner of that card loses points, even if playing Borg.) [-10 PTS]
 FC: R

[BO] **ASSIMILATION TUBULES** **[FC]**
 Specially-equipped drones use tube-shaped talons capable of penetrating any known alloy or energy field. Nanoprobes in the bloodstream recode the victim's DNA.
Plays during battle after a winner is determined. Your Talon Drone may select one opposing mortally wounded personnel present to instead be assimilated.
 FC: U

ASTEROID SANCTUARY
 Hoping to avoid detection by a Romulan Warbird, the U.S.S. Enterprise entered a giant asteroid cavern in 2370.
Plays on any ship. If 2 Navigation aboard, hides ship to prevent any battle initiated against that ship for this turn.
 Premiere: C

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.
 BOG: U

AUTO-DSTRUCT SEQUENCE
 Computer controlled self-destruct countdown which can be set by the senior officers aboard a ship.
Plays on any one of your own ships. Ship self-destructs at end of your turn. Explosion damages all other ships at same location which have SHIELDS<8.
 Premiere: U

AUTO-DSTRUCT SEQUENCE
 When in a hopeless situation facing insurmountable odds, most starship captains would sooner destroy their own vessel than let it fall into enemy hands.
Plays on one of your own ships. Ship self-destructs at end of your turn. Explosion damages all other ships at same location which have SHIELDS<8.
 Voy: 68 U

[BO] **AWAKEN** **[FC]**
 Each Borg drone is tied into a sophisticated subspace communications network, allowing quick activation in response to a threat.
Downloads one [Com] or [Nav] drone. OR Plays at the start of battle to download to one of your ships at that location one [Def] drone (two if opponent initiated the battle).
 FC: C

[BO] **AWAKEN** **[Borg]**
 The Borg do not typically take preemptive measures against potential hazards. Once a threat is established, however, resources are allocated both swiftly and efficiently.
Downloads one [Com] or [Nav] drone. OR Plays at start of battle to download to one of your ships at that location one [Def] drone (two if opponent initiated the battle).
 Borg: 33 C

BARCLAY TRANSPORTER PHOBIA
 Lt. Reginald Barclay refused to transport out of fear. When forced to transport in 2369, he saw creatures in the beam and believed he had transporter psychosis.
Plays during transport by beaming, Dimensional Shifting or Iconian Gateway. One personnel (random selection) refuses all transport until cured with Plexing.
 AU: U

BASEBALL **[DSO]**
 Benjamin Sisko was forced to abandon Deep Space 9 to spare Bajor from the Dominion's wrath. He left his prized baseball behind as a message to Gul Dukat that he would return.
Plays to score points if you just commandeered opponent's facility. Lose points if opponent regains control. [20 PTS]
 DSO: R

BEYOND THE SUBATOMIC **[Voy]**
 In 2374, Kes' mental abilities began to grow at an astonishing rate. Soon she was able to perceive and control a new level of reality that exists in the space between subatomic particles.
Name a card type. Discard from top of your draw deck one by one until you discard a card of selected type; take it into hand. (If you exhaust draw deck type, you lose the game.)
 Voy: 69 C

[AU] **BRAIN DRAIN**
 In Lt. Commander Data's dream, his perception of the leech-like interphasic creatures aboard the U.S.S. Enterprise was symbolized by the surreal actions of his friends.
Removes all skills and CUNNING from any one personnel for the rest of this turn. OR Doubles effects of Interphasic Plasma Creatures.
 AU: U

[BO] **BORG KISS** **[FC]**
 It had been eight years, seven months, sixteen days, four minutes and twenty-two seconds since Data last experienced physical forms of pleasure.
Plays if you just probed for Assimilate Counterpart. Ignore probe result, draw probe card and probe again. OR Plays to draw one card for each [Skill] on a male you've abducted.
 FC: R

BORG NEUROPROCESSOR **[FC]**
 Picard used a tricorder to decode the memory chip implanted in the chest of a Borg drone. This chip records all instructions the drone has received from the collective.
Glance at one face-down [HA] card. OR Plays if a Borg or Rogue Borg has died and you have any tricorder in play. Nullifies a [BO] interrupt or all Rogue Borg in play.
 FC: R

BURIAL GROUND **[TWT]**
 Dukat and Kira Nerys found the wreckage of the *Ravinok* on Dozaria in 2371. Twelve crash victims, including Dukat's mistress Tora Narepm, were buried there.
Plays once per turn on any player. That player must "bury" (place out-of-play) from their discard pile one card (their choice) and all other cards there of the same card type.
 TWT: 33 U

CAUGHT RED-HANDED **[Dom]**
 Odo used his instincts as both an investigator and a shape-shifter to expose a Founder spy masquerading as Admiral Leyton on Earth in 2372.
Exposes (may capture) an opponent's infiltrator present with your shape-shifter OR prevents a changeling from morphing this turn OR nullifies Common Thief. (May not be nullified.)
 Dom: C

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.
 BOG: U

CRISIS
 Fanatical Borg lieutenant of Lore. Captured Lt. Commander Data with the lure of emotions.
Plays on Rogue Borg. Doubles their STRENGTH, including his. 2 Borg=4 STRENGTH each, 3 Borg=6 STRENGTH each, etc. (Not cumulative.)
 Premiere: R

COUNTERMANDA
 A Federation student intern when she discovered her true identity as a Q, Amanda took a dim view of the over-manipulative use of power upon other species.
Nullifies Telepathic Alien Kidnappers OR if opponent just played Res-Q or Palor Toff, suspend that action, look through opponent's discard pile and put any three cards out-of-play.
 AU: C

DATA, KEEP DEALING **[HoloAdv]**
 Data could shuffle playing cards as if they were isonlinear 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.
 HoloAdv: 36 U

DATA LAUGHING

When Lt. Commander Data rescued the temporarily mortal Q from the Calamarain in 2366, Q awarded him with the gift of laughter. Nullifies Calamarain OR doubles Data's Head this turn OR retakes one ship controlled by Lore Returns so that Lore and Rogue Borg now follow your direction.

ZPG: P

DATA'S MEDALS

Lt. Commander Data's citations include Starfleet Command Declaration for Valor and Gallantry, Medal of Honor with Clusters, Legion of Honor and Star Cross. Plays on any leader in a battle you just won to score bonus points. Stays on that leader. Points lost if leader killed. (Not cumulative.) (5 PTS) QC: C

DEACTIVATION**[FC]**

Command codes, known only to key personnel, are needed to disable many system-level instructions. Nullifies Auto-Destruct Sequence (unless Fractal Encryption Code present), Red Alert or Static Warp Bubble. OR Erases an Away Team of only [Holo] personnel. (Captain's Order.) FC: C

DEAD IN BEAD

Astronaut Colonel Stephen Richey was found 283 years after his death on Theta 116 VIII. He was caught in an unchanging eternal trap created by well-meaning aliens. Kills any one personnel currently in stasis. AU: U

DESTROY RADIOACTIVE GARBAGE SCOW

The U.S.S. Enterprise destroyed a radioactive garbage scow by towing it into a sun. It could have been destroyed in place, but the act would have contaminated Gamelan V. Plays to discard Scow. Kills all personnel at that location unless aboard ship or Thermal Deflectors present. If mission not done yet, reduce its points. (-10 PTS) AU: C

[AU]**DEVIDIAN FORAGERS**

Disguised beings from Devidian II traveled to troubled times and squalid places to steal and consume neural energy from souls who would not be missed. Look through any one discard pile and place two personnel out-of-play. Add their attribute numbers to one of your [AU] icon personnel for this turn. AU: C

DISRUPTOR OVERLOAD

A directed-energy weapon can be set on overload and left to explode like a bomb. Plays on any ship or Away Team. Where present, destroys one Equipment card or one card used as an Equipment card (random selection.) Premiere: C

DISTORTION OF SPACE/TIME CONTINUUM

Time effects can be caused by the unusual warping or rifling of space. Plays on any ship. "Unstops" ship, crew, and ship's Away Teams and restores any of this turn's RANGE already used by that ship. Premiere: U

DISTORTION OF SPACE/TIME CONTINUUM**[Voy]**

Even minor temporal incursions can cause shock waves with far-reaching effects. Ammorax's sweeping interference changed both ancient and recent history throughout the Delta Quadrant. Plays on any ship. "Unstops" ship, crew, and ship's Away Teams and restores any of this turn's RANGE already used by that ship. Voy: 70 U

[INT][EV]**DIXON HILL'S BUSINESS CARD****[Fajq]**

[INT] If any mug (what ain't Swedish) just got iced and there weren't no witnesses, finger any udda mug what's workin' for da same boss. Put da bag on 'im. [EV] Plays on da table. The udda boss' next mug what shows up has gotta be univoical or hologrammatical, den put dis card outta commission. (No duplicatin' dis here event.) Fajq: P

DOCKING PROCEDURES**[DSB]**

While comprehensive docking procedures are crucial for safeguarding life and property, proceeding "by the book" can cause delays. Plays on any ship just as it begins to dock or undock at any facility. Ship and crew are "stopped." Docking or undocking complete at end of turn. DS9: C

DROPPING IN**[DSB]**

Ships and facilities are vulnerable to unwanted guests when their shields are lowered. Plays if any SHIELDS are less than 4 or were just lowered for beaming. Your Transporter Skill may beam your cards through those SHIELDS. OR Nullifies your Dead End. DS9: U

EMERGENCY TRANSPORTER ARMBANDS

Devices which allow quick remote activation of a transporter when in danger. Beam your Personnel up or down at any time, except during a dilemma (unless specifically permitted). May be used during battle before the winner is determined. Premiere: C

END TRANSMISSION

Subspace communications are sometimes abruptly terminated by the transmitter. Play to immediately end your turn, delaying until the end of your next turn everything which must happen at the end of this turn, including card draws. QC: C

ENERGY VORTEX

Whirlpool-like space/time phenomena that can destroy a ship, as it nearly did the U.S.S. Enterprise in 2365. Plays immediately after opponent plays any non-Interrupt card from hand. That card returns to their hand and a different one must be played instead. Premiere: U

ESCAPE POD

Angosian escape pod used by Roga Danar in 2366. Escape pods can be used in an emergency to save a crew. Plays on ship being destroyed. Escape pod saves entire crew. Unseen by enemy ships, crew remains in pod until rescued. Discard after use. Premiere: C

ESCAPE POD**[Voy]**

Rapid-deploy emergency evacuation modules. Most starships are equipped with such systems. Plays on ship being destroyed. Escape pod saves entire crew. Unseen by enemy ships, crew remains in pod until personnel rescued. Discard after rescue. Voy: 71 C

EXTRAORDINARY METHODS**[DSB]**

Using unorthodox procedures, Julian Bashir was able to briefly prolong the life of Vedek Bareil. The process allowed Bareil to complete critical negotiations. If 3 MEDICAL OR MEDICAL and Cybernetics present, plays on one of your personnel just selected to die. Death is delayed until the end of your next turn. DS9: U

[AU]**EYES IN THE DARK**

Deanna Troi saved the U.S.S. Enterprise in 2367 by communicating through nightmarish visions with a telepathic species on the other side of a Tyken's rift. Plays when facing a dilemma. If Empathy present, add the skills and attribute numbers of one personnel (random selection) from any opponent's ship (your choice). AU: C

FIRE SCULPTOR

Native of the Parallax Colony who created intricate and artistic designs in the air with fire. Plays on Plasma Fire or Warp Core Breach to move onto nearest opponent's ship. OR "Melt" (place out-of-play) one card in any discard pile. AU: C

FLIGHT OF THE INTRUDER**[Dom]**

When the changeling impersonating Admiral Leyton on Earth was caught re-handed by Odo, the Founder quickly made a winged escape. Except during the destruction of a location, ship or facility, suspends play while any or all of your shape-shifters present together morph into birds (return to your hand). Dom: U

FRACTAL ENCRYPTION CODE**[FC]**

Nearly unbreakable code. Based on infinitely recursive fractal algorithms. Data used one to isolate the main computer, storing the decryption codes in his neural net. Plays on your ship or outpost if your android aboard. It may not be assimilated or commandeered and may not use RANGE or WEAPONS. Same android may nullify interrupt if aboard. FC: U

FULL PLANET SCAN

Sensor instruments can make detailed scans of a planet surface and atmosphere. Glance at all seed cards located under one planet mission for twenty seconds. Premiere: U

GOING TO THE TOP**[DSB]**

Kira Nerys went directly to Admiral Rollman when she disagreed with one of Benjamin Sisko's command decisions. Sisko and Rollman were not exactly pleased with her action. Plays if you have two [Cmd] personnel together on a facility. Return one to hand OR download a compatible Admiral, Kai, Legate, Chancellor, Emperor, Senator or Nagus there. DS9: R

HAIL

Using a universal translator and other communication technology, such as Wolf's station aboard the U.S.S. Enterprise, starships can greet any ships they encounter. Plays on any ship "flying by" one of your ships; it must stop at your location. OR Select two ships; they cannot battle each other this turn. AU: C

[BO]**HE WILL MAKE AN EXCELLENT DRONE****[FC]**

Having apparently seduced a new counterpart to join the collective with temptations of flesh, the Queen had no further use for her old "equal." Converts your counterpart to a drone. (Discard any Assimilate Counterpart objective placed on that Borg.) FC: U

HIDDEN FIGHTER**[DSB]**

The resistance concealed small spacecraft throughout the Bajor system during the occupation. A decade later, Kira Nerys and Jadzia Dax recovered one from the abandoned Lunar V base. Downloads one ship with no staffing requirements to your Away Team on a planet. (You may also download Establish Landing Protocols or Engage Shuttle Operations.) DS9: U

HONOR CHALLENGE

The call to glory inspires the Klingon warrior to maximum fierceness and honor, as symbolized by the Bat'tell championship trophy. Plays just after an Away Team battle is initiated. Each Klingon with Honor immediately kills one opponent with Treachery. Battle continues. Premiere: R

HOWARD HEIRLOOM CANDLE

The anaphasic organism appearing as Ronin lived in and drew power from this special candle. Plays to double effects of Anaphasic Organism or Empathic Echo OR nullifies Coalescent Organism OR prevents Anya or Salia from morphing this turn. AU: C

HUGH

The Federation named a rescued Borg, Hugh. When he returned, his newly acquired self-aware personality collapsed the Borg collective. Nullifies attack by Borg Ship for this turn OR destroys (discard) all Rogue Borg at one location. Premiere: R

HUMHUMUNUKUNUKUAPUA'A

A reef triggerfish, *Rhinecanthus aculeatus*, found near Earth's tropical islands. An animated version is a symbolic "guide" on the U.S.S. Enterprise schoolroom computers. Plays on any location. For this turn: Your personnel with Youth are CUNNING +4 and STRENGTH +4. Opponent's non-aligned personnel are CUNNING -4 and STRENGTH -4. AU: C

I'M A DOCTOR, NOT A BARTENDER**[HoloAdv]**

Though happy to celebrate Kes' second birthday, The Doctor's mood soured when he became trapped in the Chez Sandrine hologram 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). HoloAdv: 37 C

I'M A DOCTOR, NOT A BRICKLAYER**[MM]**

Despite his protestations to Captain Kirk, Dr. McCoy treated a grievously wounded Horta. Thermal concrete from the supplies of the starship Enterprise made an excellent wound covering. Nullifies Horta. OR Adds Geology to one MEDICAL personnel until end of turn. OR Once per game, downloads a Geology personnel to your MEDICAL and OFFICER. MM: 39 U

I'M A DOCTOR, NOT A DOORSTOP**[FC]**

Interactive holograms sometimes balk at instructions not compatible with their programming. Dr. Crusher activated an unwilling E.M.H. program to delay a group of Borg. Plays to "stop" any one [Holo] personnel. OR Plays to cancel a personnel battle by sacrificing (discarding) one of your [Holo] personnel present. FC: U

I'VE BEEN WAITING FOR YOU**[HoloAdv]**

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. HoloAdv: 38 U

IN THE BAG**[Dom]**

While investigating a Talonian crystal smuggler, Odo took the form of a latinum-filled satchel. He was forced to abort the sting operation when Wolf interfered. Allows your Equipment card in play and your shape-shifter in hand to morph (exchange). May be played at the start of battle (may also download Strike Three there). Dom: C

INCOMING MESSAGE: ATTACK AUTHORIZATION

On several occasions, for purposes of Federation security, Starfleet Command has reluctantly or mistakenly ordered captains to attack certain enemy or rogue ships. Plays on any Federation ship. If Treachery aboard, "This ship must immediately attack one ship (your choice) at this location." May ignore if V.I.P. aboard. AU: U

INCOMING MESSAGE: BAJORAN**[DSB]**

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 Bajoran outpost, full speed." Place on one Bajoran ship until outpost reached, then discard. DS9: U

INCOMING MESSAGE: CARDASSIAN [DS9]

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 Cardassian outpost, full speed." Place on one Cardassian ship until outpost reached, then discard.

DS9: U

INCOMING MESSAGE: FEDERATION

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 Federation outpost, full speed." Place on one Federation ship until outpost reached, then discard.

Premiere: U

INCOMING MESSAGE: FERENGI [ROA]

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

INCOMING MESSAGE: KLINGON

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 Klingon outpost, full speed." Place on one Klingon ship until outpost reached, then discard.

Premiere: U

INCOMING MESSAGE: ROMULAN

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 Romulan outpost, full speed." Place on one Romulan ship until outpost reached, then discard.

Premiere: U

INSIDE OPERATION [BOG]

The changeling impersonating Lokk 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.

BOG: R

ISABELLA

At the FG-47 nebula, the *U.S.S. Enterprise* encountered an energy being who took the form of a child's imaginary friend. It judged the crew from that perspective.

Plays on any non-Borg ship at a nebula; it is destroyed unless Youth aboard by end of your next turn. OR Kill any one Greed personnel who just exploited a Warshipper.

AU: U

JAGLOM SHREK - INFORMATION BROKER

Yridian dealer of information who uncovered the Romulan prison camp in the Carraya system.

Look at opponent's draw deck for 20 seconds, then replace unshuffled.

Premiere: R

JAMAHARON

A mysterious sexual ritual from Risa. One signifies desire for Jamaharon by displaying the Horga'hn, as Jean-Luc Picard did accidentally in 2366, thereby attracting Jovial.

Nullifies Horga'hn OR nullifies Parallel Romance OR if planet Risa is on spaceline, move any one male personnel alone on a planet to Risa.

AU: C

JEM'HADAR SACRIFICE [Dom]

Injured by phaser fire, Meso'Clan could no longer contribute to his unit. He requested that he be put to death rather than continue to consume Ketracel-White.

Plays on your [KW] personnel. He sacrifices (dies) to keep all your Ketracel-White present from counting down this turn OR to substitute for a Founder present who is about to die.

Dom: C

KEVIN UXBRIDGE

Immortal omnipotent being called a Douwd. Lived secretly as a human. Took a human wife who was killed by the Husnocks at Delta Riva IV.

Nullifies any one Event card in play (except for Treaty cards) OR any other card played as an Event card.

Premiere: U

KEVIN UXBRIDGE: CONVERGENCE

A Douwd, a race of sentient energy beings of "disguises and false surroundings." He is capable of using his enormous powers to stop threats with a single thought.

Destroys all Event cards in play at any one spaceline location (including those on ships).

AU: C

KLINGON DEATH YELL

Warning for the dead to beware: a Klingon warrior is about to arrive. In Klingon myth, killed warriors with honor go to Sto-Vo-Kor. Dishonored dead go to Gre'thor.

Plays on any just killed Klingon with Honor. Yell to warn the dead and earn bonus points. May play only one death yell for each such Klingon. [5 PTS]

Premiere: R

KLINGON PAINSTIK

Device employed to verify death in the Sanchi ritual. Also used in the nentay (Rite of Ascension) to test courage. Can make a two-ton Rectyne monopod jump 5 meters.

Return your Arbiter of Succession to your hand at any time, nullifying its points. OR One unique personnel just killed may not be reported for duty by any player.

QC: U

KLINGON RIGHT OF VENGEANCE

Under Klingon law, Lieutenant Wolf claimed right of vengeance against Duras in 2367.

If any Klingon is killed in an away team battle, all other Klingons present may immediately re-attack with double STRENGTH.

Premiere: C

LA FORGE MANEUVER

When attacked by a powerful cloaked drone at Minos, acting-captain Geordi La Forge used atmospheric turbulence to locate and target the hidden enemy.

Plays to expose any one cloaked ship at a planet location. It is vulnerable (as if it were decocked) if the next action is an attack against that ship.

AU: U

LATINIUM PAYOFF

Gold-pressed latinum, which cannot be replicated, is a valuable metal used as currency in many less-developed sectors, primarily outside Federation space.

Plays if Greed aboard your ship when it destroys another ship in battle (once per destroyed ship). X=3 for each OFFICER aboard destroyed ship. [X PTS]

AU: C

LIFE-FORM SCAN

A special form of sensor scan capable of detecting life-forms on planets or in space.

Glance at the cards in your opponent's hand for ten seconds.

Premiere: U

LIVE LONG AND PROSPER [TWT]

Traditional Vulcan greeting and farewell gesture. Originated by Surak, the father of Vulcan philosophy, who led Vulcan into its era of peace some 2,000 years ago.

Saves any Vulcan who was just randomly selected to die. OR Once per turn, returns an opponent's personnel who just died to opponent's hand; draw one card for each of its [Skill] icons.

TWT: 34 C

LONG-RANGE SCAN

Detects ships and phenomena at interstellar distances using ship sensors.

Glance at the cards aboard any ship for ten seconds.

Premiere: C

LOSS OF ORBITAL STABILITY

If a ship's orbit decays, it can be drawn toward a planet and burn out in its atmosphere.

Plays on any ship at a planet location. Ship can't move for one turn. Also, ship is destroyed at end of next turn unless SHIELDS>4. Discard after use.

Premiere: C

MAGNETIC NORTH [DS9]

Miles O'Brien used the polar magnetic field of Parada IV to shield his runabout from the sensors of pursuing ships.

Plays on your ship that has no staffing requirements if it is orbiting a planet. Prevents battles from being initiated against that ship. Discard interrupt when ship moves.

DS9: U

MERCY KILL [FC]

Assimilation is considered by many to be a fate worse than death. *"Don't hesitate to fire. Believe me, you'll be doing them a favor."*

Plays to immediately kill one of your personnel just abducted, captured or assimilated as a drone. OR "Kills" (nullifies) any one of your Event cards in play.

FC: U

MULTIVECTOR ASSAULT MODE [Borg]

New technology designed for the *U.S.S. Prometheus*, allowing it to split into three separate ships during a battle. Programmed with hundreds of computer-controlled attack patterns.

Plays at start of battle (once per battle) involving your *U.S.S. Prometheus* OR at least three of your ships. One of those ships is WEAPONS and SHIELDS +5 until end of battle.

Borg: 34 U

MUTATION [Voy]

Tom Paris underwent a horrifying evolution after a transwarp test flight. His mutating DNA caused internal organs to shift, atrophy, and reform. His outward transformation was no less disturbing.

Plays to shuffle top two cards of any discard pile into owner's draw deck. OR Plays once each turn; discard one card to draw two.

Voy: 72 U

NANOPROBE RESUSCITATION [Voy]

Seven of Nine used a Borg procedure to resuscitate Neelix in 2374, nearly nineteen hours after his death. The Collective has restored drones after almost four times that duration.

Plays once every turn to return top card of your discard pile to hand. If it is a Personnel card and you have any [Com] Borg in play, you may report it to that Borg's location.

Voy: 73 C

NARROW ESCAPE [Borg]

The writings of ancient Chinese philosopher Sun Tzu on the art of warfare are still taught at Starfleet Academy. *"He will triumph who knows when to fight ... and when not to fight."*

Plays on your staffed, undocked ship if its SHIELDS are less than half of opponent's total usable WEAPONS here. You may immediately move ship up to its total RANGE.

Borg: 35 U

NEAR-WARP TRANSPORT

Physically disconcerting transport at high-speed.

Allows beaming from ship to a neighboring spaceline location. Transport a maximum of six of your personnel and/or your equipment.

Premiere: U

OBEDIENCE BRINGS VICTORY [TWT]

"First Omet'iklan, can you vouch for the loyalty of your men?"

"We pledge our loyalty to the Founders from now until death."

"Then receive this reward ... may it keep you strong."

Plays once per turn if your Varta just "rationed" Ketracel-White. Draw two cards (in place of one draw, may download Subjugate Planet to that location or Victory Is Life to hand).

TWT: 35 U

OFF SWITCH

Lt. Commander Data has a deactivation switch hidden in his back. Reluctantly, he informed Dr. Crusher of its existence to aid in the re-assembly of Lore.

Place any android in stasis until end of turn. While in stasis, immune to Android Nightmares, Chinese Finger Puzzle and Dead in Bed. OR Nullifies another Off Switch.

QC: C

OOFI

Surprised by Benjamin Sisko's rather unconventional response to Q's antagonism, the allegedly omnipotent being protested, *"You hit me! Picard never hit me!"*

Nullifies Fightin' Words. OR Places each Q2, Amanda Rogers and Kevin Uxbridge card in opponent's discard pile out-of-play; opponent loses 5 points for each (immune to Amanda Rogers).

DS9: U

ORB EXPERIENCE [DS9]

In 2369, Benjamin Sisko encountered the Orb of Prophecy and Change. This contact caused him to experience a flashback to his first meeting with his wife-to-be, Jennifer.

Plays on any personnel with INTEGRITY>6. Adds [Orb] icon. OR Plays if you have an Orb artifact present with your [Orb] personnel. Peek at any one card in the game.

DS9: U

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. Oposing personnel aboard are captured.

BOG: R

PALOR TOFF - ALIEN TRADER

Rich merchant and trader from an unknown race. Friend of Kivas Fajo. Snappy dresser.

Exchange this card for any non-Personnel card in your discard pile.

Premiere: C

PARALLAX ARGUERS

At the Parallax Colony, one couple spent their lives endlessly contradicting each other, despite Alexander's reminding them about the higher ... the fewer.

If that was cool, X=5. OR If you just argued, play an Event card now (X=0). OR Nullifies Parallax Arguers (X=opponent's Arguers points +5).

[X PTS]

QC: C

PARTICLE FOUNTAIN

Experimental orbital station built by Dr. Farallon for mining a planet from space. Rumored to be effective for atmospheric depletion.

If 2 ENGINEER present in Away Team, play particle fountain (maximum of one) on just completed planet mission for bonus points. [5 PTS]

Premiere: C

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]

BOG: C

PHASER BURNS

Even on stun settings, phased energy weapons can cause severe injuries and burns if not fired judiciously in bursts.

If you have phasers or disruptors present during a personnel battle, before a winner is determined randomly select two opposing stunned cards to die.

AU: C

PLEXING

A Betazoid relaxation method taught to Reginald Barclay by Deanna Troi. Stimulating a nerve cluster behind the ear releases natural endorphins and helps to reduce anxiety.

Nullifies Empathic Echo OR Parallax Arguers OR Frame of Mind OR System-Wide Cascade Failure OR Thought Maker. (May not be nullified.)
QC: C

PREPARATION**[DSB]**

Mission briefings with senior staff are important for information and planning. Lack of preparation can be costly in some instances.

Plays if you have personnel with four different classifications at a mission you have not attempted. Glance at bottom seed card. OR Nullifies Lack of Preparation (but still lose points).
DS9: U

PRISONER ESCORT**[BOG]**

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

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)
BOG: C

PROTOUNIVERSE**[DSB]**

An unknown anomaly brought from the Gamma Quadrant was actually a protouniverse in its early stages. Its growth would have destroyed DS9 had it not been returned to space.

Plays on "Subspace Seeweed"; ship or facility destroyed when countdown expires. Nullify with Astrophysics, SCIENCE and 2 ENGINEER aboard, but ship or facility damaged.

DS9: R

QAPLA'**[FajQ]**

Daba'Qlu' DI' yISuv. bISovbejbe' DI' rimer. Suvlu' taHVIS yapbe' HoS neH. tIqDaq HoSna' tu'lu'. may'mey'Dajvo' Hlav'be' thIngan.
DuHlvchugh ghol vaj qeStalHVIS may'velth HoSDaq ghol luchel qiv ghavjogh thInganpu'II'. [vI'be']

(English translation of card text: If an opponent attacks you, during that battle your Klingons with Honor add INTEGRITY to STRENGTH. [Not cumulative.]

Faja: P

Q2

Member of the Q who observed Q's act of self-sacrifice and re-instated him in the Q continuum.

Nullifies any Amanda Rogers OR Kevin Uxbridge just played, OR nullifies any Q-related dilemma.

Premiere: U

QUINN**[Voy]**

Member of the Q who felt immortal life had become futile, meaningless, and unendurable. Lobbied to be made mortal so he could commit suicide and upset the Continuum's status quo.

Thrice per game, nullifies an interrupt or event just played or revealed (even a Treaty), unless immune to Kevin Uxbridge or Amanda Rogers. (-5 PTS)

Voy: 74 R

RECLAMATION**[DSB]**

Cardassians sabotaged much of Terok Nor during their evacuation. The new Federation and Bajoran occupants salvaged and repaired what they could.

Plays to take into hand from your discard pile up to two Equipment or Site cards OR one previously earned "use as Equipment card" artifact (for re-use).
DS9: C

REMEMBER THE ALAMO**[HoloAdv]**

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.

HoloAdv: 39 C

REMEDIATION**[FC]**

With Borg intruders overrunning every defensive checkpoint, Jean-Luc Picard struggled with modifications to make resources more effective.

Nullifies Adapt: Modulate Shields. OR "Remodulates" your hand. Discard one or two cards and draw an equal number from the bottom of your draw deck.
FC: U

RESCUE CAPTIVES

Away Teams led by Security Chiefs like Tasha Yar have at times been sent to rescue captured personnel, as on this occasion at Mordax IV in 2364.

All your personnel currently held captive are returned to your outpost(s), nullifying Interrogation, Brainwash and Torture, if any or all are in progress.
AU: U

ROGUE BORG MERCENARIES

Upon Hugh's return to the Borg collective, the Borg became self-aware. Soon, many unquestioningly followed their first leader, Lore.

Plays on any occupied ship. Battles crew now and at start of every players' turn 2 Borg = 2 STRENGTH each, 3 = 3 each, etc. Surviving Borg remain.
Premiere: C

ROMULAN AMBUSH

In 2367, Geordi La Forge was captured by a Romulan ship while piloting a shuttle to Risa. He was brainwashed into an assassination plot against Klingon Governor Vagh.

Destroys opponent's ship with shields < 6 present with your D'deridex-class ship. Crew killed, except one personnel (your choice) is made your captive.
AU: U

SCAN

Sensor instruments can detect life signs and molecular signatures at a distance with accuracy.

Glance at all seed cards located under one space mission for twenty seconds.
Premiere: C

SCAN CYCLE CHECK**[TWT]**

To protect the integrity of the timeline in 2267, Miles O'Brien monitored starship *Enterprise* scan cycles to identify when the *U.S.S. Defiant* could decloak without being detected.

Plays on your Transporter Skill. Your ships there decloak/dephase while that personnel operates transporters, then redock/repause. OR Nullifies Scan or Full Planet Scan.

TWT: 36 C

SCORCHED HAND**[FC]**

Plasma gas from the ruptured coolant tank liquified all the organic skin grafted onto Data's endoskeletal structure.

Plays to cause each player who has more than 12 cards in hand to shuffle all but 6 (random selection) and place beneath draw deck. (Immune to Amanda Rogers.)

FC: U

SECURITY SACRIFICE

Charged with ship and mission safety, security personnel are willing to voluntarily expose themselves to hazards or threats, as Tasha Yar did on many occasions.

One SECURITY personnel present may sacrifice (substitute) for another personnel who has been randomly selected to die.

AU: C

SEIZE WESLEY

Influenced by the Ktarian Game, the crew of the *U.S.S. Enterprise* chased and captured the last unaffected human crew member... Wesley Crusher.

Plays on opponent's ship under influence of Ktarian Game dilemma. All remaining personnel are disabled. If Wesley Crusher aboard, he is made your captive.

AU: R

SENIOR STAFF MEETING

Standard operating procedure on starships is to call a meeting of senior officers or department heads to help find solutions to paramount problems.

Plays on ship with OFFICER, ENGINEER, MEDICAL, SCIENCE and SECURITY aboard, just before the initial attempt of a space mission. First dilemma encountered is discarded.

AU: U

SENSE THE BORG**[FC]**

"Yes, I know — the Borg."

Plays if a Borg ship, Borg personnel, Borg ship dilemma or Rogue Borg just entered play. Download to hand Weak Spot OR High OR Borg Neuroprocessor OR Ready Room Door.

FC: U

SHAPE-SHIFT**[Dom]**

From the Great Link, the Founders manipulate their expanding empire. The ability to appear as members of any species has proven invaluable to their success.

Allows your Founder in play to morph into a different Founder (exchange it with one in hand OR discard it to download one there). (Immune to Amanda Rogers.)

Dom: U

SHIP SEIZURE

Tractor beams are focused linear graviton beams which can be used to seize or tow objects in space.

If your ship has tractor beams, tow away (discard) any empty ship in the same orbit as your own ship (except empty ships at their outpost).

Premiere: C

SHIPWRECK**[FC]**

Lily was stunned when Jean-Luc Picard, in a rage against the Borg, destroyed the traditional *Enterprise* exhibit in the observation lounge. "You broke your little ships."

Suspends ALL ship attribute enhancements for the rest of this turn. (May be played at start of battle.) OR Nullifies all Wall of Ships cards in play.
FC: R

SMALL OVERSIGHT**[HoloAdv]**

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.

HoloAdv: 40 C

SMOKE BOMB**[DSB]**

Small, hand-held device used to create a diversion in combat situations. Used by Deep Space 9 personnel during battle against occupying forces from the Circle. **Plays at start of personnel battle; any of all of your non-Borg personnel may hide from that battle. OR Plays to "stop" one crew or Away Team where you have personnel present.**

DS9: U

STRIKE THREE**[Dom]**

Bearing a striking resemblance to a bag of explosives, Odo surprised three Jem'Hadar warriors on Vandros IV.

Plays at start of personnel battle. Each of your shape-shifters present may stun up to three opposing non-shape-shifters (random selection) and is exposed if infiltrating.

Dom: C

SUBSPACE INTERFERENCE

Disruptions of subspace communications can be caused by nebulae and other phenomena.

Prevents (nullifies) reception of Incoming Message OR Hail OR Subspace Schism. Both cards are discarded.

Premiere: C

SUBSPACE SCHISM

Solanogen-based aliens from another subspace domain accessed our space to abduct people for experiments.

Plays within five seconds of either players' card draw. That player must discard that card and re-draw.

Premiere: U

SUICIDAL ATTACK**[TWT]**

During a prison break aboard Dominion Internment Camp 371, a captive Breen and a Jem'Hadar guard obligingly removed each other from existence.

Plays to kill one personnel (your choice) who is escorting your Breen or Romulan as a captive OR who just engaged one of your personnel in combat. Your personnel also dies.

TWT: 37 C

TACHYON DETECTION GRID

Network of active tachyon beams between many ships. Devised by Lt. Commander Geordi La Forge in 2368 to detect cloaked vessels.

Must have at least four of your ships in play to use. Play on any cloaked ship to detect its presence. Ship is forced to de-cloak for rest of turn.

Premiere: C

[AU]**TEMPORAL NARCOSIS**

Debilitating disorientation caused by prolonged exposure to a temporal disturbance, similar to nitrogen narcosis ("the bends"). Jean-Luc Picard experienced this in 2369.

Plays when opponent is using Horga'h'n, Revolving Door, Emergency Transporter Armbands or Energy Vortex. Your next turn take a double turn.
AU: U

TEMPORAL RIFT

Time displacement caused by ultra high energy explosions such as that which affected the *U.S.S. Enterprise-C* at Narenda III.

Plays on any ship. Ship disappears and must reappear here after two of your full turns. Discard interrupt after reappearance.

Premiere: U

TEMPORAL WAKE**[FC]**

The Borg sphere used chrometic particles to create a temporal vortex. The pursuing *U.S.S. Enterprise-E* was pulled in when it flew through the wake of the anomaly.

Plays if any ship or Away Team just time traveled. One other ship or Away Team present (your choice) must follow. OR Nullifies Anti-Time Anomaly.
FC: R

THE DEVIL

Andra recreated the human mythical figure the Devil on Ventax II.

Destroys any one Treaty card on table OR one Horga'h'n on table OR one Wind Dancer.

Premiere: R

THE GIFT**[Voy]**

Distortions from Kes' expanding powers threatened to destroy *Voyager*. To save her friends, she permanently left the ship. To thank them, she pushed them 9,500 light-years closer to home.

If you have Kes aboard your ship at a spaceline location, place her out-of-play and relocate that ship to another spaceline location in same quadrant. Ship is "stopped."
Voy: 75 U

[Z]**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.

BOG: U

THE JUGGLER

The Juggler hosted Lwaxana Troi and Alexander Rozhenko's visit to the Parallax Colony, all the time juggling his three worlds.
Choose any player to re-shuffle the cards in their draw deck.
Premiere: U

THE PHAGE**[Voy]**

Highly adaptive, deadly virus that has plagued the Vidians for over two millennia. Destroys genetic codes and cellular structure, requiring constant replacement of decaying organs and tissue.

Plays at start of mission attempt or personnel battle to kill any one Vidian present. OR Kills any one of your Vidians; place that Vidian beneath draw deck or in hand.

Voy: 76 C

THE POWER**[Voy]**

Tanis taught Kes to reach out with her mind, embrace the essence of life, and then transform it into death. "Hurt people, help them... give life, kill. It's all the same."
Plays once each turn to draw a card OR draw two and discard one of them (your choice) OR draw three and discard one (opponent's choice). (May not be converted to downloads.)

Voy: 77 C

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.)

BOG: U

THE WALLS HAVE EARS**[DS9]**

Deep Space 9 was besieged by the Alliance for Global Unity in 2370. Odo used his shape-shifting abilities to monitor the intruders' activities and report back to Commander Sisko.

Once each turn, plays on opponent's occupied ship or facility. Report a changing there OR score points if you have an intruder aboard. (5 PTS)

DS9: R

THINE OWN SELF**[AU]**

Attempting a mission with only a few personnel is dangerous. Lt. Commander Data suffered amnesia while alone on Barkon IV. He was lost and eventually "killed."

Plays on opponent's one- or two-person Away Team on a planet (unless in a facility). Away Team is "lost" (place under mission). Capture (or opponent rescues) by solving mission.

AU: C

THREE-DIMENSIONAL THINKING**[FC]**

The Borg Queen was also on the first cube to attack Earth, even though all Borg on it were destroyed. "You think in such three-dimensional terms. How small you've become."

Plays if you have Borg Queen or a counterpart aboard one of your ships being destroyed. Immediately relocate any or all crew to another of your ships in play.

FC: R

TIME TO RECONSIDER**[DS9]**

Gul Jasad paused for a moment on the brink of an assault against Deep Space 9. He eventually called off the attack and withdrew his ships.

Plays to "stop" your ship and crew. Prevents opponent (unless playing Borg) from initiating a counter-attack this turn at that location.

DS9: U

TRANSWARP CONDUIT**[AU]**

New Borg technology which creates an artificial subspace tunnel that increases effective warp speed.

Select a ship. It can move double range for this turn.

Premiere: U

UNNATURAL CAUSES**[DS9]**

A murder in the holosuite puzzled Deep Space 9 authorities. How could someone have entered the room to commit the crime without leaving a trace?

Plays on any crew or Away Team if one of its members was just killed other than in battle. One personnel present (random selection) is "stopped" to investigate.

DS9: U

VACUUM-DESICCATED REMAINS**[ROA]**

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

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 life. 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)

BOG: C

[AU]**VORGON RAIDERS**

In 2366, two Vorgons from the 27th century attempted to steal the Tox Uthat artifact uncovered on Risa by Jean-Luc Picard and Vash.
If you have Ajur and Boratus together in play, discard them and "steal" (use as your own) any one artifact in play or just played as an Interrupt card.
AU: R

VULCAN "DEATH GRIP"**[MM]**

Vulcan technique which suppresses the life signs of a subject, simulating death until the individual is revived. Spock "killed" his captain in order to prevent Romulans from executing him.

Allows your Vulcan to save your other non-android present who was just mortally wounded or selected to be killed or captured. "Victim" is instead in stasis until end of turn.

MM: 40 U

VULCAN MINDMELD

Ancient Vulcan ritual which telepathically links minds to intimately share each other's thoughts and knowledge.

Plays at any location. Each of your Mindmeld personnel there may select another of your personnel present and add that personnel's skills to their own until end of turn.

Premiere: U

VULCAN NERVE PINCH

Vulgans are the only species known to use this method of rendering an opponent unconscious. However, Lt. Commander Data was able to master the technique.
Plays at start of personnel battle. Your Vulgans and Soong-Type Androids may each place opposing personnel or Rogue Borg (random selection) in stasis until end of your next turn.

AU: C

WEAK SPOT**[FC]**

Sensing the hive's thoughts, Jean-Luc Picard ordered all ships to fire on a critically vulnerable point, even though it did not appear to be a vital system.

Plays on a ship being targeted by two or more ships. For this battle, reduces it SHIELDS by 4 (not cumulative) OR suspends its SHIELDS enhancement from any one card.

FC: R

[AU]**WOLF**

Lwaxana Troi suffered a collapse as a Betazoid defense from psychic trauma. The wolf symbolized a barrier in her metacosmic mind.

Saves any personnel with Empathy who has been randomly selected to die or to be captured. OR Nullifies Barclay Transporter Phobia.

AU: U

WORMHOLE

An unstable tunnel through subspace that links to locations in normal space/time. Requires two wormholes. Play one on any ship just as it begins to move. Play the other where the ship immediately emerges. Discard wormholes.

Premiere: C

WORMHOLE NAVIGATION SCHEMATIC**[DS9]**

The Bajoran wormhole is the only one known to be stable. One terminus is in the Alpha Quadrant near Bajor; the other, in the Gamma Quadrant near the Idran system.

Allows your ship with SCIENCE and Navigation aboard to travel through Bajoran Wormhole without being "stopped." (Immune to Amanda Rogers.) OR Nullifies The Three Vipers.

DS9: U

WRONG DOOR

Jean-Luc Picard had intended to step through an Iconian Gateway to the U.S.S. Enterprise, but lack of time forced him to settle for a nearby Romulan Warbird instead.

If opponent just used Iconian Gateway, redirect the exit to another planet. OR Nullifies one Q's Tent played from hand. OR Move Revolving Door to a different doorway.

QC: U

YOU DIRTY RAT**[Dom]**

On more than one occasion, Odo has assumed the form of a rodent in order to remain undercover during an investigation or conceal himself from a potential threat.

Plays on your shape-shifter. It morphs into a rat (treated as disabled and may not be targeted or participate in battle). May morph back (discard interrupt) at any time.

Dom: U

MISSIONS**[P]****A GOOD DAY TO LIVE****[BOG]**

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

(Kor OR Kang OR Koloth) + STRENGTH>40
* +5 for each [Nem,R,Red] personnel in Away Team.

[Klg]

BOG: R

-4-

[30* PTS]**[P]****A GOOD PLACE TO DIE**

Halee System: Study harsh planet where Klingon criminals are exiled to "die on their feet with honor."

Physics + STRENGTH>33 OR Biology + Honor

[Klg]

ZPG: P

-3-

[25 PTS]**[P]****ACCESS RELAY STATION****[DS9]**

Callinan VII: Analyze automated subspace relay station for information on the Dominion.

OFFICER + SCIENCE + ENGINEER + Computer Skill x2 + CUNNING>34

[Fed][Rom][Klg][Car]

DS9: R

-5-

[35 PTS][BO]**[S]****ACQUIRE ILLICIT EXPLOSIVES****[DS9]**

Bajor Region • Bajor System: Purchase bilitium from Klingon outcasts for delivery to Bajoran insurgents.

Physics + CIVILIAN + Treachery OR Physics + Smuggling

[Car][Bal][Fer]

DS9: C

-4-

[25 PTS]**[P]****ACQUIRE TECHNOLOGY****[Voy]**

Sikaris: Obtain tractor transport system from society with strict laws against trading technology with outsiders.

ENGINEER + Physics + (Acquisition OR Diplomacy x3 OR Treachery x2 OR Pakled)

[Fed][NA][Car][Fer][Kaz]

Voy: 78 U

SPAN 3

[35 PTS][DQ]**[P]****AFTERMATH****[Voy]**

Lifeless world: Determine cause of a disaster that obliterated all life on this once-thriving planet.

ENGINEER + Physics x2 + (Honor OR Treachery)

[Fed][Rom][NA]

Voy: 79 U

SPAN 4

[35 PTS][DQ]**[P]****AGRICULTURAL ASSESSMENT****[TWT]**

Sherman's Planet: Report on long-term progress of quadratritacle crop introduced here over a century ago.

Geology + Biology OR any Spock OR any Chekov

[Fed][Rom][Klg]

TWT: 38 U

-4-

[30 PTS]**[P]****AID FUGITIVES****[DS9]**

Bopak III: Search for cure to Jem'Hadar addiction to tetracel-white.

MEDICAL x3 + Exobiology + ENGINEER
Hippocratic Oath relocates here from any quadrant.

Any non-Dominion Away Team may attempt mission.

DS9: R

-4-

[35 PTS][BO]**[P]****ALTER RECORDS****[DS9]**

Bajor Region • Bajor: Create false documents on Bajoran homeworld pertaining to Cardassian occupation.

Computer Skill x2 + Obsidian Order x2 OR Computer Skill x2 + Treachery x4

[Car]

DS9: U

-4-

[35 PTS]**[S]****AMBUSH SHIP****[Voy]**

Ionized hydrogen cloud: Lure enemy ship to tactically advantageous space and launch an attack.

Leadership x2 + WEAPONS>9
X=30 (or 45 if opponent's occupied ship here).

Any non-Federation crew may attempt mission.

Voy: 80 U

SPAN 5

[X PTS][DQ]**[S]****ANSWER DISTRESS SIGNAL****[Voy]**

Arrithean space: Respond to call for help from malfunctioning isomorphic projection alone on alien ship.

ENGINEER + OFFICER + MEDICAL
* +10 if a [Holo] personnel in crew.

Any crew may attempt mission.

Voy: 81 U

SPAN 4

[30* PTS][DQ]**[P]****ARCHANIS DISPUTE****[Dom]**

Archanis IV: Force the Federation to forfeit claim to planet relinquished a century ago by the Klingon Empire.

OFFICER x2 + Strength>45 + (VIP x3 OR <Klg> personnel OR any Gowron)

[Klg][Dom]

Dom: U

-4-

[35 PTS]**[P]****ASSIST COOPERATIVE****[Voy]**

Nekrit Expanse Region • Factionalized colony: Help group of former Borg to unite and end anarchy.

ENGINEER + SCIENCE + Computer Skill x2
* +10 if you have a [Com] personnel present.

[NA]

Voy: 82 U

SPAN 3

[30* PTS][DQ]

[P] **AVERT DANGER** [Voy]
 Moab IV: Aid colony threatened with destruction by a stellar core fragment.
Stellar Cartography + CUNNING>35 OR Astrophysics + CUNNING>35
 [Fed][Kq] -4 [30 PTS]
 2PG: P

[P] **AVERT DISASTER** [ROA]
 Artrea: Aid project to delay solidification of the planet's core.
Geology + Honor + INTEGRITY>35
 [Fed] -3 [40 PTS]
 Premiere: R

[P] **[Univ] 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.
 [Kq] -3 [25* PTS]
 BOG: U

[P] **BETAZED INVASION** [Dom]
 Betazed: Strike deep into Federation territory and take control of this strategically important planet.
OFFICER x3 + SECURITY x5 + 2 hand weapons + STRENGTH>100
 [Dom] -5 [45 PTS]
 Dom: R

[P] **BIOWEAPON RUSE** [Dom]
 Cetrus III: Install signal generator and leak rumors about metagenic weapon production on this barren planet.
ENGINEER + Strength>35 + no Honor + (SECURITY x3 + Obsidian Order OR Madred)
 [Car] -3 [40 PTS]
 Dom: U

[P] **[Univ] BOTANICAL RESEARCH** [P]
 Unexplored planet: Gather plant life for medical research from planet with highly ionized atmosphere.
SCIENCE + MEDICAL + CUNNING>35
Atmospheric Ionization may seed here.
 [Fed][Kq][Dom] -2 [30 PTS]
 SD2: P

[P] **BRUTE FORCE**
 Valt Minor: Suppress Kriosian rebels seeking foothold here.
STRENGTH>10 x number of Away Team members (minimum of 3)
 [Kq] -3 [30 PTS]
 AU: R

[P] **CAMPING TRIP** [DSB]
 Forested planet: Escort students for botany experiment on presumably uninhabited world.
SCIENCE + Youth x2 + CUNNING>35.
[GQ] Vorta and Jem'Hadar may report here.
 [Fed][Car][Fer] -3 [35 PTS][DQ]
 DS9: R

[P] **CARGO RENDEZVOUS**
 Beltane IX: Appointed meeting to deliver cargo at this major commercial center.
ENGINEER + Physics + INTEGRITY>30 OR Greed + Treachery + CUNNING>32
 [Fed][Rom][Kq] -3 [35 PTS]
 2PG: P

[S] **[Univ] CATALOG PHENOMENA** [Voy]
 Nekrit Expanse Region • Plasma storm: Map dust clouds and other hazards in the Expanse.
SCIENCE + Astrophysics + Stellar Cartography + Computer Skill
Any crew may attempt mission. SPAN 4 [30 PTS][DQ]
 Voy: 83 C

[P] **CHANGELING RESEARCH** [DSB]
 LS-VI: Investigate possible changeling life signs on highly volcanic planet.
SCIENCE x3 + Exobiology x2 + Geology
Each Seismic Quake here affects two personnel.
 [Rom][Car][Ba] -2 [40 PTS][DQ]
 DS9: R

[S] **CHARACTERIZE NEUTRINO EMISSIONS** [DSB]
 Bajor Region • Denorios Belt: Study and catalog neutrino discharge from charged plasma field.
Navigation + SCIENCE x2 + Astrophysics + Physics
Any number of Orb artifacts may seed here.
 [Car][Ba] -3 [35 PTS]
 DS9: C

[S] **CHART STELLAR CLUSTER** [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] -5 [40 PTS][DQ]
 BOG: R

[P] **CLOAKED MISSION**
 Romulus: Secretly escort covert operatives to the Romulan homeworld.
Navigation + Diplomacy + Honor
 [Kq] -3 [30 PTS]
 Premiere: U

[S] **[Univ] COLLECT SAMPLE** [ROA]
 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] -3 [30 PTS]
 ROA: C

[P] **[Univ] COLONY PREPARATIONS** [DSB]
 Suitable planet: Survey uninhabited class-M world for possible colonization.
SCIENCE + Geology + Biology + SECURITY
When you solve, may download Colony here.
 [Kq][Ba] -3 [30 PTS][DQ]
 DS9: U

[P] **COMBAT TRAINING** [Voy]
 Tarok: Survive training exercises at this formidable Kazon-Ogla base.
STRENGTH>50 + any Maje
 * +5 for each Kazon-Ogla present, up to four.
 SPAN 2 [25* PTS][DQ]
 [Kaz] -3 [30 PTS]
 Voy: 84 U

[S] **COMPROMISED MISSION**
 Sector 2520: Rush to plug information leaks occurring from this remote border sector.
Treachery x2 + Computer Skill + STRENGTH>35
 [Rom][Kq][Fed] -4 [35 PTS]
 AU: R

[S] **[Univ] CONSTRUCT DEPOT** [Dom]
 Asteroid field: Build ketracel-white production facility in the Alpha Quadrant.
Navigation x2 + Physics + Vorta + ENGINEER
When you solve, download Remote Supply Depot here.
 [Dom] -2 [30 PTS]
 Dom: C

[P] **CONTACT RESISTANCE** [Voy]
 Mokra planet: Seek aid from the Alsaonian resistance in freeing prisoners taken by the Mokra.
SECURITY + Leadership + STRENGTH>40 OR Resistance + CUNNING>30
 SPAN 4 [30 PTS][DQ]
 [Fed][Kq][NA][Ba] -3 [30 PTS]
 Voy: 85 C

[S] **CORNER ENEMY SHIP** [DQ][Borg]
 Dense nebula: Flush out enemy hiding amidst the radiation of this anomaly.
Leadership + Navigation + Stellar Cartography
May attempt only if your total WEAPONS>15 here.
 SPAN 5 [40 PTS]
 [Kq][Rom][Kaz][Hir] -3 [40 PTS]
 Borg: 36 U

[P] **COVERT INSTALLATION**
 Neutral Zone Region • Devora: Build hidden monitoring station in the Neutral Zone.
ENGINEER + Leadership + Treachery
 [Rom] -3 [35 PTS]
 Premiere: C

[P] **COVERT INSTALLATION II** [P]
 Neutral Zone Region • Devora: Build station.
ENGINEER + Leadership + Treachery
 [Rom][Car] -3 [30 PTS]
Front: [Wmb] WORMHOLE: You may move your staffed ship between here and any other location if that location is a [Wmb] mission OR by playing one Wormhole interrupt there. Then flip this mission over.
Back: If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over).
 EP: 13 P

[P] **COVERT RESCUE**
 Galorndon Core: Retrieve crashed scoutship in Federation territory.
Diplomacy + Leadership + CUNNING>35
 [Rom] -4 [30 PTS]
 Premiere: U

[P] **CULTURAL OBSERVATION**
 Mintaka III: Aid observation of primitive society.
Anthropology + Leadership + STRENGTH>30
 [Fed] -4 [40 PTS]
 Premiere: R

[P] **CURE BLIGHT** [DSB]
 Boranis III: Develop vaccine for Teplan Blight deliberately introduced here by the Dominion.
MEDICAL x3 + SCIENCE + Anthropology
 * +5 if MEDICAL-related Equipment card present.
 [Fed][Ba] -4 [30* PTS][DQ]
 DS9: R

[P] **CURE DEADLY VIRUS** [Voy]
 Biohazardous world: Develop anti-viral agent for fatal disease that lies dormant in its natural environment.
Exobiology x3 + Biology x2 OR Danara Pel
Until solved, personnel on planet are quarantined.
 Any Away Team may attempt SPAN 4 [45 PTS][DQ]
 mission.
 Voy: 86 R

[P] **DELIVER MESSAGE** [ROA]
 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][Kq][Dom] -4 [30 PTS]
 ROA: U

[S/P] **DELIVER SUPPLIES** [DSB]
 Dreon VII: Take provisions and equipment to settlers.
(CIVILIAN x2 OR Cassidy Yates) + freighter or transport in orbit with Transporter Skill aboard
 [NA][Ba][Fer] -4 [40 PTS]
 DS9: C

[P] **DIPLOMACY MISSION**
 Peliar Zel: Mediate dispute between civilizations on Peliar Zel's two moons.
Diplomacy + INTEGRITY>30 + CUNNING>30
 [Fed] -3 [30 PTS]
 Premiere: U

[P] **DIPLOMATIC CONFERENCE**
 Parliament: Participate in historic interstellar conference at this neutral diplomatic site.
One V.I.P. from each of three aligned affiliations + one Non-Aligned V.I.P.
 [Fed][Rom][Kq] -4 [80 PTS]
 AU: R

[P] **DISRUPT ALLIANCE** [MM][MQ]
 Mirror Universe • Bajor Region • Bajor: Conduct sabotage operations on Bajoran homeworld.
SECURITY + CUNNING>30 + 2 [TE] leaders OR Captain Bashir
When seeded, you may download one Emblem card.
 [Fed][NA][Fer] -4 [30 PTS]
 MM: 41 U

[P] **DISTRESS MISSION**
 Ligos VII: Respond to distress call and beware of Ferengi activity in this sector.
Youth x3 + CUNNING>32 OR Honor x3 + STRENGTH>36
 [Fed][Kq] -3 [35 PTS]
 2PG: P

[P] **ELIMINATE VIRUS** [DSB]
 T'Loni III: Return to analyze and destroy last traces of deadly nanobiogenic weapon accidentally re-released.
MEDICAL + Exobiology + Computer Skill
 * Points do not count when Harvester Virus in play.
 [Fed][Car] -2 [30* PTS]
 DS9: C

[P] **ESPIONAGE MISSION** [FC]
 Sector 001 Region • Earth: Infiltrate Starfleet Headquarters and compile an intelligence dossier on the Federation homeworld.
Tal Shior x2 OR Obsidian Order x2 OR FCA x2 OR Klingon Intelligence x2 OR 2 Founders
 Any "Espionage... on Federation" card may play here. Also, mission may be attempted if Selok in Away Team. -3 [40 PTS]
 FC: R

[P] **ESTABLISH HOME PLANET** [DQ][HoloAdv]
 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]
 HoloAdv: 41 U

[P] **[Univ] ESTABLISH RELATIONS** [P]
 Independent planet: Conduct negotiations to establish peaceful rapport and cultural exchange.
Diplomacy + INTEGRITY>32 + (Leadership OR V.I.P.)
When you solve, download a [NA] personnel here.
 [Fed][NA][Ba] -3 [25 PTS]
 OTSD: P

[P] **ESTABLISH SETTLEMENT** [DQ][Borg]
 Planet in Grid 622: Help Klingon pioneers begin a new Empire on this world very much like Qo'noS.
Diplomacy + Anthropology + Honor OR Miral Paris
 * Discard up to five [DQ] Klingons for +5 each.
 [Fed][Kq] -3 [30* PTS]
 Borg: 37 U

[P] **ESTABLISH STATION** [DSB]
Amleth Prime: Build remote station on this planet located in a cloak-disrupting emission nebula.
SCIENCE + ENGINEER + SECURITY + CUNNING>35
Cloaking Devices do not function here.

[Car] -5- [35 PTS]
DS9: C

[P] **EVACUATION**
Darvan V: Evacuate American Indian colony.
Diplomacy x 3 + STRENGTH>35

[Fed] -3- [30 PTS]
Premiere: U

[P] **EVALUATE TERRAFORMING**
Velara III: Evaluate progress of terraforming station.
MEDICAL + Biology + Exobiology OR
Geordi La Forge + MEDICAL x 2

[Fed] -3- [35 PTS]
Premiere: R

[P] **EXCAVATION**
Kurt: Assist new archaeological dig.
Archaeology OR CUNNING>32

[Fed][Rom] -3- [25 PTS]
Premiere: C

[P] **EXCAVATION II** [P]
Kurt: Assist new archaeological dig.
Archaeology OR CUNNING>32

[Fed][Rom][Far] -3- [20 PTS]

Front: [Wmh] **WORMHOLE:** You may move your staffed ship between here and any other location if that location is a [Wmh] mission OR by playing one Wormhole interrupt there. Then flip this mission over.

Back: If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over).

EP: 14 P

[S] **EXPLORE BLACK CLUSTER**
Sector 97: Study and evaluate enormous cluster of collapsed proto-stars.
Stellar Cartography + Leadership OR CUNNING>50

[Fed][Wg] -3- [35 PTS]
Premiere: R

[S] **EXPLORE BLACK CLUSTER II** [P]
Sector 97: Study and evaluate collapsed proto-stars.
Stellar Cartography + Leadership OR CUNNING>50

[Fed][Wg] -3- [30 PTS]

Front: [Klg] **OUTPOST** SHIELDS 32

If destroyed, flip mission over.

Back: If your Klingon ENGINEER is here, in place of your normal card play you may flip mission over; draw no cards that turn.

EP: 15 P

[S] **EXPLORE DYSON SPHERE**
Norpin V: Study gigantic structure completely enclosing a star.
ENGINEER x 3 + Navigation + Computer Skill + Physics

[Fed] -2- [35 PTS]
Premiere: R

[S] (Univ) **EXPLORE INTERSTELLAR MATTER** [P]
Unexplored space: Gather data on newly encountered phenomena.
SCIENCE + (Astrophysics OR Stellar Cartography)

Player: Your Subspace Warp Rift and Tetryon Field play for free here.

Opponent: You must start opponent's Calamrain here.

Any crew may attempt mission. -3- [25 PTS]

OTSD: P

[S] **EXPLORE TYPHON EXPANSE**
Typhon Expanse: Trace time distortion reported in this desolate region.
Astrophysics + Stellar Cartography OR CUNNING>50

[Rom][Wg] -5- [35 PTS]
Premiere: R

[S] **EXPLORE TYPHON EXPANSE II** [P]
Typhon Expanse: Trace reported time distortion.
Astrophysics + Stellar Cartography OR CUNNING>50

[Rom][Wg] -5- [30 PTS]

Front: [Rom] **OUTPOST** SHIELDS 32

If destroyed, flip mission over.

Back: If your Romulan ENGINEER is here, in place of your normal card play you may flip mission over; draw no cards that turn.

EP: 16 P

[P] **EXPOSE COVERT SUPPLY**
Qo'noS: Uncover covert supply lines supporting rebels on the Klingon homeworld.
Treachery x 3 + Navigation

[Rom] -4- [30 PTS]
Premiere: U

[P] **EXPOSE PLOT** [Voy]
Banea: Exonerate crewman framed for murder, and reveal conspiracy to commit scientific espionage.
Diplomacy + Computer Skill + Exobiology x2 OR Law + Mindmeld

[Fed][Rom][NA][Car] SPAN 2 [35 PTS][DQ]

Voy: 87 U

[P] **EXTRACTION**
Cerebus II: Secretly acquire age-reversal drug reportedly under development.
Treachery + Biology + MEDICAL

[Rom] -3- [35 PTS]
Premiere: U

[P] **FELDOMITE RUSH** [MM]
Parson III: Stake claim and exploit rich feldomite deposits recently struck here.
Geology + Greed + (Treachery x3 OR Law)

Any Away Team may attempt mission. -3- [35 PTS]

MM: 42 U

[P] **FEVER EMERGENCY**
Nahmi IV: Coordinate aid for Corellium Fever outbreak.
MEDICAL x 3 OR Biology + OFFICER

[Wg] -3- [35 PTS]
Premiere: C

[S] **FGC-47 RESEARCH**
FGC-47: Study interior of nebula filled with energy strands that obstruct navigation.
Diplomacy + Youth x 2

X=6 minus each Navigation aboard ship

[Fed][Rom][Wg] -X- [30 PTS]

AU: R

[P] **FIRST CONTACT**
Makor III: Make initial contact with advancing civilization.
Diplomacy + Empathy

[Fed] -2- [30 PTS]
Premiere: U

[S] **FISSURE RESEARCH**
Forkus Sector: Investigate quantum fissure between parallel universes reported here.
Astrophysics + Physics + 3 [AU] icon Personnel

[Fed][Rom][Wg] -3- [35 PTS]

AU: R

[P] **GAULT**
Gault: Open secret inquiry on early history of Klingon foster child raised on this Federation planet.
Exobiology + OFFICER + Honor x 2

[Wg] -2- [30 PTS]
2PG: P

[P] (Univ) **GEOLOGICAL SURVEY** [P]
Uncharted planet: Assess value of rich mineral deposits on planet near edge of explored space.
SCIENCE + Geology + Computer Skill

+ 10 if 3 Geology or 3 Greed present.

[Fed][NA][Ba][Far] -2- [20 PTS]

SD2: P

[P] **GRAVESWORLD**
Gravesworld: Investigate distress call received from lab of Dr. Ira Graves here.
MEDICAL + OFFICER + Physics

[Fed] -5- [30 PTS]
2PG: P

[S] **GUNRUNNING** [ROA]
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)

[Far] -3- [40 PTS]

ROA: U

[S] **HEAL LIFE-FORM** [Voy]
Nucleogenic cloud: Provide medical aid to spaceborne life-form injured by starship.
MEDICAL + Physics + Biology + Navigation

[Fed] SPAN 4 [35 PTS][DQ]

Voy: 88 U

[P] **HISTORICAL RESEARCH** [MM]
Gateway: Witness historical events first hand using the Guardian of Forever.
Anthropology x2 + Archaeology x2 + (Honor OR Treachery)

When seeded, you may download The Guardian of Forever.

Any Away Team may attempt mission. -4- [40 PTS]

MM: 43 U

[P] **HOMEWARD**
Boral II: Aid study of primitive culture on planet threatened by intense radiation storms.
Anthropology + Computer Skill

[Fed] -3- [25 PTS]
2PG: F

[P] **HOSTAGE SITUATION**
Mordan IV: Coordinate with local authorities to free captives held hostage.
SECURITY x 2 + MEDICAL + INTEGRITY>32

[Fed][Wg] -3- [25 PTS]

2PG: F

[P] **HUNT ALIEN** [DQ][Borg]
Uncharted asteroid belt: Stalk and kill wounded member of Species 8472.
Anthropology + Exobiology + Leadership + (STRENGTH>40 OR Borg Nanoprobes)

[Wg][Kaz][Wp] SPAN 3 [30 PTS]
Borg: 38 U

[P] **HUNT FOR DNA PROGRAM**
Vilmor II: Seek and secure last strand of DNA program on this desert planet.
Archaeology x 3 + Computer Skill + Biology + Leadership + STRENGTH>40

[Fed][Rom][Wg] -5- [55 PTS]
Premiere: R

[P] **ICONIA INVESTIGATION**
Neutral Zone Region • Iconia: Investigate Federation incursion in the Neutral Zone.
Archaeology + Computer Skill x 2

[Rom] -3- [35 PTS]
Premiere: R

[P] (Univ) **IMPOSE ORDER** [P]
Pre-unified world: Unify diverse nation-states via coercion and occupation.
Diplomacy + Treachery + STRENGTH>40

** Unopposed OFFICER on planet may steal points.*

[Rom][Wg][Car][Dom] -4- [35 PTS]

OTSD: P

[P] **INTELLIGENCE OPERATION** [Dom]
Founders' homeworld: Covertly compile data on current Dominion homeworld in the Omarran nebula.
Navigation x2 + (Tal Shiar OR Obsidian Order) + Anthropology + (SECURITY x3 OR any Odo)

[Rom][Car] -8- [40 PTS][BQ]

Dom: U

[S] **INTERCEPT MAQUIS** [DSB]
Demilitarized Zone Region • Near Bryma: Prevent attack on secret Cardassian weapons depot.
OFFICER + SECURITY + CUNNING>24

May attempt only if your total WEAPONS>14 here.

[Car] -3- [30 PTS]

DS9: C

[S] **INTERCEPT RENEGADE** [DSB]
Orias System: Intercept hijacked Starfleet vessel reportedly attacking facilities in Cardassian space.
Obsidian Order + Tal Shiar + Treachery x3 OR OFFICER x2 + CUNNING>40

[Rom][Car] -4- [30 PTS]

DS9: C

[S] **INVERSION MYSTERY** [Voy]
Inversion nebula: Determine how plasma strands—typically unstable—have survived here for centuries.
ENGINEER + Astrophysics + Diplomacy

[Fed][NA] SPAN 3 [35 PTS][DQ]

Voy: 89 U

[S] **INVESTIGATE ALIEN PROBE**
Parvenium System: Study and evaluate mysterious probe sighted in this sector.
Anthropology + Biology + Computer Skill

[Wg] -2- [40 PTS]

Premiere: R

[S] **INVESTIGATE ANOMALY**
Gamma Arigulon II: Trace radiation anomalies reported at this location.
Exobiology + STRENGTH>35

[Fed][Rom][Wg] -4- [30 PTS]

Premiere: C

[S] **INVESTIGATE ANOMALY II** [P]
Gamma Arigulon II: Trace radiation anomalies.
Exobiology + STRENGTH>35

[Fed][Rom][Wg] -4- [25 PTS]

SHIELDS 30

[S] **OUTPOST**
If destroyed, flip mission over.

Back: If your Federation ENGINEER is here, in place of your normal card play you may flip mission over; draw no cards that turn.

EP: 17 P

[P] **INVESTIGATE COUP** [Dom]
Tzenketh: Investigate alleged coup that threatens to change the balance of power in this sector.
OFFICER + Leadership x2 + SECURITY + Navigation OR Benjamin Sisko OR Tomalak OR General Krim

[Fed][Rom][Ba] -3- [30 PTS]

Dom: U

[S] **INVESTIGATE DISAPPEARANCE**
Hakaris Corridor: Trace disappearance of a medical transport ship.
Physics + Navigation + CUNNING>40 OR Astrophysics x 3

[Fed] -5- [35 PTS]

Premiere: R

[P] **INVESTIGATE DISTURBANCE**
 Boreth: Investigate disturbance at Boreth monastery.
Honor + Leadership + INTEGRITY>30 OR Gowron + Biology
 [Kq] 4- (35 PTS)
 Premiere: R

[S] [Univ] **INVESTIGATE INCURSION** [P]
 Border of known space: Investigate reports of Borg presence in this sector.
SECURITY + (Shelby OR Leadership + OFFICER x2)
Player: X=30 (45 if [Borg] or [BO] card or Borg Ship dilemma here).
Opponent: Your Borg ships may report with crew here.
Any crew may attempt mission. Your Salvage Starship objective may target this location.
 [Car][Far] 4- (X PTS)
 OTSD: P

[P] **INVESTIGATE LEGEND**
 Aldea: Verify existence of fabled utopian planet hidden by powerful cloaking device.
Youth x 3 + (Diplomacy x2 OR discord 2 Youth)
Cloaks or de cloaks each time points are scored.
 [Fed][Rom][Kq] 4- (40 PTS)
 QC: R

[P] **INVESTIGATE MASSACRE**
 Tarod IX: Initiate investigation into destruction of distant outpost.
Diplomacy + INTEGRITY>35 + CUNNING>35
 [Fed][Rom] 3- (35 PTS)
 Premiere: R

[S] **INVESTIGATE QUANTUM SINGULARITY** [Voy]
 Near Ildaria: Investigate unidentified transmission emanating from this type-four quantum singularity.
Navigation x2 + CUNNING>40 + (ENGINEER x3 OR B'Elanna Torres)
 SPAN 4 (45 PTS)[DQ]
 [Fed][MA] 4-
 Voy: 90 R

[P] **INVESTIGATE RAID**
 Ohniaka III: Investigate report of Borg attack.
Exobiology + Diplomacy
 [Rom] 2- (35 PTS)
 Premiere: R

[S] **INVESTIGATE ROGUE COMET**
 Sector 1156: Study unusual rogue comet sighted in this sector.
Archaeology + Exobiology + Computer Skill
 [Fed] 3- (30 PTS)
 Premiere: R

[S] **INVESTIGATE RUMORS** [DSB]
 Chamra Vortex: Search nebula for clues to origin of changelings.
Navigation + SCIENCE x2 + SECURITY OR Navigation + Odo
 [Rom][Bo] 5- (30 PTS)[DQ]
 DS9: R

[S] **INVESTIGATE "SHATTERED SPACE"**
 Neutral Zone Region • Near Neutral Zone: Study fragments of distorted space/time reported in this sector.
Leadership + Computer Skill + Astrophysics x 2 + Stellar Cartography
 [Rom] 5- (45 PTS)
 Premiere: R

[S] **INVESTIGATE SIGHTING**
 Beta Stromgen: Investigate sighting of Gontuu, an interstellar creature code-named, *Tin Man*.
Empathy x 3 OR Treachery + Exobiology + CUNNING>40
 [Fed][Rom] 4- (35 PTS)
 Premiere: R

[S] **INVESTIGATE SIGHTING II** [P]
 Beta Stromgen: Investigate sighting of Gontuu.
Empathy x 3 OR Treachery + Exobiology + CUNNING>40
 [Fed][Rom] 4- (30 PTS)
 Front: [Rom] OUTPOST SHIELDS 32
If destroyed, flip mission over.
Back: If your Romulan ENGINEER is here, in place of your normal card play you may flip mission over; draw no cards that turn.
 EP: 18 P

[P] **INVESTIGATE TIME CONTINUUM**
 Devidia II: Trace mysterious time-traveling aliens living in a parallel time continuum.
Guinan OR Data OR Time Travel Pod
 [Fed] 3- (35 PTS)
 Premiere: R

[P] **KAZON CONFERENCE** [Voy]
 Sobras: Attend meeting of rival Kazon sects.
OFFICER x3 + SECURITY + Diplomacy
** +5 for each different Maje present.*
 [Kaz] SPAN 4 (20* PTS)[DQ]
 Voy: 91 U

[P] **KHITOMER RESEARCH**
 Khitomer: Reopen investigation into Khitomer massacre.
Honor x 3 + Computer Skill + Treachery
 [Rom][Kq] 4- (35 PTS)
 Premiere: R

[S] **KRESSARI RENDEZVOUS** [DSB]
 Cardassia Region • Near Cardassia: Complete covert weapons transfer to agents supplying the Circle.
OFFICER + (Treachery x2 OR Smuggling)
**Discard up to four hand weapons for +5 each.*
 [Car][Far] 2- (25* PTS)
 DS9: C

[P] **KRIOS SUPPRESSION**
 Krios: Aid suppression of warring factions.
Honor + Diplomacy + STRENGTH>35
 [Kq] 2- (30 PTS)
 Premiere: U

[P] **LIBERATION** [Voy]
 Ocampa planet: Liberate prisoner being held by Kazon sect on the surface of this desert planet.
SECURITY + (Transporter Skill OR Neelix)
Ocampa may report on planet (for free).
 SPAN 3 (30 PTS)[DQ]
 [Fed][MA][Kaz] 3-
 Voy: 92 U

[P] **MAINTENANCE OVERHAUL** [DQ][Borg]
 Uninhabited planet: Set down on this world to perform complete repairs and upgrades on ship systems.
Landed ship + ENGINEER + Computer Skill
When you solve, you may download Divert Power.
 SPAN 2 (30 PTS)
 Any Away Team may attempt mission.
 Borg: 39 U

[S] [Univ] **MARKET RESEARCH** [ROA]
 Uncommercialized system: Survey remote region; seek out new life and new civilizations to exploit.
Greed x2 + Acquisition + Anthropology + Stellar Cartography + CUNNING>35
 [NA][Far] 5- (30 PTS)
 ROA: C

[P] **MEDICAL RELIEF**
 Beta Lankal: Respond to reported medical emergency.
Biology + Exobiology + MEDICAL
 [Kq] 3- (35 PTS)
 Premiere: R

[S] [Univ] **MILITARY EXERCISES** [P]
 Unclaimed sector of space: Conduct flagship efficiency drills in remote sector of Alpha Quadrant.
SECURITY + Leadership + CUNNING>28 + ship with two or more staffing icons
 [Rom][Kq][Car][Dom] 4- (30 PTS)
 SD2: P

[P] **MINE DILITHIUM** [MM][MQ]
 Mirror Universe • Holkan Planet: Replenish dilithium supply from world conquered decades ago.
Geology + Transporter Skill
Solving player's ships are RANGE +1.
 [Fed][Kq][MA][Car] 3- (30 PTS)
 MM: 44 U

[P] **MINE GALLICITE** [HoloAdv]
 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)[DQ]
 HoloAdv: 42 C

[P] [Univ] **MINERAL SURVEY** [P]
 Planetoid: Survey planetoid with minimal atmosphere to determine value of mineral deposits.
Geology + SCIENCE + CUNNING>28
When you solve, draw up to 2 cards.
 Any Away Team may attempt mission. -2- (25 PTS)
 OTSD: P

[S] **MINING SURVEY** [Dom]
 Trivas System: Scan system for mineral resources suitable for processing by mining station located here.
ENGINEER + SCIENCE + Geology + Physics
Nor or Empok Nor may seed and Process Ore here.
 Any crew may attempt mission (if same playercontrols a Nor with an Ore Processing Unit here). -3- (40 PTS)
 Dom: U

[S] [Univ] **NEBULA**
 The McAllister C-5, near Minos Korva and the Cardassian border, is representative of Nebulae in the Alpha Quadrant.
Scan must be played to initiate battle here.
Face next dilemma here when opponent scores points.
 4-
 QC: C

[P] **NEW CONTACT**
 Tau Alpha C: Seek contact with advanced civilization at this distant planet.
Diplomacy + Leadership + Empathy + Anthropology
 [Rom][Kq] 4- (40 PTS)
 Premiere: R

[P] **ORB NEGOTIATIONS** [DSB]
 Cardassia Region • Cardassia Prime: Negotiate for return of stolen orbs still on Cardassian homeworld.
Diplomacy x3 + [Baj] V.I.P. OR [Orb] personnel
Any number of Orb artifacts may see here.
 [Baj] 4- (35 PTS)
 DS9: U

[S] [Univ] **PATROL NEUTRAL ZONE** [FC]
 Neutral Zone Region • Nebula: Prevent incursions along border of Federation/Romulan Neutral Zone.
Leadership + No opposing ships in Neutral Zone
X = number of Neutral Zone locations in play.
 [Fed][Rom] 5- (10X PTS)
 FC: U

[S] **PAXAN "WORMHOLE"**
 Ngame Nebula: Investigate M-class planet and wormhole reported near T-tauri-type star.
Diplomacy + CUNNING>30 + Android
Relocate opponent's ship if no android aboard.
 [Fed][Rom][Kq] 3- (35 PTS)
 QC: R

[S] **PEGASUS SEARCH**
 Davlin System Asteroid Belt: Search for U.S.S. Pegasus, reported lost in this sector.
Navigation + Diplomacy + Leadership + Treachery + INTEGRITY>40 OR Interphase Generator
 [Fed][Rom][Kq] 4- (50 PTS)
 Premiere: R

[P] **PLAQUE PLANET**
 Tarella: Investigate origin site of famous deadly plague.
MEDICAL + Biology + Archaeology
Player: If you solve, you automatically overcome Plague Ships.
Opponent: If you solve, all Plague Ships score no points.
 [Fed][Rom][Kq] 4- (30 PTS)
 QC: R

[P] [Univ] **PLANET** [FC]
 Class-M planet: Investigate unsurveyed habitable planet with nitrogen-oxygen atmosphere.
Landed ship + (Geology OR Greed)
 Any Away Team may attempt mission. -3- (20 PTS)
 FC: C

[P] **PLUNDER SITE**
 Barradas III: Search ancient civilization site for treasures or artifacts.
Treachery + Archaeology + STRENGTH>30
 [Rom][Kq] 2- (30 PTS)
 Premiere: U

[P] **PREVENT ANNIHILATION** [Voy]
 Rakosa V: Stop malfunctioning Cardassian warhead from attacking defenseless, highly populated planet.
ENGINEER x2 + Leadership x2 + Computer Skill x2 OR B'Elanna Torres
 SPAN 4 (40 PTS)[DQ]
 [Fed][MA][Car] 4-
 Voy: 93 U

[S] **PRISON BREAK** [Voy]
 Akritirian space: Locate secret alien prison facility and rescue wrongfully incarcerated crew members.
Diplomacy + Navigation + Computer Skill
May seed up to two [DQ] personnel under here.
 Any crew may attempt mission. SPAN 4 (30 PTS)[DQ]
 Voy: 94 U

[S] **PROTECT SHIPMENT** [Dom]
 Pentath System: Guard medical shipments to colony suffering from outbreak of Rudellian plague.
Leadership + SECURITY x2 + MEDICAL + Honor + WEAPONS>9
 [Fed][Car][Dom] 4- (35 PTS)
 Dom: U

[P] **PURCHASE MOON** [ROA]
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] 4- [10X PTS]
Greed + Acquisition + Geology + Astrophysics + discard 3 Gold-Pressed Latinum

[Fer] 4- [30 PTS]
ROA: U

[P] **QUALOR II RENDEZVOUS**
Qualor II: Rendezvous with nefarious merchants at squid camp.

Treachery + Greed OR Amarie
Aligned personnel on planet in stasis until mission solved.

[NA] 4- [30 PTS]
AU: U

[S] **QUASH CONSPIRACY**
Borka System: Negate Vulcan underground operation here.

Tal Shiar + INTEGRITY<21
No ship to ship beaming here.

[Rom] 3- [40 PTS]
AU: R

[P] **QUEST FOR THE SWORD** [Dom]
Hur'q planet: Search ancient vault for the Sword of Kahless and other artifacts plundered centuries ago.

Archaeology + SCIENCE + any tricorder + STRENGTH>32 + (Honor OR Treachery)

[Klg][Car][Fer] 4- [40 PTS][GQ]
Dom: U

[S] **REFUSE IMMIGRATION** [DSB]
Bajor Region • Near Bajor: Prevent Skreean refugee vessel from landing on Bajor.

Vedek + Leadership + Diplomacy + CUNNING>28 OR Leadership x2 + INTEGRITY<30 + WEAPONS>10

[DBa] 4- [35 PTS]
DS9: C

[S] **REIGNITE DEAD STAR** [DSB]
Epsilon 119: Use protonatter to re-initiate fusion process of this dead stellar core.

SCIENCE x2 + ENGINEER + Astrophysics + Stellar Cartography OR Gideon Seyetik

[Fed][Dom] 3- [35 PTS]
DS9: C

[S] **REINITIALIZE WARP REACTION** [Voy]
T-class gas giant: Collect radiogenic particles from the rings of this gas giant to restore full warp efficiency.

Astrophysics + Physics + (SCIENCE OR ENGINEER)
Restores solving ship's RANGE used this turn.

Any crew may attempt mission. SPAN 4 [35 PTS][DQ]
Voy: 95 U

[P] **RELIEF MISSION**
Penthora IV: Alleviate planet of Ice Age conditions following type-C asteroid impact.

Geology OR Physics

[Rom][Klg] 2- [20 PTS]
Premiere: C

[P] **RELIEF MISSION II** [P]
Penthora IV: Alleviate Ice Age conditions.

Geology OR Physics

[Rom][Klg][DBa] 2- [15 PTS]
Front: [Wmh] WORMHOLE: You may move your staffed ship between here and any other location if that location is a [Wmh] mission OR by playing one Wormhole interrupt there. Then flip this mission over.

Back: If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over).

EP: 19 P

[P] **RELOCATE SETTLERS** [DSB]
Bajor Region • Jeradda: Relocate settlers before moon becomes uninhabitable due to core tapping project.

V.I.P. + Diplomacy + SECURITY x2 OR SECURITY x2 + Treachery OR Kira Nerys

[DBa] 1- [30 PTS]
DS9: C

[P] **REOPEN DIG**
Denius III: Revive excavation and seek rumored clues to Iconian artifacts.

Archaeology + OFFICER x 2

[Klg] 4- [25 PTS]
2PG: F

[P] **REPAIR MEMORIAL** [HoloAdv]
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][DQ]
HoloAdv: 43 U

[S] **REPAIR MISSION**
Edge of Federation Space: Investigate malfunction of subspace radio telescope.

ENGINEER x 3 + Computer Skill

[Fed] 2- [35 PTS]
Premiere: C

[S] **REPAIR NULL SPACE CATAPULT** [DQ][Borg]
Interstellar space: Stabilize and make use of high-speed propulsion device built by alien explorer.

ENGINEER + Physics + (Diplomacy OR Treachery)
May relocate solving ship to any spaceline location.

Any crew may attempt mission. SPAN 4 [30 PTS]
Borg: 40 U

[P] **REPORTED ACTIVITY**
Xendi Sabu: Probe reports of mysterious Ferengi activity in this sector.

Navigation + Honor x 2 OR Navigation + ENGINEER x2

[Fed][Klg] 3- [35 PTS]
2PG: F

[P] **RESCUE FOUNDER** [Dom]
Targa IV: Negotiate with Federation survey team to recover injured Founder from shipwreck.

Diplomacy x2 + MEDICAL + Strength>45 + Cunning>35

[Dom] 5- [30 PTS][GQ]
Dom: U

[P] **RESCUE PRISONERS** [DSB]
Cardassia Region • Cardassia IV: Free Bajoran prisoners held secretly at Hutet labor camp.

STRENGTH>40 + (Transporter Skill OR landed ship)
May seed [Univ][Baj] personnel under here.

[Fed][Ba] 3- [25 PTS]
DS9: C

[P] **RESEARCH PHASE** [Voy]
Avery III: Conduct genetic research on lethal virus that destroys Vidian cellular structure.

Vidian + MEDICAL x2 + Exobiology x2 + SCIENCE + Physics OR Think Tank personnel

[NA][Vid] 2- [40 PTS][DQ]
Voy: 96 U

[P] **RESTOCK SUPPLIES** [Voy]
Planet Hell: Search for fuel and food sources on this world with an inhospitable atmosphere.

Geology + Anthropology + (Biology OR cook)
Transporter Skill required to beam up/down here.

Any Away Team may attempt mission. SPAN 2 [35 PTS][DQ]
Voy: 97 U

[P] **RESTORE ERRANT MOON**
Bre'el IV: Restore moon knocked off orbit by passage of nearby black hole.

ENGINEER + Astrophysics + Leadership

[Fed] 3- [30 PTS]
Premiere: U

[P] **RESTORE VICTIMS** [Voy]
Talex: Attempt to restore civilians killed by metreon cascade weapon on the Talaxian moon of Rinax.

SCIENCE x2 + Physics x3 + Transporter Skill x2
Talexians may report on planet (for free).

[NA] 4- [55 PTS][DQ]
Voy: 98 R

[S] **RETURN LIFE-FORM** [Voy]
Class-J Nebula: Communicate with electromagnetic life-form on ship and return it to its native environment.

Computer Skill x2 + Astrophysics + Exobiology + Diplomacy OR Kathryn Janeway

[Fed][NA] 3- [40 PTS][DQ]
Voy: 99 U

[P] **REUNION**
Sector 001 Region • Utopia Planitia, Mars Station: Transport famous officers to a reunion.

Miracle Worker OR Cantankerousness OR Spock
X=15 if 1 present, 40 if all 3

[Fed] 3- [X PTS]
AU: R

[P] **REVIVE SETTLERS** [Voy]
Kohl settlement: Awaken people trapped in cryonic hibernation on this planet recovering from a glacial freeze.

Computer Skill + Diplomacy + CUNNING>35 + ([Holo] personnel OR discard one unique personnel)

[Fed][NA][Vid] 3- [35 PTS][DQ]
Voy: 100 U

[P] **RISA SHORE LEAVE**
Risa: Have a good, relaxing holiday on the pleasure planet.

Music + Youth + CIVILIAN x 2 + Male + Female

[Fed] 3- [30 PTS]
AU: R

[S][P] **RUNABOUT SEARCH** [ROA]
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][Ba][Fer] 3- [40 PTS]
ROA: U

[S] **SALVAGE OPERATION** [Voy]
Debris field: Survey wreckage for recyclable ship systems and other items of value.

ENGINEER OR Archaeology OR Greed
X=20 if one skill present, 30 if two, 40 if all three.

Any crew may attempt mission. SPAN 4 [X PTS][DQ]
Owner's end only: Your Salvage Starship objective may target this location.

Voy: 101 U

[S] **SAMARITAN SNARE**
Rhomboid Dronegar Sector: Respond to distress call from Pakled ship.

ENGINEER+Discard one Equipment card
Federation must attempt mission if present.

[Fed][Rom][Klg][NA] 3- [15 PTS]
QC: R

[P] **SARTHONG PLUNDER**
Sarthong V: Plunder rich ruins at this famous archaeological site.

Archaeology x 2 + STRENGTH>40

[Rom][Klg] 3- [35 PTS]
Premiere: R

[S] **SEAL RIFT** [HoloAdv]
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 Away Team may attempt mission. SPAN 3 [35 PTS][DQ]
HoloAdv: 44 U

[P] **SEARCH AND RESCUE** [DSB]
Badlands Region • Class-M Planetoid: Search for officer kidnapped from Deep Space 9 by Maquis.

Navigation x2 + Honor + OFFICER + CUNNING>35

[Fed][Ba] 4- [30 PTS]
DS9: C

[P] **SEARCH FOR REBELS** [MM][MQ]
Mirror Universe • Badlands Region • Terran Hideout: Locate secret base of escaped slaves.

SECURITY + CUNNING>30 + 2 [KCA] leaders OR Professor Sisko
When seeded, you may download one Emblem card.

[Klg][Car][Ba] 4- [30 PTS]
MM: 45 U

[P] **SEARCH FOR SURVIVORS** [DSB]
Dozaria: Investigate possible crash location of Cardassian prisoner transport *Ravinok*.

OFFICER x2 + Computer Skill x2 + STRENGTH>30
May seed [Univ][Car] and [Univ][Baj] personnel under here.

[Car][Ba] 3- [30 PTS]
DS9: C

[P] **[Univ] SEARCH FOR WEAPONS**
Demilitarized Zone Region • Border planet: Search planet for illegal Maquis arms cache.

OFFICER + Navigation + Treachery
May seed hand weapons under here.

[Fed][Ma][Car][Ba][Fer] 3- [30 PTS]
SD2: P

[S] **SECRET SALVAGE**
Wolf 359: Attempt retrieval of floating Federation wreckage at Borg massacre site.

Treachery x 4 OR Navigation x 2 + Computer Skill

[Rom][Klg] 3- [30 PTS]
Premiere: U

[S] **SECRET SALVAGE II** [P]
Wolf 359: Retrieve wreckage at Borg massacre site.

Treachery x 4 OR Navigation x 2 + Computer Skill

[Rom][Klg] 3- [25 PTS]
SHIELDS 32

[P] **[Klg] OUTPOST**
If destroyed, flip mission over.

Back: If your Klingon ENGINEER is here, in place of your normal card play you may flip mission over; draw no cards that turn.

EP: 20 P

[S] **[Univ] SECURE STATION** [DQ][Borg]
Hirogen relay station: Guard against violations of Hirogen property.

Alpha-Hirogen + total WEAPONS>opponent's total WEAPONS here

[Hip] 2- [30 PTS]
Borg: 41 C

[P] **SECURITY BRIEFING** [Dom] **SECURITY + Diplomacy x2 + V.I.P. x3**
Karma: Attend joint intelligence exchange on this Cassidian world regarding Klingon military movements.
You may play System-5 Disruptors for free here.

[Car][Baj][Dom] -4- [35 PTS]
Dom: U

[S] **SEEK LIFE-FORM** **Exobiology + Astrophysics + ENGINEER**
Alpha Omicron: Study new spaceborne life-form reported in this system.
-3- [40 PTS]
Premiere: R

[P] **SENSITIVE SEARCH** **Computer Skill + CUNNING>28.**
Nequencia system: Investigate reports of politically "sensitive" activities by an information dealer in sector.
-4- [30 PTS]
[Fed][Rom][Wg] 2PG: F

[S] [Univ] **SPACE**
The final frontier ...
Counts as 1/2 card. May insert into spaceline.
X=3 + Number of adjacent [Univ] locations.
-X-

QC: C

[P] **STOP BOMBARDMENT** [Voy] **Astrophysics + ENGINEER + Geology + Leadership**
Nezu colony: Discover cause of repeated asteroid impacts on this resource-abundant planet.
-SPAN 3- [35 PTS][DQ]
[Fed][NA] Voy: 102 U

[P] **STRATEGIC DIVERSION** **Treachery x 3 + STRENGTH>30**
Nelvana III: Aid preparations for an offensive invasion.
-3- [30 PTS]
[Rom] Premiere: U

[S] [Univ] **STUDY BADLANDS** [DSB] **Navigation x2 + Stellar Cartography x2**
Badlands Region • Plasma Storms: Chart region of intense plasma activity.
Any crew may attempt mission.
-5- [25 PTS]
DS9: U

[S] **STUDY COMETARY CLOUD** [P] **Navigation + SCIENCE + Physics + Computer Skill**
Cruses System: Research gaseous comet trail in this system's Oort cloud for military or commercial use.
-3- [30 PTS]
[Rom][NA][Car][Fer] SD2: P

[S] **STUDY "HOLE IN SPACE"** **Leadership + Diplomacy + INTEGRITY>40**
Morgana Quadrant: Investigate mysterious void.
-4- [35 PTS]
[Fed][Wg] Premiere: R

[P] **STUDY INTERMENT SITE** [Voy] **SCIENCE + Astrophysics + Honor + Anthropology OR Harry Kim**
Ringed planet: Investigate appearance of humanoid remains on the asteroids of this planet's ring system.
-SPAN 4- [35 PTS][DQ]
[Fed][NA][Wg][Baj][Vid] Voy: 103 C

[S] **STUDY INTERSTELLAR COLONY** [Voy] **SCIENCE + Anthropology + Exobiology**
Interstellar swarm: Study the behavior patterns of this colony of space-dwelling life-forms.
Ocampo are disabled while here.
-SPAN 2- [35 PTS][DQ]
[Fed][Wg][Baj][Car] Voy: 104 U

[S] **STUDY LONKA PULSAR** **Navigation + Astrophysics + Stellar Cartography**
Lonka Cluster: Research vibrating neutron star.
-2- [40 PTS]
[Rom] Premiere: R

[S] **STUDY NEBULA** **Astrophysics + Stellar Cartography + CUNNING>40**
Gamma Erandi: Study and chart nebula.
-4- [35 PTS]
[Fed] Premiere: R

[S] [Univ] **STUDY PLASMA STORM** [DSB] **SCIENCE + ENGINEER + Astrophysics + CUNNING>30**
Plasma storm: Observe violent disturbance and compensate for disruption of computer operations.
Computer Skill required to use any equipment here.
-2- [30 PTS]
[Car][Baj][Dom] DS9: C

[S] **STUDY PLASMA STREAMER** **Astrophysics + Youth**
Igo System: Study stream of plasma flowing between binary stars.
-4- [30 PTS]
[Fed][Rom][Wg] Premiere: C

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

[S] [Univ] **STUDY PULSAR** [P] **Navigation + Astrophysics + Computer Skill**
Uncharted space: Characterize radio and optical emissions from rapidly rotating neutron star.
-3- [25 PTS]
[Fed][Rom][Wg] SD2: P

[S] **STUDY STELLAR COLLISION** **Stellar Cartography + Physics**
Detrian System: Study rare collision between two gas giants.
-3- [25 PTS]
[Fed][Rom][Wg] Premiere: C

[P] **SURVEY INSTABILITY** **Geology + STRENGTH>35**
Sekundi Drama Sector: Survey this "live fast, die hard" volcanic planet in this sector.
-3- [25 PTS]
[Fed] 2PG: F

[S] **SURVEY MISSION** **Stellar Cartography + Physics**
Mars Oscura: Study and chart dark matter nebula.
-5- [35 PTS]
[Wg] Premiere: C

[S] [Univ] **SURVEY STAR SYSTEM** [DSB] **Navigation + Stellar Cartography + Diplomacy + SCIENCE**
Planetary system: Scan uncharted system for inhabited, habitable and resource-rich worlds.
-3- [30 PTS][DQ]
[Wg][Car][Baj][Fer] DS9: C

[P] **SYMBIOT DIAGNOSIS** [DSB] **Trill with symbiont + MEDICAL x3 + OFFICER + Diplomacy x2 + Anthropology + CUNNING>45**
Trill: Identify treatment options for ailing Trill host and assess status of symbiont.
-3- [45 PTS]
[Fed] DS9: R

[P] **TAK TAK NEGOTIATION** [Voy] **Diplomacy x3 + CUNNING>35 OR Neelix**
Tak Tak planet: Obtain information and supplies from culture with highly ritualistic and gestural language.
-SPAN 3- [30 PTS][DQ]
[Fed][NA][Fer] Voy: 105 C

[S/P] **TARCHANNEN STUDY** **ENGINEER x2 + I.P. Scanner + Holodeck**
Tarchannen III: Aid investigation of outpost that disappeared on this planet.
No outposts or stations allowed here.
-2- [40 PTS]
[Fed] QC: R

[S] **TEST MISSION** **Physics + INTEGRITY>28**
Praxillus System: Provide aid for a helium ignition project attempting to revitalize dying sun.
-3- [25 PTS]
[Fed][Wg] Premiere: C

[S] **TEST MISSION II** [P] **Physics + INTEGRITY>28**
Praxillus System: Aid helium ignition project.
-3- [20 PTS]
[Fed][Wg] Front: [Fed] OUTPOST SHIELDS 32

If destroyed, flip mission over.
Back: If your Federation ENGINEER is here, in place of your normal card play you may flip mission over; draw no cards that turn.
EP: 21 P

[S] [Univ] **TEST PROPULSION SYSTEMS** [P] **Navigation + Physics + ENGINEER + [Univ] ship**
Remote sector: Test upgrades to faster-than-light drive components.
Solving player's ships are RANGE +2. (Cumulative.)
Any crew may attempt mission.
-5- [25 PTS]
OTSD: P

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

[P] **TULABERRY WINE NEGOTIATIONS** [ROA] **Acquisition x3 + (STRENGTH>30 OR Guramba) OR Pel + any Quark**
Dasi planet: Meet with aggressive Dasi negotiators to discuss lucrative wine contract and distribution rights.
Any non-Dominion Away Team may attempt mission.
-5- [45 PTS]
ROA: U

[P] **UNCOVER DNA CLUES** [Dom] **SCIENCE + Archaeology + (Leadership x2 OR Orcett)**
Ruah IV: Investigate genetic research conducted here by Federation scientist Dr. Richard Galen.
Hunt for DNA Program adds [Car][Baj][Fer].
-3- [30 PTS]
[Car][Baj][Fer] Dom: U

[P] **UNSEAT DICTATOR** [Voy] **MEDICAL + SECURITY + (Empathy OR Mindmeld OR STRENGTH>55)**
Ilari: Retrieve crewman possessed by the consciousness of a despotic ruler and restore rightful leader.
-SPAN 3- [35 PTS][DQ]
[Fed][Wg][NA][Baj] Voy: 106 U

[S] **VERIFY EVIDENCE** [DSB] **Navigation x2 + (CUNNING>24 OR any tricorder) + (Leadership x2 OR hand weapon OR Smuggling)**
Badlands Region • Rendezvous point: Substantiate report of information broker working here.
-5- [35 PTS]
[Car][Baj] DS9: C

[S] **WARPED SPACE** **SCIENCE x2 + Astrophysics + Navigation**
Amargosa Diaspora: Investigate gravity wells in globular cluster.
-Player: -5 | Opponent: -1- [45 PTS]
[Wg] AU: R

[S] **WORMHOLE NEGOTIATIONS** **Diplomacy x5 OR Honor x4 OR Treachery x4**
Near Barzan: Study and negotiate for exclusive use of Barzan wormhole.
-4- [45 PTS]
[Fed][Rom][Wg] Premiere: R

OBJECTIVES

ASSIGN MISSION SPECIALISTS [FC] **Seeds or plays on table. You may download to one of your outposts up to two different mission specialists (personnel whose only skill is a regular skill) that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (Unique.)**
FC: C

ASSIGN MISSION SPECIALISTS [Voy] **Seeds or plays on table. You may download to one of your outposts up to two different mission specialists (personnel whose only skill is a regular skill) that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (Unique.)**
Voy: 107 C

ASSIGN SUPPORT PERSONNEL [TWT] **Seeds or plays on table. (Unique.) Your "support personnel" (those who have exactly two skills, but no special skills) may report aboard your compatible ships that have two or more staffing icons. Once each turn, you may discard objective to download a "support personnel" (once per game per Personnel card title) to your matching ship that has two or more staffing icons, or to your matching facility.**
TWT: 39 C

[BO][NA] **ASSIMILATE COUNTERPART** [FC] **Plays on table. Target an opponent's unique male personnel. Your Borg may beam to and battle target's crew or Away Team. One of your Borg who engages target in combat may abduct target. If target is occupying an Assimilation Table, you may probe: (Com), (Nav), (Def); Assimilated as a counterpart. Place on target. Worth 5 points per [Skill] while objective on target.**
FC: U

[BO][HA] **ASSIMILATE HOMEWORLD** **[FC]**
Plays on table. Target both an unassimilated homeworld on spaceline and your matching counterpart. Your Borg may scout that homeworld. If your counterpart is at that spaceline location, you may probe: [Com]: Assimilated. Place on homeworld. Cards of that affiliation (except [AU] cards) may not report to any outpost for rest of game. **[40 PTS]**
FC: R

[BO][HA] **ASSIMILATE PLANET** **[FC]**
Plays on table. Target an unassimilated planet on spaceline (except a homeworld) with a point box showing at least 35 points. Your Borg may scout that planet. If you have Borg at that spaceline location, you may probe: [Com], [Def]: Assimilated. Place on planet. May download one Objective card. **[25 PTS]**
FC: C

[BO][HA] **ASSIMILATE PLANET** **[Borg]**
Plays on table. Target an unassimilated, non-homeworld planet mission with a point box showing at least 35 points. Your Borg may scout that planet. After scouting complete, if you have Borg at that location, you may probe: [Com], [Def]: Assimilated. Place on planet. May download one Objective card. **[25 PTS]**
Borg: 42 C

[BO][HA] **ASSIMILATE SPECIES** **[Borg]**
Plays on table; target (name) a species. Your Borg may beam to and battle a crew or Away Team containing a personnel of that species, but may not mortally wound. At end of battle, immediately probe (draw probe card, discard objective): [Def]: Distinctiveness added. If you won battle, and your Borg Nanoprobes or Assimilation Table present, all stunned personnel of target species present are assimilated.
Borg: 43 R

[BO][HA] **ASSIMILATE STARSHIP** **[FC]**
Plays on table. Target an opponent's ship. Your Borg may scout that ship. (Whenever no active Borg aboard target during your turn, you may beam one scout aboard.) After scouting complete, if your Borg have Computer Skill aboard that ship, you may probe: [Com], [Def]: Assimilated. Place on ship. May download one Objective card. **[FC: U]**

[BO][HA] **ASSIMILATE STARSHIP** **[Borg]**
Plays on table. Target an opponent's ship. Your Borg may scout that ship. (Whenever no active Borg aboard target during your turn, you may beam one scout aboard.) After scouting complete, if your Borg have Computer Skill aboard that ship, you may probe: [Com], [Def]: Assimilated. Place on ship. May download one Objective card. **[Borg: 44 U]**

[BA] **BAJORAN RESISTANCE CELL** **[HoloAdv]**
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 on play.
HoloAdv: 47 U

[HA] **BEWARE OF Q** **[DS9]**
Seeds on table. Allows you [Q] dilemmas to seed like [S/P] dilemmas. OR Seeds or plays next to your Q-Continuum side deck. Once per mission location, if opponent just encountered one of your dilemmas there, you may replace it with a Q-Flash doorway from your hand or Q's Tent (discard that dilemma). OR Plays to seed a Q-Flash from hand or Q's Tent under any mission; discard objective.
DS9: C

[HA] **BOARDING PARTY** **[Voy]**
Seeds or plays on table. Once each turn, your Boarding Pod may move to "ram" any ship present. Personnel on Pod go aboard; discard Pod. Also, once each turn, your Kazon aboard opponent's ship may use its transporters (ignoring its SHIELDS) OR steal an Equipment card aboard (score points; discard objective) OR download Commander Ship there (score double points; discard objective). **[10 PTS]**
Voy: 108 U

[BO] **BUILD INTERPLEXING BEACON** **[FC]**
Suspends your Assimilate Homeworld targeting Earth, if your Stop First Contact was nullified. Target a ship. Your Borg may scout target. If your Borg are aboard target orbiting 2063 Earth, you may probe: [Com], [Def]: Transponder rods are now set in place. [Nav]: If transponder rods are set, place on ship; Timeline disrupted in 2063 and suspended objective completed.
FC: R

[BO] **COMMANDER SHIP** **[BORG]**
Plays on your Computer Skill personnel who is aboard opponent's empty ship (except a Borg cube). That personnel commanders 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.
BOG: U

[BO] **COMMANDER SHIP** **[BORG]**
Plays on your Computer Skill personnel who is aboard opponent's empty ship (except a Borg cube). That personnel commanders 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.
Voy: 109 U

[MM] **CONSTRUCT STARSHIP** **[MM]**
Seeds or plays on table. In place of your normal card play, you may download any outpost or headquarters (if you have a matching ENGINEER at an appropriate location) OR download Spacedock (even to a docking site) OR download a unique ship to your facility that has a Spacedock (if you have an ENGINEER aboard who is that ship's matching commander). Discard objective OR draw no cards this turn.
MM: 46 R

[TWT] **COUNCIL OF WARRIORS** **[TWT]**
Plays on your [Klg] mission showing less than 30 points (or on Qo'noS), if unattempted. Nullified if you play (or have played) Scan, Full Planet Scan, or a non-Klingon personnel. If you solve by end of your next turn, place objective in point area; place here all ships your ships destroy in battle and all personnel your Klingons kill in personnel battle to score points equal to WEAPONS or STRENGTH printed on card.
TWT: 40 R

[HA][Ref] **DEFEND HOMEWORLD** **[TWT]**
Seeds or plays on table. When opponent initiates battle against your card at a homeworld matching that card's affiliation, just after it is targeted you may download there any number of HQ cards and compatible ships, leaders, SECURITY personnel, and hand weapons. Once per game, you may discard objective to download a SECURITY personnel OR any HQ card (except Return Orb to Bajor).
TWT: 41 U

[Voy] **DIVERT POWER** **[Voy]**
Plays on table. At start of each of your turns, one of your ships with ENGINEER (or [Nav] Borg) aboard may "transfer power" until start of your next turn; subtract 1 from two of its attributes and add 2 to the remaining attribute. OR Plays on your ship with ENGINEER (or [Def] Borg) and Computer Skill aboard. WEAPONS or SHIELDS are +4 until start of your next turn, then discard objective. (Captain's Order.)
Voy: 110 U

[BO][HA] **ELIMINATE STARSHIP** **[FC]**
Plays on table. Target an opponent's ship. Your Borg may battle that ship. If they destroy it in battle, immediately probe (draw probe card, discard objective): [Borg]: Wreckage. You may download Salvage Starship. [AU]: Energy distortion. You may download Temporal Rift. [BO]: Collateral damage. One other opposing ship present is damaged (random selection).
FC: U

[BO][HA] **ELIMINATE STARSHIP** **[Borg]**
Plays on table. Target an opponent's ship. Your Borg may battle that ship. If they destroy it in battle, immediately probe (draw probe card, discard objective): [Borg]: Wreckage. You may download Salvage Starship. [AU]: Energy distortion. You may download Temporal Rift. [BO]: Collateral damage. One other opposing ship present is damaged (random selection).
Borg: 45 U

[HA] **ENGAGE CLOAK** **[Dom]**
Seeds or plays on table. When your staffed ship cloaks or phases, it may relocate here (capacity one ship). Just before that ship de cloaks or dephases, return it to its former location; it may immediately move (up to its full RANGE) once for each of your full turns it was on this objective (if ship returns to spaceline on your turn, it may also use that turn's RANGE).
Dom: U

[Dom] **ESTABLISH DOMINION FOOTHOLD** **[Dom]**
Seeds or plays on a mission in Alpha or Delta Quadrant. If none of your [Dom] personnel cards have been in that quadrant yet this game. If your [Dom] personnel subsequently complete that mission, you may download a [Dom] facility with up to 5 different equipment cards there; score points (discard objective). You may complete this objective only once in each Quadrant. **[10 PTS]**
Dom: U

[BO][HA] **ESTABLISH GATEWAY** **[FC]**
Seeds or plays on table. Target a space mission with a point box, if not yet scouted. Your Borg may scout that location. After scouting complete, if you have Borg at that location, you may probe: [Com], [Nav]: Sector cleared. Place on location. Download to here one Transwarp Network Gateway (if possible). May download one Objective card. **[25 PTS]**
FC: C

[BO][HA] **ESTABLISH GATEWAY** **[Borg]**
Seeds or plays on table. Target a space mission with a point box, if not yet scouted. Your Borg may scout that location. After scouting complete, if you have Borg at that location, you may probe: [Com], [Nav]: Sector cleared. Place on location. Download to here one Transwarp Network Gateway (if possible). May download one Objective card. **[25 PTS]**
Borg: 46 C

[HA] **ESTABLISH TRACTOR LOCK** **[DS9]**
Plays on your Nor with Tractor Beam and your personnel unopposed in Ops or on your staffed ship with Tractor Beam. Immediately target another ship at same location. That ship may not move or initiate battle. You may discard objective at any time. You *must* discard objective if your ship or Nor moves, battles or has SHIELDS < target's RANGE.
DS9: R

[ROA] **ESTABLISH TRADE ROUTE** **[ROA]**
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 two Equipment cards) here; discard objective.
ROA: C

[HA] **EXAMINE SINGULARITY** **[BORG]**
Seeds or plays on table. Once each turn, your ship with SCIENCE, Astrophysics and CUNNING>30 in crew may close Black Hole when 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]**
BOG: U

[DS9] **EXPLORE GAMMA QUADRANT** **[DS9]**
Seeds or plays on table. At any time, place on your ship docked at a facility in the Alpha Quadrant. If ship's crew or Away Team solves a Gamma Quadrant mission, then ship returns and docks at that facility, draw three cards and score points (discard objective). **[5 PTS]**
DS9: U

[ROA] **FERENGI CONFERENCE** **[ROA]**
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

[DS9] **FILE MISSION REPORT** **[DS9]**
Seeds or plays on table. When one of your personnel has used a classification or skill to meet a mission requirement, and you have not yet attempted another mission, that personnel may "file a mission report" if unopposed at a site which allows this. Score points (discard objective). Limit one per mission. **[5 PTS]**
DS9: U

[MM] **FOR CARDASSIA!** **[MM]**
Plays on your Legate (for free if they have Honor). All your Cardassians present are INTEGRITY and STRENGTH +2. When that Legate helps complete HQ: Secure Homeworld at Cardassia Prime, you may discard objective: download two Cardassians who have Honor OR once per game, place Legate and two other Cardassians who have Honor from that Away Team out-of-play to score points. **[15 PTS]**
MM: 47 U

[ROA] **FORCED-LABOR CAMP** **[ROA]**
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

[BO][HA] **HARNESS PARTICLE 010** **[Borg]**
Plays on table. Target Omega Particle (download if needed; it is immune to Kevin Uxbridge) at your mission not yet scouted. Your Borg may scout that location. After scouting complete, if your staffed Borg cube there, you may probe: [Enigma], [Inc], [Obj]: Perfection achieved. Place on location; discard Particle. Doubles point boxes of your subsequently completed [BO] objectives. **[30 PTS]**
Borg: 47 R

[TWT] **HERD OF THE EMPIRE** **[TWT]**
Seeds or plays on Deep Space Station K-7. Download Captain Kirk aboard; he may not be moved. If he leaves play because of a Tribble Bomb (or an action your opponent initiated), timeline disrupted in 2267; place objective on table; each Alpha Quadrant mission solved this game is -10 points if solved by opponent, or +10 if showing [Klg] icon and solved by your non-Federation crew or Away Team.
TWT: 42 U

[HA][3] **HQ: DEFENSIVE MEASURES** **[DSB]**
Seeds or plays on table. Your Obsidian Order, Tal Shiar, Klingon Intelligence, Section 31 and FCA personnel gain 1 Leadership and may initiate battle against their own affiliation. Also, opponent may not attempt any of your missions with more than one affiliation icon on each end unless opponent attempted to send a copy of that mission OR opponent is using an appropriate Espionage card.
DS9: U

HQ: RETURN ORB TO BAJOR **[DSB]**
Plays on your [Orb] personnel. Where present, that personnel may earn Orb artifacts just encountered and may "reclaim" (steal) any Orb artifacts in play. If that personnel is on Bajor with Orb artifacts present, draw up to three cards for each one, discard objective and score points. (Each artifact may be "returned" only once per game.) **[10 PTS]**
DS9: R

HQ: SECURE HOMEWORLD **[DSB]**
Seeds or plays on a homeworld. Your Away Teams which include a personnel who matches homeworld's affiliation may attempt the mission using these requirements:
Leadership x2 + SECURITY + (Honor OR Treachery) + any one attribute total > point value of mission.
When you solve mission, capture all opposing personnel on planet who do not match affiliation of homeworld.
DS9: U

HUNTING GROUP **[HoloAdv]**
Seeds or plays on your non-[Hir] space mission with a point box. You may attempt it using these requirements:
Alpha-Hiragon + [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.
HoloAdv: 48 C

[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).
BOG: R

INSTALL AUTONOMIC SYSTEMS PARASITE **[Dom]**
Plays on opponent's ship if your Founder is aboard. That ship may not engage or disengage its special equipment, transporters and weapons until your next turn; then you may use ship to move and/or battle opponent's other cards (ignore staffing and affiliation restrictions); then discard objective. May be nullified by Miles O'Brien OR Odo OR 3 ENGINEER and 3 SECURITY aboard. (Unique.)
Dom: U

[HA] **ISSUE SECRET ORDERS** **[Dom]**
Seeds or plays on table. Place on your V.I.P. or OFFICER who has been infiltrating opponent's ship since start of opponent's last turn. Target any opponent's mission in same quadrant. Ship and crew must do nothing but go to that mission (with infiltrator aboard) and attempt it if possible (any infiltrators may decline); then infiltrator is exposed. Discard objective whenever infiltrator exposed.
Dom: R

NAVIGATE PLASMA STORMS **[DSB]**
Seeds or plays on table. End of every player's turn, if any ship is in the Badlands Region, that player must probe:
[INT], [DRY]: *Flare-up.* All ships and facilities in space in that region without 3 Navigation aboard are damaged.
[ORB]: *Maelstrom.* All ships and facilities in space in that region without 5 Navigation aboard are destroyed.
[EV]: *Plasma storms subside.* Discard objective.
DS9: U

[HA] **OMEGA DIRECTIVE** **[Borg]**
Seeds or plays on table. Place on your ship with matching commander aboard. (Nullified if no [Cmd] personnel aboard.) While ship is at same location as an Omega Particle, it may ignore affiliation attack restrictions, and end of each turn you must probe:
[SD]: Threat eliminated. Discard Particle; draw two cards and score points; discard objective. **[10 PTS]**
Borg: 48 U

OPEN DIPLOMATIC RELATIONS **[P]**
Seeds on table during doorway phase; you may seed one Treaty during this phase. At any time, you may exchange two cards in hand for a Treaty in your discard pile (discard objective). OR Plays on any opponent's ship. Your Away Teams which have a V.I.P. may beam to and from that ship, and it may not voluntarily move while your V.I.P. aboard. Discard objective if your personnel battle aboard that ship.
OTSD: P

[HA][Re] **OPERATE WORMHOLE RELAYS** **[Dom]**
Seeds or plays on table. Downloads of Bajoran Wormhole may not be prevented or nullified. Also, whenever opponent plays Wormhole interrupt on your ship, both ends of that wormhole remain at the locations where they were played. Any ship may move from either end to the other (requires 3 RANGE each time). You may place both ends of wormhole out-of-play at any time.
Dom: U

ORBITAL BOMBARDMENT **[HoloAdv]**
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:
[Skill]: *Targets hit.* Kills up to two opposing personnel on planet (random selection). Opponent may counter-attack next turn.
HoloAdv: 49 R

[HA] **ORGAN THEFT** **[Voy]**
Seeds or plays on table. Once each turn, your Vidian may use a Vidian Harvester to "steal organs" from any non-[Holo] personnel present (except an android or shape-shifter). Discard victim; you may report two Vidians (or download one) and, until end of your next turn, your Vidians may ignore The Phage. If victim belonged to opponent, you may discard objective to score points. **[10 PTS]**
Voy: 111 U

[HA] **PLANS OF THE OBSIDIAN ORDER** **[DSB]**
Seeds or plays on table. Wherever you have an Obsidian Order personnel in play, your Cardassian espionage cards play at any time (for free) and may not be nullified. Also, once each turn, you may discard one of your Cardassian espionage cards from hand or table, then draw one card. At any time you may discard this objective from table to download one Cardassian espionage card.
DS9: R

[HA] **PLANS OF THE TAL SHIAR** **[DSB]**
Seeds or plays on table. Wherever you have a Tal Shiar personnel in play, your Romulan espionage cards play at any time (for free) and may not be nullified. Also, once each turn, you may discard one of your Romulan espionage cards from hand or table, then draw one card. At any time you may discard this objective from table to download one Romulan espionage card.
DS9: R

POST GARRISON **[Dom]**
Plays on any mission. Opponent may not attempt, scout or complete a [BO] objective targeting that mission, but may battle your cards at that location regardless of affiliation attack restrictions. *If on a planet,* objective nullified if you have fewer than three Jem'Hadar or SECURITY personnel on planet; *otherwise,* nullified if you have fewer than two staffed ships at that location.
Dom: U

[HA][4] **PREPARE ASSAULT TEAMS** **[FC]**
Plays on table. You may download to one of your crews or Away Teams one hand weapon. While in play, your SECURITY may function as leaders. Also, at start of personnel battle, you may split your cards into two assault teams (face down). Attacker chooses one team to participate in the battle. (The other team does not participate and is not "stopped.")
FC: U

[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.
BOG: U

PROCESS ORE **[DSB]**
Plays on an Ore Processing Unit. Start of each turn, if you control this Ore at a planet location and you have a matching ENGINEER or SECURITY personnel unopposed here, you may "process ore." Discard one card from hand, place bottom card of discard pile beneath draw deck or out-of-play, then draw up to two cards.
DS9: U

[BO][HA] **REASSIMILATE LOST DRONE** **[Borg]**
Seeds or plays on table. Target an opponent's non-[Borg] Borg. If you have Borg Queen in play, you may probe:
[Def]: *Coercion.* If your Borg ship is at same location, target is abducted and relocated to that ship.
[Com]: *Collaboration.* If abducted target is present with Borg Queen, place on target (assimilated); worth 5 points per [Skill] while objective on target (10 points per [Skill] if target is One).
Borg: 49 U

[AU] **REFLECTION THERAPY** **[P]**
Plays on any personnel (except Suna) if you have Treachery-Honor present. Changes one regular skill to any other regular skill. Any player may cure with 3 Empathy present. OR Plays on and captures an opposing personnel affected by Frame of Mind. (If rescued, discard objective.) On a later turn, you may download Brainwash or Interrogation to replace (discard) this objective.
OTSD: P

RESCUE PERSONNEL **[DSB]**
Plays on your ship docked at a facility in the Alpha Quadrant. Target your Away Team on a planet which is either in a different quadrant or at a time location. If ship travels there, beams up Away Team and returns to facility, draw one card per personnel "rescued" (up to 5) and score points (discard objective). Limit one such "rescue" per location. (Unique.) **[5 PTS]**
DS9: R

[BO][HA] **SALVAGE STARSHIP** **[FC]**
Seeds or plays on table. Target a space mission with a point box where an opponent's ship was destroyed (or Wolf 359), if not yet scouted. Your Borg may scout that location. If you have Borg there, you may probe:
[Nav], [Def]: Place on target. May search opponent's discard pile for one ship to place underneath objective. Add its special equipment to all of your ships. **[30 PTS]**
FC: R

[BO][4] **STOP FIRST CONTACT** **[FC]**
Suspends your Assimilate Homeworld targeting Earth, if scouting complete. Target Montana Missile Complex (downloading as necessary). If you have a staffed ship orbiting that location, you may probe:
[Def]: Phoenix destroyed here. Timeline disrupted in 2063. Discard objective. Suspended objective completed. May download one Objective card.
FC: R

[HA] **SUBJUGATE PLANET** **[Dom]**
Seeds or plays on table. Place on a non-homeworld, non-Dominion planet mission you seeded. You may attempt mission using these requirements:
Vorta + Treachery + 4 Jem'Hadar + STRENGTH:(point value of mission x2).
When you solve mission, you may download Remote Supply Depot (plus one Ketracel-White) here; discard objective.
Dom: C

[HA] **THE EMPEROR'S NEW CLOAK** **[MM]**
Seeds or plays on table. Your Treachery personnel may steal unattended Equipment cards present and, if aboard an opponent's ship that has Cloaking Device, may place objective on ship; it may not be cloaked; steal a Cloaking Device Equipment card aboard or download your own aboard. (If you bring Device aboard any Enterprise or same ship as Regent Worf, discard objective and score points.) **[10 PTS]**
MM: 48 U

VISIT COCHRANE MEMORIAL **[FC]**
Seed one on Earth during outpost phase. (Destroyed if Earth assimilated. Unique.) When your unopposed human ENGINEER is present, you may probe:
[Fed], [OBJ]: *"Oooh."* Draw one card.
[EV], [INT]: *"Aaaah."* Play one card.
[Fojo], [EQ]: *"Wow!"* Download one card.
[NA], [DRY]: *"I thought it'd be bigger."* Discard one card.
FC: R

Q-ICON ARTIFACT

PICARD'S ARTIFICIAL HEART **[Fojo]**
"You might have lived if you'd had a real one, instead of this unreliable piece of technology."
Immediately seed under this mission (even if a space mission). When mission completed (or scouted), owner places in hand until played as an Interrupt card, once per game, on any one personnel in play. That personnel dies whenever that personnel's STRENGTH is used. (May be nullified only by Katherine Pulaski, if present.)
Fojo: P

Q-ICON DILEMMAS

[Q] **AR-Q-OLOGIST** **[HoloAdv]**
"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 [Skill] and [SD] icons on lowest INTEGRITY personnel present. Discard dilemma.
HoloAdv: 123 C

[S] **FIGHTIN' WORDS** **[DSB]**
"Go on. Take a poke at me. That's what you want to do, isn't it?"
Place on table. All your personnel with three or more [Skill] icons lose their first two listed skills. Nullified only by Oo! or if you initiate personnel battle.
DS9: U

GO BACK WHENCE THOU CAMEST
"Thou art notified that thy kind has infiltrated the galaxy too far already. Thou art directed to return to thy own solar system immediately."
Unless 10 < INTEGRITY < 50, at the end of your turn opponent may immediately relocate any one of your ships at this location to one of your outposts.
QC: C

GUILTY — PROVISIONALLY

"You will now answer to the charge of being a grievously savage race . . . Soldiers, you will press those triggers if this criminal answers with any word other than guilty."

Q chooses one personnel present (random selection). Personnel killed unless you say "guilty — provisionally," in which case opponent may cancel the next battle you initiate.

QC: U

HIDE AND SEEK [P]

"Why don't we play a little game? I'll hide . . . you find me."

Dilemma: Shuffle into crew or Away Team. Randomly "stops" personnel one by one. After a [Univ] personnel or Hide and Seek selected, discard dilemma. (May also be seeded.)

Event: Plays on table. When any player overcomes their own Q dilemma, their opponent may immediately seed up to four cards there from hand, discard pile or Q's Tent; discard event. (May not be nullified. May also be seeded as [HA].)

OTS: P

HIS HONOR, THE HIGH SHERIFF OF NOTTINGHAM

"Yes, but what about your merry men? Are you willing to jeopardize their lives as well?"

If any of your personnel are held captive, you must either lose points OR return a captive to this location. If, just after return, opponent shows SECURITY from hand, opponent captures two of your personnel present (random selection). (Immune to Q Flash and Q2.)

[5 PTS]

QC: U

I TRIED TO WARN YOU [DSB]

"You're making a terrible mistake."

If you began this mission attempt with only one non-Borg personnel, or if all your missions have the same icon ([S] or [P]), opponent places dilemma on any one mission in play. Q makes that mission unattemptable and uncountable; destroys any points already gained from solving that mission or completing an objective targeting that mission. (May not be nullified.)

DS9: U

MANDARIN BAILIFF

"Criminal! How plead you?"

Opponent takes one personnel present (random selection) into custody (as a captive) unless you "post bail" by transferring X points to opponent, where X = the number of [Skill] icons in that personnel's skill box.

[≥X PTS]

QC: C

PLA-NET

"Damn it all to Hell!"

Immediately choose whether or not to nullify the next seed card at this location. If you choose to nullify, lose points. Otherwise, if that seed card turns out to be a dilemma and it "stops," disables or puts in stasis any of your personnel, lose points.

[5 PTS]

QC: C

Q-TYPE ANDROID [TWT]

"Think fast, Commander Riker."

Opponent places dilemma on one Personnel card at this location, then chooses: All copies of that card become Q-type androids (STRENGTH +4) or, if already androids, become humans (STRENGTH -4). OR That card, unless Borg, seeds (relocates) under Q's Planet, if not solved; discard dilemma. (May be nullified only by Mortal Q or a version of the William T. Riker persona present.)

TWT: 99 U

RHETORICAL QUESTION [DSB]

"Still chasing your own tail?"

If crew or Away Team completes mission on this attempt, discard dilemma. Otherwise, opponent may place dilemma on any one of your non-Borg ships in play (at this location if possible). While dilemma in play, you may not re-attempt this mission and ship must do nothing but return to one of your facilities; then discard dilemma. (Immune to Q2.)

DS9: U

RISKY BUSINESS [DSB]

"Remember that bug bite? . . . The galaxy can be a dangerous place when you're on your own."

If only one personnel in crew or Away Team, that personnel dies (erased if [Holo]); seed dilemma beneath mission to be encountered again. Otherwise, if you have any one-person crews or Away Teams anywhere in play, choose one of them to die OR lose points. (Dilemma does not affect Borg.)

[5 PTS]

DS9: U

Q-ICON EVENTS**ALDEBARAN SERPENT**

"You will abandon that mission, Captain. My business with you takes precedence." Unless the number of personnel in this crew or Away Team > lowest attribute present, place on mission. After experiencing any remaining [Q] icon cards in this Q-Flash, crew or Away Team is "stopped" and you must attempt a different mission before attempting this one again.

QC: C

AMANDA'S PARENTS

"They had assumed human form . . . in vulgar human fashion, they proceeded to conceive a child. And like mockish humans they became attached to it."

Plays on table until any Q-Flash. Each time you play an Amanda Rogers card (except to nullify a [Q] icon card), opponent may take that Amanda Rogers (and any two other cards) from your discard pile and place all three out-of-play.

QC: C

DOOR-NET

"Stay where thou art."

Plays on one of your Doorway cards in play (your choice) until any Q-Flash. Doorway is now closed. May be nullified by Alternate Universe Door OR by showing 2 Diplomacy from your hand during your turn.

QC: C

FRIGID

"SILENCE!"

Plays on table. The next time you play an Interrupt card during opponent's turn, opponent may place this event on any one of your SECURITY personnel in play. Personnel is in stasis until any Q-Flash, then discard event. May be nullified by Fire Sculptor.

QC: U

HIDE AND SEEK [P]

"Why don't we play a little game? I'll hide . . . you find me."

Dilemma: Shuffle into crew or Away Team. Randomly "stops" personnel one by one. After a [Univ] personnel or Hide and Seek selected, discard dilemma. (May also be seeded.)

Event: Plays on table. When any player overcomes their own Q dilemma, their opponent may immediately seed up to four cards there from hand, discard pile or Q's Tent; discard event. (May not be nullified. May also be seeded as [HA].)

OTS: P

INTO THE BREACH

"Ooh!"

Plays on table until any Q-Flash. While in play, nullifies all Warp Core Breach cards and immediately repairs all damaged ships in play, except Borg Ship. (Not duplicatable.)

QC: C

JEALOUS AMANDA

"Do you love me?"

Plays on table. The next time any Away Team encounters a Love Interest, Parallel Romance or Alien Groupie, your opponent may override that card's normal result by relocating the affected personnel to any planet location. Discard event. (Not duplicatable.)

QC: C

MILITARY PRIVILEGE

"Starfleet Admiral Q, at your service!"

Plays on table until any Q-Flash. All Federation and Non-Aligned personnel in play with OFFICER classification are now CIVILIAN instead, and vice versa.

QC: C

PENALTY BOX

"Unfortunately, there's only one penalty box. If any of you should be sent there, dear Tasha must give up the box to you . . . and go into nothingness."

If any Penalty Box already in play, put its occupant out-of-play and replace with new victim (random selection). Discard event. Otherwise, place on table and put one personnel present (random selection) here. (If nullified, return occupant to owner's hand.)

QC: U

[Q]**Q'S FANTASY WOMEN [HoloAdv]**

"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]

HoloAdv: 124

SCOTTISH SETTER

"Crusher gets more stail with each passing year."

Unless ANIMAL present, play on one personnel present (random selection) until any Q-Flash. That personnel's classification changes to ANIMAL. May be nullified by Amanda Rogers.

QC: C

TIJUANA CRASS

"My brothers and sisters of the Continuum have taken me back! . . . I feel like celebrating!"

Plays on table. (May not be nullified.) While in play, any points derived from Ressian Flute count for all players AND opponent's Data Laughing cards are converted to Event cards to be played on the table when used.

QC: C

TRUST ME

"You can do it, Amanda . . . close your eyes . . . remember them."

Plays on table until any Q-Flash. Each time you play an Amanda Rogers card (except to nullify a [Q] icon card), opponent may place two non-Artifact cards from outside the game into opponent's own discard pile.

QC: C

YOU WILL IN TIME

"If I return you to your ship, will you agree to give my request a full hearing?"

If you began this mission attempt with only one personnel, opponent may name one of your unique personnel in play. That personnel is in stasis. On every turn, opponent may make a request of you; if you comply, remove personnel from stasis. (May not be nullified.)

QC: C

Q-ICON INTERRUPTS**ARE THESE TRULY YOUR FRIENDS, BROTHER?**

"You have the power to leave each one of them with a gift proving your affection."

If you have more cards in your discard pile than personnel in this crew or Away Team, examine one card in your discard pile (random selection). If it has a point box with a number, give it to your opponent who immediately scores those points. Otherwise, place it out-of-play. (May not be nullified.)

QC: C

DR. Q, MEDICINE ENTITY

"Well, well, well. What seems to be the problem?"

Diagnosis: One of your Event cards on the spaceline (opponent's choice) is the problem. **Treatment:** Opponent must move the "problem card" to a different appropriate spaceline location.

QC: C

GIFT OF THE TORMENTER

"We have offered you a gift beyond all other gifts."

If your current score is zero, score bonus points. Otherwise, place this card in your discard pile. (May be nullified only by Countermanda.)

[100 PTS]

QC: C

INCOMING MESSAGE — THE CONTINUUM

"Your progress, Q?" "As anticipated, there are some problems. I need time."

Opponent may end this Q-Flash now (you experience no more [Q] icon cards this Q-Flash) and immediately re-seed Q-Flash doorway under any other mission.

QC: C

LEMON-AID

"Wasn't it your own Hardy who said, 'Nothing reveals humanity so well as the games it plays?' . . . Actually, you reveal yourself best in how you play."

If you are at least 20 points ahead of your opponent, graciously give this card to opponent, who scores bonus points. (May not be nullified.)

[5 PTS]

QC: C

[Q]**QUANDARY [HoloAdv]**

"I'm sure you were far more interesting in those days. A pity you had to change . . . So if you had it to do 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]

HoloAdv: 125 C

SUBSECTION Q, PARAGRAPH 10

"There will be no legal trickery."

Every player with more than ten cards in hand loses 1 point for each card in excess of ten. (May not be nullified.)

QC: C

THE HIGHER . . . THE Q-ER

"You want to review your rapid progress? To where humans learned to control their military with drugs?"

Unless CIVILIAN present, crew or Away Team must experience Q additional [Q] icon cards, where Q = number of personnel present with a [Cmd] icon.

QC: C

THE ISSUE IS PATRIOTISM

"You slaughtered millions in silly arguments about how to divide the resources of your little world."

You must immediately initiate a battle at one location that has opposing ships or Away Teams (if any). "Stopped" cards are "unstopped" long enough to battle. No leaders are required and no affiliation restrictions apply. (Immune to Q-Flash.)

QC: U

THE NAKED TRUTH

"Red Alert!"

Opponent may report for duty Mortal Q (or any other unique personnel card) from opponent's hand to your crew or Away Team. That personnel is used as your own and is "stopped." (Opponent may not report the same personnel more than once pergame in this manner.)

QC: U

WESLEY GETS THE POINT

"You have only one chance to save them now. Send them back to the ship."

If you have Wesley Crusher present or on any planet, he scores bonus point and dies. [1 PT]

QC: U

WHERE'S GUINAN?

"This creature is not what she appears to be. She's an imp, and where she goes trouble always follows."

If Guinan or Madam Guinan is in your crew or Away Team, relocate each El-Aurian present to any planet of your opponent's choice. (May be nullified only by Guinan if she has not already nullified a card this turn.)

QC: U

Q-ICON MISSION

[Q][P]

Q'S PLANET

"This is the dressing for a gammat that we will play."

Owner inserts anywhere on spaceline. Each player may place up to 3 seed cards here from hand, discard pile, or Q's tent. Until solved, an 40 more points are needed for any player to win. May also stock in Q's tent. (May not be nullified. Not duplicatable.)

**Any unique personnel.
Any Away Team may attempt mission.**

-0-

QC: U

SITES

BAJORAN SHRINE

[TWT]

Prylars, Vedeks, and Kais may report here. Once each turn, any player who has a Prylar, Vedek, or Kai unopposed here with any other Bajorans may "conduct services": discard one card from hand, place bottom card of discard pile beneath draw deck or out-of-play, then draw one card (or two if any Orb artifact is present). Unless station is under [Baj] or [Fed] control, Shrine is suspended and may be destroyed by any personnel using a disruptor at an adjacent site.

Deep Space 9: Promenade

TWT: 114 U

CARGO BAY

[ROA]

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: Docking Ring

ROA: C

COMMANDER'S OFFICE

[DS9]

Once each turn, any player who has a matching [Cmd] OFFICER unopposed here may, in place of one card draw, download to hand one Captain's Order card (Captain's Log, Lower Decks, Yellow Alert, Senior Staff Meeting or any card so marked). Matching OFFICER personnel may file mission reports here. This site is always the "innermost" site of any Nor (may not separate Ops from any other site).

Any Nor: Ops Module

DS9: U

DOCKING PADS

[DS9]

Any ship with no staffing requirements may report, dock (land) and undock (take off) here if ship is compatible with station's affiliation OR crew includes a V.I.P. OR player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Player controlling station may, once per game, download Establish Landing Protocols. Capacity: 6 ships. Tractor Beam

Any Nor: Habital Ring

DS9: U

DOCKING PORTS

Any ship with fewer than three staffing icons may report, dock and undock here if ship is compatible with station's affiliation OR crew includes a V.I.P. OR player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Freighters and transports report for free here. Capacity: 9 ships. Tractor Beam.

Any Nor: Docking Ring

DS9: C

DOCKING PYLONS

[DS9]

Any ship with fewer than five staffing icons may dock and undock here if ship is compatible with station's affiliation OR crew includes a V.I.P. OR player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Ships may not report here but may repair here. Capacity: 6 ships. Tractor Beam

Any Nor: Docking Ring

DS9: U

GARAK'S TAILOR SHOP

[DS9]

Obsidian Order personnel may report here (for free if any Garak). Once each turn, any player who has a personnel unopposed here who has both Obsidian Order and Treachery may glance at top card of opponent's draw deck. Also, any player who doesn't control station but has Obsidian Order unopposed here may report Cardassian personnel and Cardassian-compatible Equipment cards here.

Terok Nor OR Deep Space 9: Promenade

DS9: R

[Univ] **GUEST QUARTERS**

[DS9]

If unoccupied, any non-Borg V.I.P. may report here regardless of affiliation. Once each turn, any player who has a V.I.P. unopposed here may, in place of one card draw, draw two cards an place one of them beneath draw deck. (Not cumulative.)

Any Nor: Habital Ring

DS9: U

[Univ] **HOLOSUITE**

[HoloAdv]

This site must be placed adjacent to Quark's Bar (or another HoloSuite). Has a HoloDeck. Hologram 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 Deep Space 9: Promenade

HoloAdv: 131 C

INFIRMARY

[DS9]

Compatible MEDICAL-classification personnel, MEDICAL-related Equipment cards and I.P. Scanner may report here. Once each turn, any MEDICAL personnel unopposed here may "revive" a personnel present who was disabled by a Hypospray (revived personnel is no longer disabled). Matching MEDICAL personnel may file mission reports here.

Any Nor: Promenade

DS9: U

OPS

[DS9]

Compatible OFFICER-classification personnel may report here. Any player may, in place of their normal card play, download to an unopposed site on this station one card which may play there (if reporting a ship or personnel, must be of matching affiliation); player draws no cards that turn. Any Computer Skill personnel unopposed here may commandeer station.

Any Nor: Ops Module

DS9: C

OPS: MIRROR UNIVERSE

[MM]

Cards with same [KCA] or [TE] icon as this Nor are considered to match its affiliation for purposes related to its sites. Compatible OFFICER-classification personnel may report here. Any player may, in place of their normal card play, download to an unopposed site on this station one card which may play there (if reporting a ship or personnel, must be of matching affiliation); player draws no cards that turn. Any Computer Skill personnel unopposed here may commandeer station.

Any [MQ] Nor: Ops Module

MM: 130 C

ORE PROCESSING UNIT

[DS9]

Compatible ENGINEER-classification personnel and ENGINEER-related Equipment cards may report here. If Automated Security System on Ops at this station, personnel may not move to here from an adjacent site, or vice versa. This unit does not process ore when station is under Federation or Bajoran control.

Any Nor: Docking Ring

DS9: U

PROMENADE SHOPS

[DS9]

Non-Borg CIVILIAN personnel may report here regardless of affiliation. Any player who has a non-Borg personnel present may probe: [EV], [INT], [EQ]: Shopping. Draw probe card. [DRY], [Car], [Klg]: Brawl. Must immediately initiate a personnel battle (if opposed by non-Borg at this site).

Any Nor: Promenade

DS9: U

QUARK'S BAR

[ROA]

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 in place of a normal card play). Any player who has Morn unopposed here may draw an additional card at the end of turn. Any player who kills any waiter or dabo girl here in battle must discard two cards for each. Ferengi ships may report, dock, and repair at this Nor.

Terok Nor OR Deep Space 9: Promenade

ROA: R

SCIENCE LAB

[DS9]

Compatible SCIENCE-classification personnel, SCIENCE-related Equipment cards, I.P. Scanner and PADDs may report here. Once each turn, if station at a [S] mission and player who controls station has a SCIENCE personnel unopposed here, that player may scan bottom seed card under mission. Matching SCIENCE personnel may file mission reports here.

Any Nor: Docking Ring

DS9: U

[Univ] **SECURITY HOLDING CELL**

[BOG]

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 Shier, Obsidian Order, Resistance or Section 31 personnel (or a personnel who has SECURITY and Treachery) unopposed here.

Any Nor: Promenade

BOG: U

SECURITY OFFICE

[DS9]

Compatible SECURITY-classification personnel and hand weapons may report here. Whenever a personnel battle was just initiated on this station, any player's personnel here, if one has SECURITY, may move there (if possible) and join the battle. Matching SECURITY personnel may file mission reports here.

Any Nor: Promenade

DS9: U

TACTICS

ATTACK WING

[BOG]

ATTACK 1
ATTACK bonus +1 for each of your ships firing. DEFENSE bonus +1 if you have a Jem'Hadar attack ship defending. Hit = [Flip][Flip]. Direct hit = [Flip][Flip][Flip][Flip].

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%

BOG: C

BAJORAN PHASER BANKS

[TWT]

ATTACK 1
ATTACK and DEFENSE bonus +2 if you have a Bajoran ship firing with Resistance or Navigation aboard (or +4 if one crew member has both skills). Hit = [Flip][Flip]. Direct hit = [Flip][Flip][Flip][Flip].

Casualties: randomly kills one personnel (on a Nor, one personnel at a site of opponent's choice).

RANGE -1 WEAPONS -1 SHIELDS -1 HULL -30%

TWT: 115 C

BORG CUTTING BEAM

[BOG]

ATTACK 1
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 = [Down].

SHIELDS -2 HULL -40%

BOG: R

BREEN DISRUPTOR BURST

[TWT]

ATTACK 2
ATTACK bonus +2 if you have a Breen ship firing. Hit = [Flip][Flip]. Direct hit = [Flip][Flip][Flip][Flip].

Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

RANGE -2 WEAPONS -2 SHIELDS -2 HULL -35%

TWT: 116 C

BREEN ENERGY DAMPENING WEAPON

[TWT]

ATTACK 3
Requires a ship with Energy Dampener firing. Hit or direct hit = [Down][Flip] and, unless target is U.S.S. *Soo Paulo*, I.K.C. *Ki'ang*, or has Energy Dampener, "power surge" also disables RANGE and WEAPONS.

Power surge: special equipment off line. Discard this damage marker at end of opponent's next turn.

SHIELDS -2 HULL -20%

TWT: 117 R

CHAIN REACTION PULSAR

[TWT]

ATTACK 5
Requires a staffed ship which has three or more staffing icons firing. ATTACK bonus +1 if Akira class. Hit or direct hit = [Down] and nullifies one Event card enhancing target's attributes (once per turn).

Scanners offline: you may play Scan and Full Planet Scan only where you have an undamaged ship.

RANGE -1 WEAPONS -1 SHIELDS -3 HULL -35%

TWT: 118 U

"CRIMSON FORCEFIELD"

[BOG]

ATTACK 0
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 = [Flip]. Direct hit = [Flip][Flip].

Cloaking Device offline.

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

BOG: U

EVASIVE MANEUVERS

[BOG]

ATTACK -2
DEFENSE bonus +2 if you have a ship with no staffing requirements defending. Hit = [Flip][Flip]. Direct hit = [Flip][Flip][Flip][Flip].

Plasma leak: randomly kills one ENGINEER, Astrophysics or Physics personnel (on a Nor, one personnel in Ore Processing Unit).

RANGE -1 HULL -35%

BOG: C

FERENGI ENERGY WEAPON

[ROA]

ATTACK 1
ATTACK bonus +2 if you have a Ferengi ship firing. Hit = [Flip][Flip]. Direct hit = [Flip][Flip][Flip][Flip].

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

FULL PHASER SPREAD [BOG]
DEFENSE 2
ATTACK 3
ATTACK bonus +1 if you have a *Galaxy-class* ship firing. Hit = [Flip][Flip].
Direct hit = [Flip][Flip][Flip].
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%
BOG: C

MAXIMUM FIREPOWER [BOG]
DEFENSE -3
ATTACK 6
Hit = [Flip][Flip] (or [Flip][Flip][Flip] if you have *Future Enterprise, I.K.C. Chang, I.K.C. Fok'hr, Dacius*, any [AU] ship with the word "future" in its lore or a Borg cube firing). Direct hit = [Flip][Flip][Flip].
Transporters offline.
SHIELDS -2 HULL -20%
BOG: R

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

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

PHOTON TORPEDO [BOG]
DEFENSE 2
ATTACK 2
ATTACK bonus +1 if you have an *Akira-class* ship firing. Hit = [Flip][Flip].
Direct hit = [Flip][Flip][Flip][Flip].
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%
BOG: C

PICARD MANEUVER [BOG]
DEFENSE 0
ATTACK 3
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 = [Flip][Flip]. Direct hit = [Flip][Flip][Flip][Flip].
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%
BOG: R

PLASMA ENERGY BURST [ROA]
DEFENSE 2
ATTACK 0
ATTACK bonus +4 and DEFENSE bonus +2 if you have a D'Kora-class ship firing. Hit = [Down][Flip][Flip]. Direct hit = [Down][Flip][Flip][Flip].
Otherwise, causes electromagnetic disruptions ([Down]).
EM burst: until end of your next full turn, WEAPONS disabled and all ENGINEER-classification personnel are "stopped."
WEAPONS -1 SHIELDS -1
ROA: U

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

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

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

PULSE PHASER CANNONS [BOG]
DEFENSE 1
ATTACK 4
ATTACK bonus +1 if you have a *Defiant-class* ship firing. Hit = [Flip][Flip].
Direct hit = [Flip][Flip][Flip][Flip].
Tractor beam offline.
WEAPONS -1 SHIELDS -1 HULL -20%
BOG: C

QUANTUM TORPEDO [BOG]
DEFENSE 0
ATTACK 5
ATTACK bonus +1 if you have a *Sovereign-class* ship firing. Hit = [Flip][Flip].
Direct hit = [Flip][Flip][Flip][Flip].
Sensors offline: crew cannot attempt space missions.
WEAPONS -2 SHIELDS -2 HULL -15%
BOG: C

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

STRAFFING RUN [BOG]
DEFENSE -1
ATTACK 4
ATTACK bonus +1 if you have a *Hideki-class* ship firing. Hit = [Down][Flip].
Direct hit = [Down][Flip][Flip][Flip].
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%
BOG: C

TARGET ENGINES [BOG]
DEFENSE 1
ATTACK 2
ATTACK bonus +1 if you have a Dominion ship firing. Hit = [Down][Flip].
Direct hit = [Down][Flip][Flip][Flip].
RANGE enhancements offline.
HULL -25%
BOG: C

TARGET SHIELDS [BOG]
DEFENSE 2
ATTACK 2
Hit = [Down][Flip]. Direct hit = [Down][Flip][Flip][Flip]. Otherwise, drains target's SHIELDS ([Down]).
SHIELDS enhancements offline.
SHIELDS -2
BOG: C

TARGET THESE COORDINATES [BOG]
DEFENSE 1
ATTACK 3
Hit = [Down][Flip] (or [Down][Flip][Flip] if target is affected by Weak Spot).
Direct hit = [Down][Flip][Flip][Flip].
Shields fluctuating: opponent's transporters, if operated by Transporter Skill personnel, may beam through SHIELDS.
RANGE -1 WEAPONS -1 SHIELDS -1 HULL -20%
BOG: R

TARGET WEAPONS [BOG]
DEFENSE 1
ATTACK 2
ATTACK bonus +1 if you have a Dominion ship firing. Hit = [Down][Flip].
Direct hit = [Down][Flip][Flip][Flip].
WEAPONS enhancements offline.
WEAPONS -2 HULL -25%
BOG: C

TIME LOCATIONS

[P] **HALKAN COUNCIL** [MM]
Mirror Universe • 2267 Halkan Planet: Site of dilithium deposits and obstinate inhabitants.
Seeds or plays on table; any players may download one [MQ] Constitution-class ship here. Native to this timeline: all cards with both [OS] icon and [MQ] icon, and all [OS] Equipment cards. Once per turn, one such card reporting at this location may report for free.
MM: 131 R

[P] **MONTANA MISSILE COMPLEX** [FC]
2063 Earth: Historic time of Earth's first warp flight and contact with extraterrestrials.
Plays on table. Seed Phoenix beneath this location from outside the game (any Zefram Cochrane may acquire it later); Borg player may download Stop First Contact. Once Phoenix has taken off or Vulcan Lander has landed here, nullifies Stop First Contact. Native to this timeline: Zefram Cochrane, Lily Sloane, Phoenix, Vulcan Lander, Solkar, Sevek, T'Shonra and Kathleen Tonell.
FC: R

[P] **SHERMAN'S PEAK** [TWT]
2267 Sherman's Planet: 105 years, 1 month, and 12 days ago — a Friday.
Seeds or plays on table; download Deep Space Station K-7 here. Any players may download Organian Peace Treaty. If a Tribble Bomb at this location is nullified by being examined, also nullifies Hero of the Empire. Native to this timeline: all cards with both [OS] icon and [AU] icon (except [MQ] cards).
TWT: 119 U

TRIBBLES

[Bonus][Discard][Go] **1 TRIBBLE** [TWT]
May report anywhere. Each non-Klingon present is CUNNING -1. Once every turn, may "stop" one personnel present (random selection).
TWT: 120-122 C

[Bonus][Go][Poison] **10 TRIBBLES** [TWT]
May report anywhere. Each Klingon present is INTEGRITY -1 and, unless Divrok is present, loses their first-listed skill.
TWT: 123-125 U

[Bonus][Poison][Rescue] **100 TRIBBLES** [TWT]
Breeds from 10 Tribbles. Where present, mission attempts require 2 Leadership. If on a planet, prevents scoring of Colony points there.
TWT: 126-128 U

[Bonus][Discard][Rescue] **1,000 TRIBBLES** [TWT]
Breeds from 100 tribbles. Each personnel present loses their first-listed skill. Prevents Ooby Dooby card draws at this location.
TWT: 129-131 R*

[Go][Poison][Rescue] **10,000 TRIBBLES** [TWT]
Breeds from 1,000 Tribbles. Where present, mission attempts require 2 Exobiology. Cancels probing on non-Dilemma cards at (and [BO] cards targeting) this location.
TWT: 132-134 R+

[Clone][Rescue][Discard] **100,000 TRIBBLES** [TWT]
Breeds from 10,000 Tribbles. Where present, prevents personnel from reporting "for free." If on a planet when that mission solved, reduces its points by 10.
TWT: 135-137 R+

TROUBLES

... **IN THE ENGINE ROOM** [TWT]
"Aye, they're into the machinery, all right. And they're probably into all the food processors, too."
100: On a ship, reduces WEAPONS -1 and RANGE -1.
1,000: On a ship, it is "stopped" after each of its moves unless 3 ENGINEER aboard. At an Ore Processing Unit, suspends Process Ore.
TWT: 138 C

... **IN THE TRANSPORTERS** [TWT]
So numerous were tribbles on the starship *Enterprise* that some were beamed to K-7 along with Captain Kirk and Mr. Spock.
100 (or Tribble Bomb): On a ship or facility, when any personnel present moves away from this group, up to 10 of this group's tribbles (and/or your Tribble Bomb present) may go with that personnel; discard trouble.
TWT: 139 C

... **ON THE BRIDGE** [TWT]
The starship *Enterprise* crew suffered numerous tribble distractions, not the least of which was Kirk sitting on one.
100: On a ship, suspends attribute enhancements related to its matching commander.
1,000: Where present, limits each mission attempt to 10 personnel.
TWT: 140 C

... **ON THE STATION** [TWT]
1,771,561 tribbles managed to find their way into virtually every part of Deep Space Station K-7 and surrounding ships.
1,000: Just after this group breeds, up to 100 of its tribbles may "spread" (move) to an adjacent site or into/out of a facility or a landed, docked, or carried ship; discard trouble.
10,000: At Bajoran Shrine, prevents "conducting services."
TWT: 141 C

BAJORAN: FACILITIES

Bajoran [DSB]
The Bajoran homeworld is Bajor. The Bajorans establish outposts throughout their territory.
Seed one OR build where you have a Bajoran ENGINEER.
SHIELDS 30
OUTPOST
DS9: C

Chamber of Ministers [DSB]
Legislative body of Bajoran provisional government. Established following Cardassian withdrawal in 2369.
Seeds or plays on Bajor. A Nor may coexist here. Once per turn, one Bajoran Minister, Vedek or Kai OR one HQ card may play for free here. (Not duplicatable.)
HEADQUARTERS
SHIELDS 36
DS9: R

Deep Space 9 [DBS]

Formerly known as Terok Nor. Now a Bajoran trading center and administrative facility run by the Federation.

Seed during dilemma phase at a Bajor Region location. If commanded by any personnel who is not Bajoran or Federation affiliation, flip card over. (Not duplicatable.)

STATION WEAPONS 6 SHIELDS 34
DS9: R

BAJORAN: PERSONNEL**[Univ] Anara**

[SH] ENGINEER [DBS]

Representative of Bajoran engineering apprentices serving on Deep Space 9. Assisted Miles O'Brien with computer "pup" in 2369.

• Physics • Transporter Skill
INTEGRITY 6 CUNNING 7 STRENGTH 4
DS9: C

Bareil

[SH][NCA][Orb] CIVILIAN [MM][MC]

Skilled thief and decryption expert. *Bareil Antos* was romantically involved with both the Intendant and Kira Nerys, who gave him an Orb experience.

• Computer Skill x2 • SECURITY • Biology • Honor • Anthropology
• Treachery [SD] Any Equipment card
INTEGRITY 6 CUNNING 8 STRENGTH 6
MM: 49 R+

Bareil Antos

[SH][Orb] V.I.P. [DBS]

Vedek. Follows springball religiously. Romantically involved with Kira Nerys. Began spiritual service as a gardener, still enjoys tending the grounds.

• Anthropology • Diplomacy x2 • Honor • SCIENCE • Biology
INTEGRITY 8 CUNNING 7 STRENGTH 5
DS9: R

Colonel Day

[Cmd] OFFICER [DBS]

Member of Bajoran Militia and the Circle. Participated in DS9 siege of 2370. Deceived General Krim, under orders from Jaro Essa. Tried to kill Benjamin Sisko.

• SECURITY • Treachery • Navigation
INTEGRITY 3 CUNNING 7 STRENGTH 7
DS9: R

Commander Leeta

[SH][TE] SECURITY [MM][MC]

Leeta is one of the few Bajorans in the mirror universe to join the Terran Rebellion. Responsible for debriefing Ezri following the cloaking device affair.

• Leadership • Diplomacy • Youth [SD] Mission Debriefing
INTEGRITY 6 CUNNING 7 STRENGTH 5
MM: 50 R

Els Renora

V.I.P. [HoloAdv]

Why, 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
HoloAdv: 50 U

First Minister Shakaar

[Cmd] V.I.P. [TWT]

Once a farmer and leader of Shakaar resistance cell, Shakaar Edon was elected First Minister 2371.

• Diplomacy • Leadership • Honor • Law • Once each turn, allows your Bajoran CIVILIAN to report for free to Chamber of Ministers if present.
INTEGRITY 9 CUNNING 8 STRENGTH 7
TWT: 43 R+

Furel

[SH] 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
BOG: U

[Univ] Gantt

[SH][AU] MEDICAL [MM]

Typical member of Shakaar resistance cell. Cared for the mortally wounded Kira Taban. Now a part of Kira Nerys' memories of her father's death.

• Resistance • Anthropology • Youth
INTEGRITY 6 CUNNING 6 STRENGTH 7
MM: 51 C

[Univ] General Hazar

[Cmd] OFFICER [Dom]

Typical high-ranking officer in Bajoran militia. Familiar with Bajoran defense technology. Issued the order to refuse landing privileges to the Skreean ships in 2370.

• Astrophysics • If aboard Assault Vessel, its Tactical Console is +1.
INTEGRITY 5 CUNNING 8 STRENGTH 7
Dom: C

General Krim

[Cmd] OFFICER [DBS]

High-ranking Bajoran Militia leader. Member of the Circle. Took over Deep Space 9 in 2370, but returned the station when informed of Cardassian involvement.

• Leadership x2 • Navigation • Honor • Stellar Cartography
INTEGRITY 7 CUNNING 7 STRENGTH 7
DS9: R

[Baj][Hir] Iden

[Cmd][Holo] V.I.P. [DQ] [HoloAdv]

Charismatic but megalomaniacal hologram. Escaped the Hiraogen. Seeks to create a new religion based on his deliverance of holograms from oppression and slavery.

• Leadership • Anthropology • Diplomacy • Treachery • Astrophysics
[SD] Children of Light
INTEGRITY 5 CUNNING 9 STRENGTH 8
HoloAdv: 51 R

[Univ] Jabara

MEDICAL [DBS]

Bajoran nurse representative of medical assistants on Deep Space 9. Helped Dr. Julian Bashir extend the life of Bareil Antos in 2371.

• Exobiology • Youth
INTEGRITY 7 CUNNING 6 STRENGTH 4
DS9: U

Jaro Essa

[SH] V.I.P. [DBS]

Ambitious member of Chamber of Ministers. Leader of the Alliance for Global Unity, a.k.a. the Circle. Minister Jaro was allied with Vedek Winn until exposed as a traitor.

• Diplomacy • Leadership • Greed • Treachery x2
• CUNNING +3 if with Vedek Winn.
INTEGRITY 2 CUNNING 8 STRENGTH 6
DS9: R

[Univ] Javek Len

[NCA] CIVILIAN [MM][MC]

One of many Bajoran nationals living aboard Terok Nor. The Intendant, quite a fan of his talents, often invites him to perform at special functions.

• Music • SCIENCE • Astrophysics
INTEGRITY 7 CUNNING 6 STRENGTH 5
MM: 52 C

Kai Opaka

[Orb] V.I.P. [DBS]

Revered Kai of Bajor. Lost her son in the Kendra Valley massacre. First recognized Benjamin Sisko as the Emissary of the Prophets.

• Leadership x3 • Diplomacy • Honor • Anthropology
• Orb artifacts may not be nullified.
INTEGRITY 9 CUNNING 6 STRENGTH 2
DS9: R

Kai Winn

[Cmd] V.I.P. [Dom]

Vedek Winn became Kai of Bajor in 2370. Concluded Cardassian treaty negotiations begun by Bareil Antos. Finally accepted Benjamin Sisko's role as the Emissary.

• Leadership x2 • Diplomacy • Treachery • Honor (if Emissary in play)
[SD] Any Bajoran treaty
INTEGRITY 4 CUNNING 8 STRENGTH 2
Dom: R

[Univ] Kallis Ven

[SH] SECURITY [DBS]

One of the Bajoran deputies serving on Deep Space 9. During Cardassian occupation, helped chart Badlands and served as pilot on raids against Cardassian forces.

• Navigation • Computer Skill
INTEGRITY 6 CUNNING 5 STRENGTH 7
DS9: C

[NA][Baj] Kasidy Yates

[Cmd][Maa] CIVILIAN [BOA]

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

[Univ] Keeve Falor

[SH] V.I.P. [Dom]

Typical leader of Bajoran colonists who fled Bajor during the Cardassian occupation. Resides on Valo II. Helped Jean-Luc Picard locate the terrorist Orta.

• Leadership • Biology • Honor
• Your [Baj] CIVILIANS present are attributes all +2.
INTEGRITY 7 CUNNING 7 STRENGTH 5
Dom: C

[Car][Baj][Fed] Kira

[Cmd] OFFICER [TWT]

Ironically, *Kira Nerys* trained Legate Damar's freedom fighters in racial tensions. The Bajoran accepted a Starfleet commission to help ease the racial tensions.

• Leadership • Resistance • SECURITY • Navigation • Honor x2
• X=3 vs. [Dom].
INTEGRITY 7 CUNNING 7 STRENGTH 8+X
TWT: 48 R+

Kira Nerys

[Cmd][Orb] OFFICER [DBS]

Outspoken Major in Bajoran Militia. Assigned as first officer of Deep Space 9. Former member of Shakaar resistance cell. Romantically involved with Odo.

• Leadership • Resistance • SECURITY • Navigation x2 • Computer Skill
• X=3 vs. [Car].
INTEGRITY 7 CUNNING 7 STRENGTH 8+X
DS9: R

[Baj][Fer] Leeta

CIVILIAN [ROA]

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
Kakalaka
INTEGRITY 7 CUNNING 6 STRENGTH 4
ROA: R

Lenaris Holem

[Cmd] OFFICER [DBS]

Colonel. Former member of Ormathia resistance cell. Part of historic Pullack V raid. Grateful to Shakaar for liberating his brother from Galitpe prison camp.

• Honor • Leadership • Physics • Resistance
INTEGRITY 8 CUNNING 6 STRENGTH 7
DS9: R

Li Nalas

[Cmd] V.I.P. [DBS]

Hero of the Bajoran resistance. Cardassian prisoner at Hutet labor camp. Temporary first officer of Deep Space 9. Titled *Navarch* by provisional government.

• OFFICER • Resistance • Honor • Geology
• May seed under Cardassia IV.
INTEGRITY 8 CUNNING 7 STRENGTH 6
DS9: R

Lupaza

[SH] CIVILIAN [BOG]

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

• MEDICAL • Resistance • Smuggling • Computer Skill
INTEGRITY 7 CUNNING 7 STRENGTH 7
BOG: U

[Baj][Fer] Mardah

CIVILIAN [BOA]

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

[Univ] Minister Rozahn

V.I.P. [DBS]

Typical member of the Chamber of Ministers. Has background in the sciences. Led Bajoran delegates in talks with Skreean refugees.

• Leadership • Stellar Cartography • SCIENCE
INTEGRITY 5 CUNNING 7 STRENGTH 5
DS9: C

Mora Pol

[SH] SCIENCE [DBS]

Member of Bajoran Institute of Science. Odo's foster father. Dr. Mora encouraged Odo to adopt humanoid form. Reconciled with his estranged "son" in 2373.

• SCIENCE • Exobiology x2
INTEGRITY 6 CUNNING 8 STRENGTH 3
DS9: R

[Univ] Nalan Bal

SCIENCE [DBS]

Astrophysicist. Characteristic of Bajoran scientists now free of Cardassian rule. Had a brief encounter with Jem'Hadar on Deep Space 9 in 2371.

• Astrophysics • Navigation
INTEGRITY 5 CUNNING 8 STRENGTH 5
DS9: C

Neela

[SH] ENGINEER [DBS]

Religious activist. Assassin. Sabotaged systems and planted a bomb on Deep Space 9 in 2369. Believed she was following the will of the Prophets.

• Computer Skill • Archaeology • Treachery [SD] Bajoran Phaser
INTEGRITY 4 CUNNING 7 STRENGTH 5
DS9: R

Odo
[Cmd] **SECURITY** **[BSS]**
 Changing security chief of Deep Space 9. Not very good a pretense. Always investigates Quark.
 Does not use hand weapons.
 • SECURITY • Computer Skill x2 • Honor x2 • Law
 • Once per turn, may "stop" any Quark present.
INTEGRITY 9 **CUNNING 7** **STRENGTH 10**
 DS9: R

Oria
[Cmd] **CIVILIAN** **[Dom]**
 Bajoran terrorist leader. Has an intense hatred for Cardassians as a result of being tortured while in captivity. Speaks with the aid of a voice synthesizer.
 • Resistance • Leadership • SCIENCE
 • Opposing personnel strength -1 where present.
INTEGRITY 6 **CUNNING 8** **STRENGTH 8**
 Dom: U

[Baj][Car] Overseer Odo
[Cmd][KCA] **OFFICER** **[MM][MQ]**
 The mirror version of Odo supervises ore processing on Terok Nor. Has strict rules of obedience. The only changing his contemporaries have ever seen.
 • SECURITY • Leadership • Geology • Computer Skill [SD] Process Ore
INTEGRITY 5 **CUNNING 7** **STRENGTH 10**
 MM: 53 R+

Palla
CIVILIAN **[BSS]**
 Resident of Terok Nor during Cardassian occupation of Bajor. Wife of collaborator. Extortionist. Hired Quark to steal hidden list of other collaborators.
 • Acquisition • Greed • Treachery
 • Your Trazko may report where present (for free).
INTEGRITY 2 **CUNNING 5** **STRENGTH 3**
 DS9: R

[Univ] Prylar Mond
CIVILIAN **[BSS]**
 Representative of Bajoran prylars. Interested in science. Escorted Benjamin Sisko to see Kai Opaka in 2369.
 • Anthropology • Exobiology
INTEGRITY 8 **CUNNING 7** **STRENGTH 3**
 DS9: C

[Univ] Rano Dake
[SH] **SECURITY** **[BSS]**
 Characteristic of young, eager Bajorans serving on Deep Space 9. Assigned to security detachment under command of Odo.
 • Geology • Youth
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
 DS9: C

[Univ] Rase Norvan
[SH] **MEDICAL** **[BSS]**
 Representative of Bajorans entering science and medical studies after the Cardassian occupation. Serves in the infirmary on Deep Space 9.
 • Biology • Music • Youth
INTEGRITY 7 **CUNNING 5** **STRENGTH 4**
 DS9: C

Razka Karn
[SH] **ENGINEER** **[BSS]**
 Ex-resistance fighter pilot. Down on his luck. Deals in scrap metal. Sometime smuggler. Enjoys listening to classical Bajoran music such as Varani.
 • Navigation x2 • Smuggling • Music • Resistance
INTEGRITY 5 **CUNNING 6** **STRENGTH 4**
 DS9: R

Riker Wil
[SH][Man] **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
 • Navigation • Treachery • Diplomacy • Music
 • While at your [Fed] mission, adds [Baj].
INTEGRITY 5 **CUNNING 8** **STRENGTH 8**
 BOG: R

[Univ] Rinnak Pire
[Cmd] **OFFICER** **[BSS]**
 Captain of a Bajoran transport that docked at Deep Space 9 in 2369. Commanded all manner of Bajoran vessels during his long and successful career.
 • Computer Skill • Navigation
 • May be matching commander of any [Univ] [Baj] ship.
INTEGRITY 6 **CUNNING 5** **STRENGTH 6**
 DS9: C

Ro Laren
[SH][Man] **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 [Maq] personnel here are each CUNNING +2.
INTEGRITY 6 **CUNNING 8** **STRENGTH 6**
 BOG: R

[Fer][Baj] Rom
[SH] **ENGINEER** **[ROA]**
 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

[Univ] Romara Cal
[SH][NCA] **MEDICAL** **[MM][MQ]**
 Typical of personal physicians employed by important Alliance officials. Assigned to the Intendant. Surprised at how frequently she comes in for an exam.
 • Biology • Physics
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
 MM: 54 C

Sarish Rez
[SH] **CIVILIAN** **[TWT]**
 Adjutant to First Minister Shakaar. Referred to by the First Minister as his entire "senior staff." Used to tend the gardens outside the Chamber of Ministers.
 • Anthropology • Transporter Skill • Biology
[SD] First Minister Shakaar OR Senior Staff Meeting
INTEGRITY 7 **CUNNING 7** **STRENGTH 6**
 TWT: 44 U

Shakaar Edon
[SH] **CIVILIAN** **[BSS]**
 Leader of Shakaar resistance cell. Farmer. Refused to return soil reclamation to provisional government in 2371. Old friend of Kira Nerys.
 • SECURITY • Resistance x2 • Leadership • Geology
 • Other Bajorans present are STRENGTH +2.
INTEGRITY 8 **CUNNING 8** **STRENGTH 8**
 DS9: R

Surmak Ren
MEDICAL **[BSS]**
 Chief administrator of Ilvian Medical Complex. Former Bajoran resistance member. Helped develop an aphasia virus which years later would infect Deep Space 9.
 • SCIENCE • Biology • Resistance
 • May nullify Aphasia Device where present.
INTEGRITY 5 **CUNNING 8** **STRENGTH 5**
 DS9: R

[Baj][Fed] Tabor
[SH][Man] **ENGINEER** **[Voy][DK]**
 Bajoran whose brother and grandfather were killed in Crell Moset's grisly experiments. Under Teero's influence, helped his fellow Maquis seize U.S.S. Voyager in 2377.
 • Honor • Youth • SECURITY • Resistance • Stellar Cartography
INTEGRITY 8 **CUNNING 7** **STRENGTH 6**
 Voy: 112 R

Tahna Los
[SH] **CIVILIAN** **[BSS]**
 Member of Kohn-Ma terrorist group. Wanted for crimes against the Cardassian people. Tried to collapse the entrance to the Bajoran wormhole in 2369.
 • Resistance • Treachery • Physics • ENGINEER
INTEGRITY 3 **CUNNING 7** **STRENGTH 7**
 DS9: R

[Univ] Taymar Bern
[SH][NCA] **SECURITY** **[MM][MQ]**
 Representative of security officers serving in the Klingon/Cardassian Alliance. Part of the Intendant's elite assault team. Helped track down Professor Sisko.
 • Anthropology • Navigation • Treachery
INTEGRITY 4 **CUNNING 7** **STRENGTH 8**
 MM: 55 C

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

[Baj][Fed] The Emissary
[Cmd][Opb] **V.I.P.** **[P]**
 Benjamin Sisko discovered the Celestial Temple in 2369. Reluctantly accepts Bajoran reverence.
 • All other Bajorans in play are INTEGRITY +2. • Your Bajorans may report for duty where present. • Diplomacy [SD] Bajoran Wormhole
INTEGRITY 7 **CUNNING 8** **STRENGTH 6**
 AT: P

The Intendant
[Cmd][KCA] **V.I.P.** **[MM][MQ]**
 Kira Nerys commands Terok Nor in the mirror universe. Enjoys being intimate with her friends — and enemies.
 • Leadership • Navigation • Exobiology • May replace anyone present who was just targeted by any gender-related dilemma. • Treachery x2
INTEGRITY 2 **CUNNING 8** **STRENGTH 7**
 MM: 56 R+

[Car][Baj] Tara Ziyal
CIVILIAN **[BSS]**
 Half-Bajoran daughter of Tara Nagren and Dukat. Survived the crash of the *Ravinak* on Dozaria. Rescued in 2372. Talented artist. Fond of Elim Garak.
 • Youth • May seed under Dozaria. • Geology
 • Dukat is INTEGRITY +3 if present.
INTEGRITY 8 **CUNNING 6** **STRENGTH 5**

Trazko
[SH] **CIVILIAN** **[BSS]**
 Hiring used by Palta during her extortion plan. Assassin. Recovered secret list of collaborators. Tried to kill Quark — twice.
 • Greed • Computer Skill • Stellar Cartography
INTEGRITY 2 **CUNNING 7** **STRENGTH 6**
 DS9: U

Varis Sul
V.I.P. **[BSS]**
 Orphan of parents killed by Cardassians. Succeeded her father as tetrach of the Pazu. Compromised with rival village of Navot. Friend of Jake Sisko and Nog.
 • Youth • Leadership • Diplomacy • Geology
INTEGRITY 6 **CUNNING 5** **STRENGTH 4**
 DS9: U

Vedek Dax
[SH][Opb] **SCIENCE** **[P]**
 Trill with symbiont. Jadzia Dax posed as a Vedek to sneak Kira Nerys past members of the Circle and into the Chamber of Ministers. Joked about keeping the nose.
 • ENGINEER • Anthropology • Physics • Navigation • Exobiology
INTEGRITY 7 **CUNNING 9** **STRENGTH 7**
 2A: P

[Univ] Vedek Sorad
V.I.P. **[BSS]**
 Bajoran Vedek. Typical member of Vedek Assembly. Accompanied Minister Razahn to Deep Space 9 in 2370 to deny Skreanon request to settle on Bajor.
 • Diplomacy • MEDICAL
INTEGRITY 6 **CUNNING 5** **STRENGTH 4**
 DS9: C

Vedek Winn
[SH] **V.I.P.** **[BSS]**
 Religious leader who protested scientific teachings of Bajoran wormhole origins. Orchestrated assassination attempt on Bareil. Aspires to be Kai — by any means.
 • Treachery • Leadership • Diplomacy
 • Once every turn, may "stop" one personnel present.
INTEGRITY 3 **CUNNING 8** **STRENGTH 2**
 DS9: R

[Univ] Weld Ram
[SH] **SCIENCE** **[BSS]**
 Typical of Bajorans studying the geosciences. Part of Dr. Mora Pal's research mission to LS-VI in 2370.
 • Geology • Archaeology
INTEGRITY 6 **CUNNING 8** **STRENGTH 5**
 DS9: C

Zayra
[SH] **CIVILIAN** **[Dom]**
 Bajoran male who operates the Transit Aid Center on Deep Space 9. Stirred xenophobic sentiment against Odo during the Ibudan murder investigation.
 • Treachery • Archaeology • Transporter Skill
 • May play Hate Crime as an interrupt where present.
INTEGRITY 3 **CUNNING 8** **STRENGTH 7**
 Dom: R

BAJORAN: SHIPS

[Univ] Alliance Interceptor
[KCA] **INTERCEPTOR CLASS** **[MM][MQ]**
 Bajoran short-range interceptor used in the mirror universe. One of the few military contributions Bajor offers the Klingon/Cardassian Alliance.
[KCA] May take off or land once each turn. X=4 if moving within a region.
RANGE 5-X **WEAPONS 8** **SHIELDS 6**
 MM: 114 C

[Univ] Assault Vessel
ASSAULT CLASS **[BSS]**
 Mainstay of the Bajoran Militia. During the 2370 coup attempted by the Circle, assault vessels commandeered by General Krim and Colonel Day invaded Deep Space 9.
[SH][SH] Tractor Beam
RANGE 8 **WEAPONS 7** **SHIELDS 6**
 DS9: C

[Univ] Bajoran Freighter
FREIGHTER **[BSS]**
 Typical freighter used by merchants and military. Based on a standard Bajoran hull design. Frequently hauls goods and passengers to Bajoran settlements.
[SH]
RANGE 7 **WEAPONS 3** **SHIELDS 6**
 DS9: C

[Univ] Bajoran Interceptor

INTERCEPTOR CLASS (BS9)
 Patrols high orbit of Bajor and surrounding region. Used by the Circle to shoot down a subimpulse raider during the attempted coup of 2370.
 May take off or land once each turn. X=4 if moving within a region.
 RANGE 5+X WEAPONS 7 SHIELDS 6
 DS9: U

[Univ] Bajoran Raider

RAIDER CLASS (TWT)
 Nimble fighter used by the Bajoran resistance during the occupation. Kira Nerys commanded one in 2370.
 Holds two personnel. Has no transporters.
 Once each turn, may report with crew, take off, or land. X=4 if moving within a region.
 RANGE 4+X WEAPONS 5 SHIELDS 4
 TWT: 100 U

[Univ] Bajoran Scout Vessel

SCOUT CLASS (BS9)
 Used for scouting and scientific tasks. Bears a resemblance to other Bajoran vessels, although much smaller in size. Tahq Los stole and commanded one.
 RANGE 8 WEAPONS 4 SHIELDS 4
 DS9: U

[Univ] Bajoran Warship

WARSHIP CLASS (MM)
 In a parallel universe, the Bajorans grew increasingly hostile after overthrowing the Cardassian Empire. This massive ship attacked the U.S.S. *Enterprise* in 2370.
 [Cmd][Sh][AU] Cloaking Device, Holodeck, Tractor Beam
 RANGE 10 WEAPONS 9 SHIELDS 8
 MM: 115 R

BORG: FACILITIES**Borg Outpost**

IDENTIFICATION: BORG OUTPOST (FC)[DQ]
TASK: Construct Borg vessels. Disseminate acquired resources. Parameter designation Delta Quadrant.
Seed one OR build where you have a Borg ENGINEER. [SD] Transwarp Network Gateway
OUTPOST SHIELDS 48
 FC: C

[Univ] Borg Outpost

IDENTIFICATION: BORG OUTPOST (DQ)[Borg]
TASK: Distribute resources in specified unimatrix.
Seed one at any [S] mission with no affiliation icons OR build at such a mission (or at an assimilated planet) where you have a Borg ENGINEER. [SD] Transwarp Network Gateway
[Borg] OUTPOST SHIELDS 48
 Borg: 23 C

[Univ] Transwarp Hub

IDENTIFICATION: TRANSWARP HUB (DQ)[HoloAdv]
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
 HoloAdv: 22 R

[Enigma] Unicomplex

IDENTIFICATION: BORG UNICOMPLEX (DQ)[Borg]
TASK: Centralize all collective operations. Coordinate.
 Seeds or plays at any [S] mission with no affiliation icons. Once each turn, Borg Queen OR one unique drone OR one unique ship may report for free here.
[Borg] OUTPOST SHIELDS 74
 Borg: 24 R

BORG: PERSONNEL**Bareil of Borg**

[Com][New][Def] (AU)[P]
 Assimilated counterpart who spoke to the Bajorans in a parallel universe. "The knowledge and experience of the Bajoran — Bareil Antos — is part of us now."
 • V.I.P. • Anthropology • Diplomacy x2 • Honor • SCIENCE • Biology • While on your ship, WEAPONS and SHIELDS +4 against [Baj].
 INTEGRITY 8 CUNNING 7 STRENGTH 8
 EFC: P

[Enigma] Borg Queen

[Com][New][Def] (FC)[DQ]
 "I am the beginning; the end; the one who is many. I am the Borg ... I am the collective."
 • When reported, selects any skill; may change that skill at start of each turn.
 • May download A Change of Plans or a Borg drone in place of one card draw.
 INTEGRITY 6 CUNNING 12 STRENGTH 6
 FC: R

[Enigma] Borg Queen

[Com][New][Def] (DQ)[Borg]
 "We all originated from lesser species. I myself came from Species 125. But that's irrelevant now. We are Borg ... Our thoughts are one ... One order, one voice."
 • When reported, selects any skill; may change skill at start of each turn.
 • May download any [BO] Event or Interrupt card in place of your normal card play.
 INTEGRITY 6 CUNNING 12 STRENGTH 6
 Borg: 50 R

Dukat of Borg

[Com][New][Def] (AU)[P]
 Assimilated counterpart who spoke to the Union in a parallel universe. "The knowledge and experience of the Cardassian — Dukat — is part of us now."
 • OFFICER • Leadership x2 • Navigation x2 • Treachery • Diplomacy • Computer Skill • While on your ship, WEAPONS and SHIELDS +4 against [Car].
 INTEGRITY 4 CUNNING 8 STRENGTH 12
 EFC: P

[Univ] Eight of Eighteen

[Def] (DQ)[Borg]
IDENTIFICATION: ANNEXATION DRONE
TASK: Facilitate assimilation of enemy vessels.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd.
 • Transporter Skill • Computer Skill • SECURITY • Where present, allows your transporters to beam through opponent's SHIELDS.
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 Borg: 51 C

[Univ] Eight of Fifteen

[Def] (DQ)[Borg]
IDENTIFICATION: ANTITOXIN DRONE
TASK: Analyze biological and chemical weapons. Adapt.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd.
 • MEDICAL • Exobiology • May download Borg Nanoprobes in place of your normal card play.
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 Borg: 52 C

[Univ] Eight of Nineteen

[Def] (FC)[DQ]
IDENTIFICATION: ASSAULT DRONE
TASK: Supply enhanced combat apparatus. Patrol.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd.
 • SECURITY • Where present, your Borg are each STRENGTH +2. (Cumulative.)
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 FC: C

[Univ] Eighteen of Nineteen

[Nav] (FC)[DQ]
IDENTIFICATION: ASTROGATION DRONE
TASK: Calibrate warp matrix. Improve efficiency.
 BIOLOGICAL DISTINCTIVENESS: Human species.
 • Navigation • Computer Skill • While on your ship, RANGE is +1. (Cumulative.)
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 FC: C

[Univ] Eleven of Eighteen

[Com] (DQ)[Borg]
IDENTIFICATION: AUGMENTATION DRONE
TASK: Equip drones with cybernetic components.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd.
 • Where present, your Implant cards play for free and may be "reabsorbed" (placed beneath draw deck) if discarded. • Cybernetics • MEDICAL
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 Borg: 53 C

[Univ] Eleven of Nineteen

[Com] (FC)[DQ]
IDENTIFICATION: BIO-MED DRONE
TASK: Reabsorb damaged biological components.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd.
 • Once every turn where present, may "reabsorb" (place beneath draw deck) another of your Borg just killed. • Biology • MEDICAL
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 FC: C

[Univ] Eleven of Seventeen

[Com] (PJ)[DQ]
IDENTIFICATION: COMPLINK DRONE
TASK: Ensure network data continuity. Augment.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd.
 • May seed (limit one) face up at your outpost. • Computer Skill • SCIENCE
 • Nullifies all Computer Crash cards in play.
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 EFC: P

[Univ] Eleven of Twelve

[Com] (DQ)[Borg]
IDENTIFICATION: CONNECTIVITY DRONE
TASK: Monitor interlink aboard Borg vessels. Maintain.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd.
 • Computer Skill • ENGINEER • Biology • May download Borg Vinculum here in place of a card draw. [SD] Borg Data Node
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 Borg: 54 C

[Univ] Fifteen of Seventeen

[Com] (FC)[DQ]
IDENTIFICATION: COUNTERMEASURE DRONE
TASK: Nullify resistance to scout operations.
 BIOLOGICAL DISTINCTIVENESS: Klingon species.
 • ENGINEER • Exobiology • May download any one Adapt card in place of one card draw.
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 FC: C

Fifth

[Def] (DQ)[Borg]
IDENTIFICATION: IMMATURE DRONE
TASK: Immature drone of Species 689, Norcadian; irrelevant designation: Mezafti.
 Detected Harry Kim's presence aboard her ship by the trail of playing cards he'd left.
 • Youth • Computer Skill • Biology • SECURITY • Once each turn, may return to hand one of your [BO] Incident, Event, or Objective cards in play.
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 Borg: 55 R

First

[Def] (DQ)[Borg]
IDENTIFICATION: IMMATURE DRONE
TASK: Immature, humanoid drone. Hostile and irrational. Self-designated leader of a group of neonatal drones activated prematurely by malfunctions aboard his cube.
 • Youth • Treachery • Navigation • Biology • May initiate battle against intruders. • Your Borg present are each STRENGTH +3 in battle.
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 Borg: 56 R

[Univ] Five of Eleven

[Com] (FC)[DQ]
IDENTIFICATION: CYBER DRONE
TASK: Analyze suspended animation principles.
 BIOLOGICAL DISTINCTIVENESS: Klingon species.
 • SCIENCE • Cybernetics • Wherever [Com] Borg present in the same hive, may prevent your Borg from being placed in stasis. (Cumulative.)
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 FC: C

[Univ] Four of Eleven

[Def] (FC)[DQ]
IDENTIFICATION: GUARD DRONE
TASK: Compute defense effectiveness. Maximize.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd.
 • MEDICAL • Computer Skill • While on your ship, SHIELDS are +2. (Cumulative.)
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 FC: C

Four of Nine

[Com] (DQ)[Borg]
IDENTIFICATION: HEURISTICS DRONE
TASK: Secondary adjunct of unimatrix zero one.
 BIOLOGICAL DISTINCTIVENESS: Humanoïd, Species 571.
 • Computer Skill • Honor • MEDICAL • Once each turn, may place one drone present beneath draw deck, then download another.
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 Borg: 57 R

Gowron of Borg

[Com][New][Def] (AU)[P]
 Assimilated counterpart who spoke to the Empire in a parallel universe. "The knowledge and experience of the Klingon — Gowron — is part of us now."
 • V.I.P. • Leadership x2 • Diplomacy • Honor • Once per game, allows his hive to initiate battle. • While on your ship, WEAPONS and SHIELDS +4 against [Klg].
 INTEGRITY 8 CUNNING 7 STRENGTH 12
 EFC: P

Locutus of Borg

[Com][New][Def] (Faj)
 Assimilated counterpart who spoke to the Federation. "The knowledge and experience of the human — Jean-Luc Picard — is part of us now."
 • OFFICER • Diplomacy x2 • Leadership • Honor • Navigation • Archaeology • Music • While on your ship, WEAPONS and SHIELDS +4 against [Fed].
 INTEGRITY 9 CUNNING 8 STRENGTH 9
 Fajo: P

[Univ] Nine of Eleven

[Com] (FC)[DQ]
IDENTIFICATION: INTERLINK DRONE
TASK: Expedite aptitude dissemination. Enhance.
 BIOLOGICAL DISTINCTIVENESS: Cardassian species.
 • Allows all Borg in this hive present with a [Com] Borg to share skills. Each such Borg has every shared skill at its highest level.
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 FC: C

[Univ] Nine of Fifteen (DQXBorg)
 [Nav] IDENTIFICATION: ISOTOPE DRONE
 Task: Study Particle 010. Disseminate findings.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • SCIENCE • Physics • Astrophysics • If you have completed Harness Particle 010, all your Borg in play are each attributes all +2. (Cumulative.)
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 Borg: 58 C

[Univ] Nine of Seventeen (FCXDO)
 [Def] IDENTIFICATION: MULTIPLEXOR DRONE
 Task: Monitor multiple threat acquisition. Target.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • When on your ship during battle, that ship may use total WEAPONS against X different targets, where X=number of [Def] Borg aboard.
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 FC: C

[Univ] Nine of Twelve (DQXBorg)
 [Nav] IDENTIFICATION: NETWORK DRONE
 Task: Accelerate construction of transwarp gateways.
 BIOLOGICAL DISTINCTIVENESS: Balian species.
 • ENGINEER • Physics • Navigation • If present where probing for Establish Gateway, once each turn, you may discard probe card to probe again.
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 Borg: 59 C

[Univ] One of Eleven (FCXDO)
 [Com] IDENTIFICATION: PROCUREMENT DRONE
 Task: Add technological distinctiveness to collective.
 BIOLOGICAL DISTINCTIVENESS: Balian species.
 • May "steal" unattended Equipment cards present. • May download any one [BO] Equipment card in place of one card draw. • ENGINEER
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 FC: C

Second (DQXBorg)
 [Nav] IMMATURE DRONE OF BRUNALI SPECIES; IRRELEVANT DESIGNATION: Icheb. A model of efficiency, yet failed to establish order among the young drones of his hive.
 • ENGINEER • Astrophysics • Physics • Youth • Stellar Cartography [SD] Divert Power • Doubles regular skills of other drones present.
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 Borg: 60 R

Seven of Nine (Com][Nav][Def] (P][DO)
 [Nav] IDENTIFICATION: PROFICIENCY DRONE
 Task: Tertiary adjunct of unimatrix zero one.
 BIOLOGICAL DISTINCTIVENESS: Human species.
 • ENGINEER • Stellar Cartography • Computer Skill • Physics • May apply [Com], [Nav], and [Def] to staffing. • May draw a card in place of your normal card play.
 INTEGRITY 7 CUNNING 7 STRENGTH 7
 Dom: P

Seven of Nine (Com][Nav][Def] (DQXBorg)
 [Nav] IDENTIFICATION: PROFICIENCY DRONE
 Task: Tertiary adjunct of unimatrix zero one.
 BIOLOGICAL DISTINCTIVENESS: Human species.
 • ENGINEER • Stellar Cartography • Computer Skill • Physics • May apply [Com],[Nav], and [Def] to staffing. • May draw a card in place of your normal card play.
 INTEGRITY 7 CUNNING 7 STRENGTH 7
 Borg: 61 R

[Univ] Seventeen of Eighteen (DQXBorg)
 [Nav] IDENTIFICATION: PURIFICATION DRONE
 Task: Process acquired resources. Optimize consumption.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Geology • Stellar Cartography • SCIENCE • While on your ship in the Delta Quadrant, it is RANGE +2. (Cumulative.)
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 Borg: 62 C

[Univ] Six of Eleven (FCXDO)
 [Nav] IDENTIFICATION: QUANTUM DRONE
 Task: Investigate parallel space/time. Analyze.
 BIOLOGICAL DISTINCTIVENESS: Human species.
 • Physics • Navigation • SCIENCE • When on your ship, may download an Alternate Universe Door in place of one card draw.
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 FC: C

[Univ] Six of Nineteen (FCXDO)
 [Def] IDENTIFICATION: REASSIMILATION DRONE
 Task: Repair and reintegrate defective drones.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Just before Rogue Borg present initiate battle, may download a [Univ] drone to replace (discard) one of them. • Exobiology [SD] Intruder Alert!
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 FC: C

[Univ] Six of Seventeen (FCXDO)
 [Def] IDENTIFICATION: SABOTAGE DRONE
 Task: Scan navigation/defense systems. Attenuate.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Physics • Computer Skill • Once every turn, if on a ship, may reduce RANGE or WEAPONS by 2 until end of turn. (Not cumulative.)
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 FC: C

[Univ] Six of Thirteen (TWT][DO)
 [Com] IDENTIFICATION: SCOUT DRONE
 Task: Implement initial reconnaissance. Evaluate.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Astrophysics • Immune to Thine Own Self. • If present when your Adapt: Negate Obstruction is nullified, you may place it beneath draw deck.
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 TWT: 45 C

[Univ] Six of Twelve (DQXBorg)
 [Def] IDENTIFICATION: SENTINEL DRONE
 Task: Assess defensive measures. Classify. Overcome.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • SECURITY • Where present, your Borg are each CUNNING and STRENGTH +1. (Cumulative.)
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 Borg: 63 C

[Univ] Sixteen of Nineteen (FCXDO)
 [Nav] IDENTIFICATION: SURVEY DRONE
 Task: Identify exorelics. Examine. Classify.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Archaeology • Geology • May acquire artifact(s) if on same planet or aboard a ship at same space location.
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 FC: C

[Univ] Ten of Nineteen (FCXDO)
 [Nav] IDENTIFICATION: TACHYON DRONE
 Task: Neutralize concealment systems.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Astrophysics • Navigation • Once each turn, if on your ship, may force one opponent's ship at same location to decloak.
 INTEGRITY 7 CUNNING 7 STRENGTH 5
 FC: C

Third and Fourth (DQXBorg)
 [Com][Com] IMMATURE DRONES OF WYSANTI SPECIES; IRRELEVANT DESIGNATIONS: Rebi and Azan. Assigned by the First to accelerate the development of new drones in their hive.
 Third: • Youth • SCIENCE • Transporter Skill
 Fourth: • Youth • Exobiology • Computer Skill [SD] Maturation Chamber
 INTEGRITY 7+7 CUNNING 5+5 STRENGTH 5+5
 Borg: 64 R

Third of Five (TWT][DO)
 [Nav] IDENTIFICATION: TACTIC DRONE
 Task: Survey. Compile tactical data. Encode. Report.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Geology • Stellar Cartography • Biology • If on your Scout Vessel, it is attributes all +2 (+4 in Alpha Quadrant). [SD] Hugh
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 TWT: 46 R+

[Univ] Thirteen of Nineteen (FCXDO)
 [Def] IDENTIFICATION: TACTICAL DRONE
 Task: Control offensive capabilities. Coordinate.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • SECURITY • While on your ship, WEAPONS are +2. (Cumulative.)
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 FC: C

Three of Nine (DQXBorg)
 [Nav] IDENTIFICATION: TACTICIAN DRONE
 Task: Auxiliary processor of unimatrix zero one.
 BIOLOGICAL DISTINCTIVENESS: Bajoran species.
 • ENGINEER • Astrophysics • Stellar Cartography • Once each turn, may place one card from hand beneath draw deck, then draw a card.
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 Borg: 65 R

[Univ] Three of Nineteen (FCXDO)
 [Def] IDENTIFICATION: TALON DRONE
 Task: Add biological distinctiveness to collective.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Just after stunning an opposing personnel, may abduct and assimilate that adversary. • SECURITY [SD] Assimilation Tubules
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 FC: C

Tomalak of Borg (Com][Nav][Def][AU] (P)
 [Com][Nav][Def][AU] ASSIMILATED COUNTERPART WHO SPOKE TO THE STAR EMPIRE IN A PARALLEL UNIVERSE. "The knowledge and experience of the Romulan — Tomalak — is part of us now."
 • OFFICER • Diplomacy • Leadership • For rest of game, all your ships have cloaking device. • While on your ship, WEAPONS and SHIELDS +4 against [Rom].
 INTEGRITY 6 CUNNING 7 STRENGTH 12
 EFC: P

[Univ] Two of Eleven (FCXDO)
 [Nav] IDENTIFICATION: TRANSPORT DRONE
 Task: Determine defensive screen harmonics. Adapt.
 BIOLOGICAL DISTINCTIVENESS: Klingon species.
 • ENGINEER • Transporter Skill • Where present, allows your transporters to beam through opponent's SHIELDS.
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 FC: C

Two of Nine (DQXBorg)
 [Def] IDENTIFICATION: TRANSTATOR DRONE
 Task: Primary adjunct of unimatrix zero one.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • SCIENCE • Physics • SECURITY • Once each turn, may discard a card from hand to place bottom two cards of discard pile beneath draw deck.
 INTEGRITY 5 CUNNING 5 STRENGTH 7
 Borg: 66 R

[Univ] Two of Nineteen (FCXDO)
 [Nav] IDENTIFICATION: TRANSWARP DRONE
 Task: Expand transportation network.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Navigation • Stellar Cartography • When on your ship, may download one Transwarp doorway or interrupt in place of one card draw.
 INTEGRITY 5 CUNNING 7 STRENGTH 5
 FC: C

[Univ] Two of Seventeen (FCXDO)
 [Com] IDENTIFICATION: UNITY DRONE
 Task: Study biological organisms. Analyze. Correlate.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Your Borg present with any [Com] Borg in this hive may add their CUNNING to total wherever there is another [Com] Borg in same hive. • Anthropology
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 FC: C

[Univ] Two of Twelve (DQXBorg)
 [Com] IDENTIFICATION: XENOLOGY DRONE
 Task: Assess suitability of alien cultures for assimilation.
 BIOLOGICAL DISTINCTIVENESS: Humanoid.
 • Archaeology • Anthropology • Exobiology • If present where probing for Assimilate Planet, once each turn, you may discard probe card to probe again.
 INTEGRITY 7 CUNNING 5 STRENGTH 5
 Borg: 67 C

Weyoun of Borg (Com][Nav][Def] (MMX][GQ][AU)
 [Com][Nav][Def] ASSIMILATED COUNTERPART WHO SPOKE TO THE DOMINION IN A PARALLEL UNIVERSE. "The knowledge and experience of the Vorta — Weyoun — is part of us now."
 • V.I.P. • Diplomacy x2 • Leadership • Treachery • Law • Biology • While on your ship, WEAPONS and SHIELDS +4 against [Dom].
 INTEGRITY 5 CUNNING 9 STRENGTH 8
 MM: 57 R+

BORG: SHIPS

[Univ] Borg Cube (FCXDO)
 IDENTIFICATION: BORG CUBE
 Task: Explore galaxy for biological and technological distinctiveness. Assimilate.
 [Com][Nav][Nav][Def][Borg][Borg][Borg] Your Borg personnel and equipment may report aboard. Tractor Beam [45 PTS]
 RANGE 8 WEAPONS 24 SHIELDS 24
 FC: C

[Univ] Borg Cube [DQ][Borg] [BSS]
 IDENTIFICATION: BORG CUBE
 TASK: Assimilate new cultures and technologies. Add to the perfection of the collective.
 [Com][Nav][Def][Borg][Borg][Borg] Your equipment and Borg personnel may report aboard. Tractor Beam [46 PTS]
 RANGE 8 WEAPONS 24 SHIELDS 24
 Borg: 120 U

[Univ] Borg Probe [DQ][Borg] [BSS]
 IDENTIFICATION: BORG PROBE
 TASK: Explore unimetrics at the borders of Borg space. Locate biological and technological distinctiveness.
 [Nav][Borg] May report with crew to any Delta Quadrant location (limit 3 cards aboard) if your Borg Queen in play. Tractor Beam [10 PTS]
 RANGE 8 WEAPONS 6 SHIELDS 6
 Borg: 121 C

Borg Queen's Ship [DQ][Borg] [BSS]
 IDENTIFICATION: BORG QUEEN'S SHIP
 TASK: Execute assignments under personal command of the Borg Queen.
 [Com][Nav][Def] May be fully staffed by Borg Queen. Your equipment and Borg personnel may report aboard. Tractor Beam [20 PTS]
 RANGE 9 WEAPONS 14 SHIELDS 14
 Borg: 122 R

[Univ] Borg Scout Vessel [FC][DQ] [BSS]
 IDENTIFICATION: BORG SCOUT VESSEL
 TASK: Search for assimilation targets. Establish transwarp connections.
 [Nav] May report with crew to a Transwarp Network Gateway at any spaceline end (download doorway if necessary). [5 PTS]
 RANGE 7 WEAPONS 4 SHIELDS 4
 FC: C

[Univ] Borg Sphere [FC][DQ] [BSS]
 IDENTIFICATION: BORG SPHERE
 TASK: General purpose vessel. Provide contingency option when meeting resistance.
 [Nav][Nav] May be reported aboard, carried aboard and launched from any of your Borg cubes. [10 PTS]
 RANGE 4 WEAPONS 6 SHIELDS 6
 FC: C

[Univ] Borg Tactical Cube [DQ][Borg] [BSS]
 IDENTIFICATION: CLASS-4 TACTICAL CUBE
 TASK: Respond to incursions into Borg space. Eliminate resistance.
 [Nav][Nav][Def][Borg][Borg][Borg] Your equipment and Borg personnel may report aboard (for free, once each turn, if a [Def] personnel). [50 PTS]
 Tractor Beam [50 PTS]
 RANGE 7 WEAPONS 28 SHIELDS 28
 Borg: 123 R

Locutus' Borg Cube [BQ][DQ] [BSS]
 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. [50 PTS]
 Tractor Beam [50 PTS]
 RANGE 10 WEAPONS 24 SHIELDS 24
 BOG: R

Queen's Borg Cube [FC][DQ] [BSS]
 IDENTIFICATION: BORG CUBE
 TASK: Assimilate human homeworld by direct attack, Earth date 2373. Borg Queen commands.
 [Com][Nav][Nav][Def][Borg][Borg][Borg] WEAPONS and SHIELDS +3 at Earth. Your Borg personnel and equipment may report aboard. [50 PTS]
 Tractor Beam [50 PTS]
 RANGE 9 WEAPONS 24 SHIELDS 24
 FC: R

Queen's Borg Sphere [FC][DQ] [BSS]
 IDENTIFICATION: BORG SPHERE
 TASK: Contingency for Borg cube — Bombard Earth in the past; stop first contact. Borg Queen commands.
 [Nav][Nav] May be reported aboard, carried aboard and launched from any of your Borg cubes. [SD] Temporal Vortex [15 PTS]
 RANGE 5 WEAPONS 6 SHIELDS 6
 FC: R

CARDASSIAN: FACILITIES

Cardassian Outpost [BSS]
 Cardassia Prime is the homeworld of the Cardassians. The Cardassian Union establishes outposts throughout its territory.
 Seed one OR build where you have a Cardassian ENGINEER. [50 PTS]
 OUTPOST [50 PTS]
 DS9: C SHIELDS 32

Central Command [BSS]
 The Central Command controls every Cardassian ship, outpost and space station from its great War Room.
 Seeds or plays on Cardassia Prime. Once per turn, one Cardassian Gul or Legate OR one HQ card may play for free here. (Not duplicatable.) [50 PTS]
 HEADQUARTERS [50 PTS]
 DS9: U SHIELDS 44

[Fed][Car] Klaestron Outpost [BSS]
 Klaestron IV is a member of the United Federation of planets. Its inhabitants also maintain a strong alliance with the Cardassian Union.
 Seed one OR build where you have a Klaestron ENGINEER. [50 PTS]
 OUTPOST [50 PTS]
 DS9: C SHIELDS 24

[Univ] Alliance Nor [MCA][MM] [MM] [BSS]
 Ore mining and processing station representative of facilities used by the Klingon/Cardassian Alliance.
 Seeds or plays at any mission in Mirror Quadrant (except in the Badlands Region). [DS9] Ops may not seed or play on this Nor. [50 PTS]
 STATION [50 PTS]
 MM: 26 C WEAPONS 6 SHIELDS 30

Nor [BSS]
 Ore mining and processing station representative of facilities throughout Cardassian territory.
 Seeds or plays at any [Car] location (except a Bajor Region location). [50 PTS]
 STATION [50 PTS]
 DS9: C WEAPONS 4 SHIELDS 28

Mirror Terok Nor [MCA][MM] [MM] [BSS]
 Cardassian ore processing facility controlled by the Klingon/Cardassian Alliance in the mirror universe.
 Seeds at Bajor. If commandeered, new controller may flip card over. (Not duplicatable.) Quark's Bar may seed or play on this Nor; [DS9] Ops may not. [50 PTS]
 STATION [50 PTS]
 MM: 27 R+ WEAPONS 8 SHIELDS 36
 Note: When flipped, becomes [Fed] Mirror Terok Nor.

Terok Nor [BSS]
 Mining station built in Bajoran system. Operated by Cardassians using Bajorans in forced-labor conditions.
 Seeds at a Bajor Region location. If commandeered by any personnel who is Bajoran or Federation affiliation, flip card over. (Not duplicatable.) [50 PTS]
 STATION [50 PTS]
 DS9: R WEAPONS 6 SHIELDS 34
 When flipped, becomes [Baj] Deep Space Nine

CARDASSIAN: PERSONNEL

Aamin Marritza [CIVILIAN] [BSS]
 [SH] Former file clerk. Served under Gul Darhe'el, the infamous "Butcher of Gallitap." Impersonated Darhe'el in an attempt to force Cardassia to atone for war crimes. [50 PTS]
 • Honor x2 • Computer Skill • Archaeology • Scores points if killed. [5 PTS]
 INTENSITY 9 CUNNING 8 STRENGTH 5
 DS9: R

[Univ] Aramox [SH][MCA] [MEDICAL] [MM][DQ] [BSS]
 Representative of Cardassians in the mirror universe. Strives to be noticed—without raising the ire of Security Chief Garak. Has done neither thus far. [50 PTS]
 • SCIENCE • Greed [50 PTS]
 INTENSITY 4 CUNNING 8 STRENGTH 6
 MM: 58 C

[Univ] Ari [SH] [OFFICER] [BSS]
 [SH] Dissident. Typical member of Cardassian underground. Loyal to Ghemor. Helped Kira Nerys escape Obsidian Order in 2371. Has hopes for a better Cardassia. [50 PTS]
 • Honor • Transporter Skill • Computer Skill [50 PTS]
 INTENSITY 8 CUNNING 6 STRENGTH 6
 DS9: C

Benil [CMD] [OFFICER] [BOA] [BSS]
 [CMD] Cardassian Gul of the Eight Order. Intercepted the U.S.S. *Defiant* en route to Cardassia Prime. Covert arms dealer with suspected Kressian connections. [50 PTS]
 • Leadership • Biology • Greed • Smuggling [50 PTS]
 INTENSITY 5 CUNNING 6 STRENGTH 7
 ROA: U

Boheeka [CMD] [OFFICER] [BSS]
 [CMD] Glinn. Cardassian biotechnology expert. Jeopardized his career when he was bribed by Quark to order a classified cranial implant for Elim Garak. [50 PTS]
 • ENGINEER • Cybernetics • Smuggling • Greed [50 PTS]
 INTENSITY 3 CUNNING 5 STRENGTH 8
 DS9: R

Boone Impersonator [SH]-[Fed]-[ENGINEER] [BOG] [BSS]
 [SH]-[Fed]- Cardassian surgically altered to resemble retired Starfleet officer Raymond Boone. Spied on the Federation. Attempted to frame Miles O'Brien. [50 PTS]
 • Treachery • Computer Skill • Physics [SD] Counterintelligence [50 PTS]
 INTENSITY 4 CUNNING 8 STRENGTH 5
 BOG: R

Borad [SH][DQ] [SCIENCE] [BSS]
 [SH][DQ] Male trained in science and exoarchaeology. Studied the effect of stolen Bajoran Orbs on the Cardassian nervous system. Had an unpleasant Orb experience. [50 PTS]
 • Exobiology • Archaeology • Youth [50 PTS]
 INTENSITY 6 CUNNING 7 STRENGTH 7
 DS9: R

Broca [CMD] [V.I.P.] [TWT] [BSS]
 [CMD] Cardassian officer quickly promoted to legate in the wake of Damar's defection. Says he believes in the Dominion. Strives in vain to please the Founder. [50 PTS]
 • Archaeology • Geology • ENGINEER • Treachery [50 PTS]
 INTENSITY 2 CUNNING 6 STRENGTH 7
 TWT: 47 U

Crell Moset [SH][Holo] [MEDICAL] [DQ][HoloAdv] [BSS]
 [SH][Holo] Re-creation of notorious exobiologist. Cured the Fostosa virus through cruel experiments on Bajoran prisoners. [50 PTS]
 • MEDICAL • Exobiology x2 • Treachery • Once each turn, may discard a personnel present to play a [Car] personnel and/or draw up to two cards. [50 PTS]
 INTENSITY 3 CUNNING 8 STRENGTH 5
 HoloAdv: 53 R

[Univ] Dakol [SH] [SECURITY] [BSS]
 [SH] Representative of Cardassian military security guards. Glinn assigned to guard prisoners at Hutet labor camp. Wanted to be intimately involved with Major Kira. [50 PTS]
 • Navigation • Leadership • Treachery [50 PTS]
 INTENSITY 3 CUNNING 4 STRENGTH 9
 DS9: C

Damar [SH] [OFFICER] [Dom] [BSS]
 [SH] Ambitious Glinn. Reports to Dukat. Witnessed his commander's triumphant retaking of Terok Nor. Oversees engineering operations aboard the station. [50 PTS]
 • Physics • ENGINEER • Treachery • Computer Skill • May report where your Dukat is present. [50 PTS]
 INTENSITY 6 CUNNING 7 STRENGTH 7
 Dom: R

Danar [CMD] [OFFICER] [BSS]
 [CMD] Gul. Commander of the *Gator*-class warship *Aldara*. Pursued the Bajoran terrorist Tahna Los in 2369. Enjoys vole fights. [50 PTS]
 • Navigation x2 • ENGINEER • Astrophysics [50 PTS]
 INTENSITY 4 CUNNING 7 STRENGTH 9
 DS9: R

[Univ] Daro [SH] [ENGINEER] [Dom] [BSS]
 [SH] Glinn. Aide to Gul Macet. Attempted to discuss transporter technologies with Miles O'Brien aboard the U.S.S. *Enterprise*, but was rebuffed. [50 PTS]
 • Astrophysics • Transporter Skill [50 PTS]
 INTENSITY 7 CUNNING 5 STRENGTH 6
 Dom: U

Dejar [SH] [ENGINEER] [Dom] [BSS]
 [SH] Female Obsidian Order operative. Sabotaged weapons systems of the U.S.S. *Defiant* in an attempt to ruin the joint scientific project between Bajor and Cardassia. [50 PTS]
 • Obsidian Order • Stellar Cartography • Treachery [50 PTS]
 INTENSITY 7 CUNNING 5 STRENGTH 6
 Dom: U

[Univ] Derell [SH] [MEDICAL] [BSS]
 [SH] Representative of Cardassian medical personnel. Assigned to Terok Nor infirmary in 2358. Frequent patron of Quark's bar prior to the 2369 evacuation. [50 PTS]
 • Exobiology • Anthropology [50 PTS]
 INTENSITY 6 CUNNING 8 STRENGTH 5
 DS9: C

Dolak [CMD] [OFFICER] [BOG] [BSS]
 [CMD] 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. [50 PTS]
 • Treachery • Navigation • Exobiology • Your [Car] ships at same location are each WEAPONS +2. [50 PTS]
 INTENSITY 4 CUNNING 8 STRENGTH 7
 BOG: U

[Car][Hir] [Univ] Doran
[SHU][Holo] **SECURITY** **[DQ][HoloAdv]**
 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**
 HoloAdv: 54 C

[Univ] Dorza
[SHU][NCA] **SCIENCE** **[MM][MMQ]**
 Female Cardassian in the mirror universe. Science officer aboard Terok Nor. Occasionally keeps high-profile visitors under surveillance for the Intendant.
 • **Biology** • **Stellar Cartography**
INTEGRITY 7 **CUNNING 6** **STRENGTH 6**
 MM: 59 C

Dukat
[Cmd] **OFFICER** **[BSS]**
 Gul. Ex-prefect of Bajor. Commander of the *Prakesh*. Father of Ziyal. Cardassian Union liaison with Dominion. Desires to regain command of Terok Nor.
 • **Leadership x2** • **Navigation x2** • **Treachery** • **Diplomacy** • **Computer Skill**
INTEGRITY 4 **CUNNING 8** **STRENGTH 9**
 DS9: R

Ekoor
[Cmd] **OFFICER** **[HoloAdv]**
 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 [Univ][Car] SECURITY may report for free where present.** • **Leadership** • **Honor**
INTEGRITY 7 **CUNNING 7** **STRENGTH 8**
 HoloAdv: 55 U

Elim
[SHU] **SECURITY** **[BDC]**
 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**
 BOG: R

Elim Garak
[Cmd] **CIVILIAN** **[BSS]**
 Former member of Obsidian Order. Exiled to Terok Nor in 2368. Maintains some contact with Cardassian intelligence. Distrusts Dukat. Son of Enabran Tain.
 • **Computer Skill** • **Obsidian Order** • **Treachery** • **Anthropology** • **May avoid any random selection.**
INTEGRITY 5 **CUNNING 9** **STRENGTH 7**
 DS9: R

Enabran Tain
[Cmd] **V.I.P.** **[BSS]**
 Estranged father of Elim Garak. Former head of the Obsidian Order. Led covert Obsidian Order/Tal Shiar raid on the Founders' homeworld.
 • **Leadership** • **SECURITY** • **Treachery** • **Computer Skill** • **Obsidian Order x2**
INTEGRITY 3 **CUNNING 9** **STRENGTH 6**
 DS9: R

Entek
[Cmd] **SECURITY** **[BSS]**
 Trains Obsidian Order operatives. Enemy of Ghemor. Had Kira Nerys surgically altered to appear Cardassian in 2371. Rather liked by Garak.
 • **Treachery** • **Exobiology** • **Biology** • **Obsidian Order**
INTEGRITY 2 **CUNNING 8** **STRENGTH 8**
 DS9: R

[Car][NA] Garak
[SHU][AU] **CIVILIAN** **None or [Dom]**
 Cardassian male. Virtual player in the Vorta scenario testing the resolve of Alpha Quadrant species. Risked his life in the defense of his comrades.
 • **SECURITY** • **Computer Skill** • **Honor** • **May replace anyone present randomly selected to die.**
INTEGRITY 7 **CUNNING 8** **STRENGTH 6**
 TA: P (WB) or Dom: R (BB)

[Univ] Ghoren
MEDICAL **[BSS]**
 Male Cardassian characteristic of medical personnel in military service. Treated survivors of Klingon attack on Cardassia Prime in 2372.
 • **Biology** • **Music** • **Geology**
INTEGRITY 7 **CUNNING 6** **STRENGTH 6**
 DS9: C

Gilora Rejal
[SHU] **SCIENCE** **[BSS]**
 Cardassian Ministry of Science member. Worked on the 2371 subspace relay project. Mistook Miles O'Brien's irritation with her as a Cardassian mating ritual.
 • **ENGINEER** • **Astrophysics** • **Honor** • **Attributes all +2 if Miles O'Brien in play.**
INTEGRITY 7 **CUNNING 8** **STRENGTH 4**
 DS9: R

Gul Madred
[Cmd] **OFFICER** **[BDC]**
 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**
 BOG: R

[Car][Hir] [Univ] Harath
[SHU][Holo] **SCIENCE** **[DQ][HoloAdv]**
 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**
 HoloAdv: 56 C

[Univ] Hogue
[SHU] **CIVILIAN** **[BSS]**
 Student of Natima Lang. Member of Cardassian underground sentenced to death by Central Command. Sought refuge at Deep Space 9.
 • **Youth** • **SCIENCE** • **Navigation** • **Honor**
INTEGRITY 7 **CUNNING 6** **STRENGTH 6**
 DS9: U

[Fed][Car] Ilon Tandro
[SHU] **V.I.P.** **[BDC]**
 Klostroon 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**
 BOG: R

[Univ] Jasod
[Cmd] **OFFICER** **[BSS]**
 Representative Gul in the Seventh Order. In 2369, unsuccessfully attempted to reclaim Deep Space 9 for the Cardassian Union.
 • **Physics** • **Stellar Cartography**
INTEGRITY 5 **CUNNING 6** **STRENGTH 8**
 DS9: U

[Univ] Jural
[Cmd] **OFFICER** **[BSS]**
 Typical Cardassian officer. Proud, dedicated and constantly seeking to advance his rank. Posted to Cardassian Central Command in 2370.
 • **Astrophysics** • **SCIENCE**
INTEGRITY 5 **CUNNING 6** **STRENGTH 6**
 DS9: C

[Car][Hir] Kejal
[SHU][Holo] **ENGINEER** **[DQ][HoloAdv]**
 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 [SD] Holo-projectors**
INTEGRITY 8 **CUNNING 8** **STRENGTH 4**
 HoloAdv: 57 R

[Car][Baj][Fed] Kira
[Cmd] **OFFICER** **[TWT]**
 Ironically, *Kira Nerys* trained Legate Damar's freedom fighters in Resistance tactics. The Bajoran accepted a Starfleet commission to help ease the racial tensions.
 • **Leadership** • **Resistance** • **SECURITY** • **Navigation** • **Honor x2** • **X=3 vs.**
[Dom]
INTEGRITY 7 **CUNNING 7** **STRENGTH 8+X**
 TWT: 48 R+

Korinas
[Cmd] **OFFICER** **[BSS]**
 High-ranking female intelligence operative. Often assigned by the Obsidian Order to keep a close watch on the Central Command.
 • **SECURITY** • **Leadership** • **Treachery** • **Obsidian Order**
INTEGRITY 4 **CUNNING 9** **STRENGTH 7**
 DS9: R

Kotran Pa'dar
[Cmd] **V.I.P.** **[BSS]**
 Powerful civilian leader. Former exarch of Cardassian settlement on Bajor. Believed his son Rugal was killed in 2362 terrorist attack.
 • **Diplomacy** • **Leadership** • **Geology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
 DS9: U

Kovot
CIVILIAN **[BSS]**
 One of the finest public conservators on Cardassia. Assigned to defend Miles O'Brien. Deeply disturbed when he "won" the case and O'Brien was freed.
 • **Honor** • **Diplomacy** • **Law** • **Anthropology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
 DS9: R

Legate Damar
[Cmd] **V.I.P.** **[P]**
 Damar became Legate in 2374. Weary of Dominion rule, he led the resistance effort to free Cardassia in 2375. Rumored to have a secret mountain stronghold.
 • **Leadership x2** • **Computer Skill** • **Honor** • **SECURITY** • **Physics [SD] For Cardassia!**
INTEGRITY 9 **CUNNING 7** **STRENGTH 7**
 ZA: P

Lemec
[Cmd] **OFFICER** **[ROA]**
 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

Macet
[Cmd] **OFFICER** **[Dom]**
 Cardassian observer on board the *U.S.S. Enterprise* during the *Phoenix* incident of 2367. High-ranking Gul in the Central Command. Strict disciplinarian.
 • **Diplomacy** • **Honor** • **MEDICAL**
INTEGRITY 8 **CUNNING 6** **STRENGTH 7**
 Dom: U

Makbar
[SHU] **V.I.P.** **[BSS]**
 Chief archon in Cardassian Judiciary. Presided over trial of Miles O'Brien. Outraged when human intervention forced her to acquit him. Tried to resist the Dominion.
 • **Law x2** • **Anthropology** • **MEDICAL** • **Treachery** • **Doubles Extradition here.**
INTEGRITY 3 **CUNNING 9** **STRENGTH 5**
 DS9: R

Mila
CIVILIAN **[HoloAdv]**
 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 [SD] Any Equipment card**
INTEGRITY 8 **CUNNING 8** **STRENGTH 3**
 HoloAdv: 58 U

Natima Lang
[SHU] **CIVILIAN** **[BSS]**
 Professor of Political Ethics. Dissident. Romantically involved with Quark. Member of Cardassian underground. Likes Samarian Sunsets.
 • **Diplomacy** • **Honor** • **Leadership** • **Attributes all +2 if with another Cardassian dissident.**
INTEGRITY 8 **CUNNING 8** **STRENGTH 4**
 DS9: R

Overseer Mardel
[Cmd][NCA] **ENGINEER** **[MM][MMQ]**
 Overseer of ore processing on Terok Nor in the mirror universe. Less demanding than his predecessor, Overseer Odo, but just as hated by the Terran slaves.
 • **Exobiology** • **Anthropology** • **Geology**
INTEGRITY 5 **CUNNING 5** **STRENGTH 7**
 MM: 60 U

[Baj][Car] Overseer Odo
[Cmd][NCA] **OFFICER** **[MM][MMQ]**
 The mirror version of *Odo* supervises ore processing on Terok Nor. Has strict rules of obedience. The only changing his contemporaries have ever seen.
 • **SECURITY** • **Leadership** • **Geology** • **Computer Skill [SD] Process Ore**
INTEGRITY 5 **CUNNING 7** **STRENGTH 10**
 MM: 53 R+

[Univ] Parn
[Cmd] **V.I.P.** **[BSS]**
 Legate. Member of Central Command. Tried to conceal Cardassian effort to supply weapons to Demilitarized Zone colonists in 2370.
 • **Treachery** • **Archaeology** • **Diplomacy**
INTEGRITY 5 **CUNNING 8** **STRENGTH 6**
 DS9: C

[Univ] Perak
[SHU] **SECURITY** **[BSS]**
 Characteristic of Cardassian security personnel. Helped provide protection for Detapa Council prior to its 2372 evacuation from Cardassia Prime.
 • **ENGINEER** • **Greed** • **Treachery**
INTEGRITY 5 **CUNNING 6** **STRENGTH 7**
 DS9: C

Plain, Simple Garak
[SHU] **CIVILIAN** **[BSS]**
 Tailor. Merchant. Elim Garak is suspected of being a spy by his friend Julian Bashir. Raises Edosian orchids as a hobby. Haggled with the Sisters of Duras.
 • **Diplomacy** • **Acquisition** • **Biology** • **May be replaced by another version at any time.**
INTEGRITY 7 **CUNNING 8** **STRENGTH 6**
 DS9: R

[Univ] Rekelan

Young dissident. Forced to flee Cardassia with Natima Lang and Hogue because of her political views. Member of Cardassian underground.
 • **Youth** • **Computer Skill** • **Geology**
INTEGRITY 7 **CUNNING 7** **STRENGTH 3**
 DS9: C

Rusot

[Cmd] **OFFICER** **[HoloAdv]**
 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**
 HoloAdv: 59 U

Security Chief Garak

[Cmd][KCA] **OFFICER** **[MM][MO]**
 Although the mirror-universe *Elim Garak* hates the Intendant, he is still able to please her now and then. Not Regent Wolf's type.
 • **Computer Skill** • **SECURITY** • **Biology** • **Treachery x2** [SD] Any Cardassian Equipment
INTEGRITY 3 **CUNNING 7** **STRENGTH 8**
 MM: 61 R+

[Car][Kaz] Seska

[Cmd] **ENGINEER** **[Voy][DQ]**
 Devious Cardassian operative. Broke her cover after becoming trapped in the Delta Quadrant aboard *U.S.S. Voyager*. Formed an alliance with the Kazor-Nistrim.
 • **Leadership** • **Treachery x2** • **Transporter Skill** • **SECURITY** • **Exobiology**
 • **Computer Skill**
INTEGRITY 2 **CUNNING 9** **STRENGTH 6**
 Voy: 113 R

Seskal

[Cmd] **OFFICER** **[HoloAdv]**
 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**
 HoloAdv: 60 U

Silaran Prin

[Mem,R,Purple] **CIVILIAN** **[Dom]**
 Twisted male Cardassian living in exile. Disfigured in a terrorist attack during the occupation of Bajor. Nurtures a great hatred for the Bajorans who injured him.
 • **Smuggling** • **Treachery** • **ENGINEER** • **Exobiology** • **Each Shakaar resistance cell member in play has [Mem,L,Purple].**
INTEGRITY 2 **CUNNING 9** **STRENGTH 5**
 Dom: U

Tekeny Ghemor

[Cmd] **V.I.P.** **[BSS]**
 Legate. Exposed his status as a dissident to protect Kira Nerys. Has Yarim Fel syndrome. Knows more about the Cardassian government than anyone alive.
 • **Leadership x2** • **Honor x2** • **May glance at any Cardassian player's [HA] cards(s).**
INTEGRITY 9 **CUNNING 8** **STRENGTH 7**
 DS9: R

[Univ] Telle

[SN] **SECURITY** **[Dom]**
 Glinn who accompanied Gul Macet aboard the *U.S.S. Enterprise* in 2367. Confined to his quarters by Macet for attempting to access Federation tactical data.
 • **Computer Skill** • **MEDICAL**
INTEGRITY 4 **CUNNING 6** **STRENGTH 7**
 Dom: C

Thrax

[Cmd][AU] **SECURITY** **[MM]**
 Cardassian forensics expert briefly stationed on Terok Nor during the occupation. Odo's impressions of him were superimposed over a dark memory from his past.
 • **Physics** • **Exobiology** • **Law** • **Computer Skill**
INTEGRITY 3 **CUNNING 8** **STRENGTH 8**
 MM: 62 U

[Car][Baj] Tara Ziyal

CIVILIAN **[BSS]**
 Half-Bajoran daughter of Tara Naprem and Dukat. Survived crash of the *Ravinok* on Dozaria. Rescued in 2372. Talented artist. Fond of Elim Garak.
 • **Youth** • **May seed under Dozaria.** • **Geology** • **Dukat is INTEGRITY +3 if present.**
INTEGRITY 8 **CUNNING 6** **STRENGTH 5**
 DS9: R

Toran

[Cmd] **OFFICER** **[BSS]**
 Gul. Sent to Deep Space 9 to kill Natima Lang and other dissidents. Political enemy of Garak.
 • **ENGINEER** • **Navigation** • **Treachery** • **Stellar Cartography**
INTEGRITY 3 **CUNNING 6** **STRENGTH 8**
 DS9: R

Turrel

[Cmd] **V.I.P.** **[BSS]**
 Legate. Politician and diplomat. Negotiated historic 2371 treaty between Cardassia Prime and Bajor with Bareil Antos and Kai Winn.
 • **Diplomacy x2** • **Anthropology** • **Astrophysics** • **Protects your Cardassian treaties from nullification.**
INTEGRITY 6 **CUNNING 7** **STRENGTH 8**
 DS9: R

[Univ] Ulani Belor

SCIENCE **[BSS]**
 Representative of Carassian scientists. Member of Ministry of Science. Worked on subspace radio relay project in 2371 with her associate, Gilora Rejal.
 • **Physics** • **Stellar Cartography**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
 DS9: C

[Univ] Vornar

[SN] **SECURITY** **[HoloAdv]**
 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**
 HoloAdv: 61 C

CARDASSIAN: SHIPS**Aldara**

GALOR CLASS **[BSS]**
 Warship commanded by Damar. Destroyed a scout vessel piloted by Bajoran terrorist Tahna Los after he stole a Cardassian antimatter converter.
[Cmd][Shf] Tractor Beam
RANGE 8 **WEAPONS 8** **SHIELDS 7**
 DS9: R

[Univ] Alliance Galor

[KCA] **GALOR CLASS** **[MM][MO]**
 Typical Cardassian warship in the mirror universe. Type 3 designation. Part of the Klingon/Cardassian Alliance fleet. Stationed at Terok Nor.
[Cmd][KCA] Tractor Beam
RANGE 8 **WEAPONS 8** **SHIELDS 8**
 MM: 116 C

Bok'Nor

FREIGHTER **[TWT]**
 Old freighter suspected of transporting weapons to Cardassian colonies in the Demilitarized Zone. Briefly commanded by Boheeka early in his military career.
[Shf] Smuggling personnel in crew may use hand weapons to complete "cargo runs."
RANGE 7 **WEAPONS 4** **SHIELDS 6**
 TWT: 101 U

[Univ] Cardassian Shuttle

SHUTTLECRAFT **[BSS]**
 Small ship configured for both military and civilian use. Ferried prisoners from Bajor to Terok Nor during the occupation. Natima Lang commanded one.
RANGE 6 **WEAPONS 3** **SHIELDS 4**
 DS9: C

[Univ] Galor

GALOR CLASS **[BSS]**
 Military spacecraft used by the Cardassian Union. The Type-3 *Galor*-class warship is the backbone of the Cardassian fleet.
[Cmd][Shf] Tractor Beam
RANGE 8 **WEAPONS 7** **SHIELDS 7**
 DS9: C

Groumall

MILITARY FREIGHTER **[BSS]**
 Commanded by Dukat following his demotion over the Ziyal scandal. Armed with jury-rigged system 5 disruptors scavenged from Korma.
[Shf] Tractor Beam [SD] System 5 Disruptors
RANGE 7 **WEAPONS 4** **SHIELDS 7**
 DS9: R

[Univ] Keldon

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

[Univ] Keldon Advanced

KELDON CLASS **[Dom]**
 Faster than standard Keldon-class vessels. Secretly upgraded by Obsidian Order. Staged in Onias System.
[Cmd][Shf][Shf] Attributes all -3 unless Obsidian Order in crew, Cloaking Device, Tractor Beam
RANGE 9 **WEAPONS 10** **SHIELDS 9**
 Dom: R

Kraxon

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

[Univ] Military Freighter

MILITARY FREIGHTER **[BSS]**
 Large, moderately armed freighter vessel. Used by the Cardassian military to ferry troops and maintain supply lines.
[Shf] Tractor Beam
RANGE 7 **WEAPONS 5** **SHIELDS 6**
 DS9: U

Naprem

K'VORT CLASS **[BOA]**
 Bird-of-Prey commanded by Dukat. Commandeered near the Cardassian outpost on Karma. Named for Tara Ziyal's mother. Carried Jodmos to Ty'Gokor in 2373.
[Shf] Cloaking Device, Tractor Beam
RANGE 8 **WEAPONS 7** **SHIELDS 7**
 ROA: R

[Univ] Patrol Ship

HIBEKI CLASS **[BOA]**
 Common patrol vessel of the Cardassian Union. Uses the same hull as the Cardassian shuttlecraft, but boasts a much higher performance profile.
[Shf] Tractor Beam (cannot carry ships aboard).
RANGE 8 **WEAPONS 5** **SHIELDS 6**
 ROA: C

Prakesh

GALOR CLASS **[BSS]**
 Type-3 Cardassian warship. Rescued the Detapa Council from Cardassia Prime just prior to the 2372 Klingon invasion. Commanded by Dukat.
[Cmd][Shf] Tractor Beam
RANGE 8 **WEAPONS 7** **SHIELDS 8**
 DS9: R

Trager

GALOR CLASS **[Dom]**
 Commanded by Macet. Dispatched to intercept *U.S.S. Phoenix*, reportedly attacking Cardassian vessels in violation of the 2366 peace treaty.
[Cmd][Shf] Tractor Beam
RANGE 8 **WEAPONS 8** **SHIELDS 7**
 Dom: R

[Car][Fed] Stolen Attack Ship

ATTACK SHIP CLASS **[TWT]**
 Jem'Hadar attack ship briefly commanded by Luanan. Upgraded with Breen weapons technology. Stolen by members of Damar's rebellion; commanded by Kira.
[Shf] Energy Dampener, Invasive Transporters
RANGE 6 **WEAPONS 8** **SHIELDS 8**
 TWT: 102 R

DOMINION: FACILITIES**Primary Supply Depot**

[Dom][BQ]
 Gamma quadrant space facility. Long-time source of ketracel-white for Jem'Hadar troops.
Seeds at any non-homeworld Gamma Quadrant mission. Your non-weapon equipment may seed aboard (limit three). Resets countdowns of Ketracel-White aboard. Does not repair ships.
OUTPOST **SHIELDS 30**
 Dom: C

Remote Supply Depot

[Dom]
 Recently constructed space facility designed to support Dominion expansion into other quadrants.
Build where you have a [Dom] ENGINEER. Your equipment may report aboard, for free, regardless of quadrant. Resets countdowns of Ketracel-White aboard. Does not repair ships.
OUTPOST **SHIELDS 30**
 Dom: C

The Great Link

[Dom][BQ]
 Changelings intermingling in the Great Link, merging form and thought into one communal entity.
Seeds or plays on Founders' homeworld. Ketracel-White on planet does not count down. Once per turn, one Founder OR one HQ card may play for free here. (Not duplicatable.)
HEADQUARTERS **SHIELDS 46**
 Dom: R

DOMINION: PERSONNEL

Ama'tigan

[SHI][KW] **SECURITY** **(Dom)[BQ]**
Jem'Hadar bodyguard of Founder Leader. Third. Took the conn of the U.S.S. *Defiant* to navigate the ship to the Founders' homeworld.
• **Navigation x2** • **Stellar Cartography** • **Computer Skill [SD]** Security Sacrifice
INTEGRITY 7 **CUNNING 8** **STRENGTH 10**
Dom: R

[Univ] Amet'alex

[SHI][KW] **SECURITY** **(TWT)[BQ]**
Jem'Hadar Fourth. Representative of Dominion troops deployed to hold Terok Nor after its capture near the end of 2373.
• **Transporter Skill** • **Stellar Cartography**
INTEGRITY 7 **CUNNING 7** **STRENGTH 9**
TWT: 49 C

Arak'taral

[SHI][KW] **OFFICER** **(Dom)[BQ]**
Jem'Hadar second under Goran'agar. Disapproved of Goran'agar's use of Julian Bashir and Miles O'Brien in search for cure to ketracel-white addiction.
• **Leadership** • **Transporter Skill** • **Physics [SD]** Invasive Beam-In
INTEGRITY 7 **CUNNING 8** **STRENGTH 10**
Dom: U

[Univ] Aze't'izan

[SHI][KW] **OFFICER** **(Dom)[BQ]**
Third serving under Omet'iklan. Representative of Jem'Hadar officers. Participated in eradication of dishonorable Jem'Hadar renegades on Vandroos IV.
• **Leadership** • **Computer Skill**
INTEGRITY 7 **CUNNING 8** **STRENGTH 9**
Dom: C

Bashir Founder

[SHI] **MEDICAL** **(PI)[BQ]**
Changinging posing as *Julian Bashir*. Tried to destroy an entire fleet by causing the Bajoran sun to go nova.
• **MEDICAL** • **Exobiology** • **Biology** • **Treachery [SD]** Supernova (Tax Uhat not required; opponent must have total usable WEAPONS>36 at this location).
INTEGRITY 4 **CUNNING 11** **STRENGTH 5**
2A: P

Borath

[Cmd] **MEDICAL** **(Dom)[BQ]**
Vorta analyst. Subjected the captured crew members of the U.S.S. *Defiant* to a simulated invasion of the Alpha Quadrant in order to study their response.
• **SCIENCE** • **Exobiology** • **Cybernetics** • **Treachery**
INTEGRITY 5 **CUNNING 8** **STRENGTH 6**
Dom: R

[Dom][Hir] [Univ] Dar

[SHI][Holo] **SECURITY** **(BQ)[HoloAdv]**
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**
HoloAdv: 62 C

Deyos

[Cmd] **SECURITY** **(ROA)[BQ]**
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

[Univ] Duran'Adar

[SHI][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**
BOG: C

[Univ] Edan'Atal

[SHI][KW] **SECURITY** **(ROA)**
Representative of Jem'Hadar assigned to guard Dominion operation on Cardassia Prime. Fourth. Bred in the Alpha Quadrant.
• **Astrophysics** • **ENGINEER** • **Honor**
INTEGRITY 6 **CUNNING 8** **STRENGTH 9**
ROA: C

[Univ] Eris

[Cmd] **V.I.P.** **(Dom)[BQ]**
Duplicitious female agent. First Vorta to contact the Federation. Posed as an oppressed fugitive in order to win sympathy — and opportunities for espionage.
• **Treachery** • **Diplomacy** • **MEDICAL**
INTEGRITY 3 **CUNNING 8** **STRENGTH 4**
Dom: C

[Univ] Founder

[Cmd] **V.I.P.** **(Dom)[BQ]**
Female member of the Dominion. Changinging. Characteristic of the members of the Great Link. Adept at mimicking the solids.
• **SCIENCE** • **Exobiology** • **May morph (exchange with your Founder in hand).**
INTEGRITY 5 **CUNNING 8** **STRENGTH 7**
Dom: U

Founder Leader

[Cmd] **V.I.P.** **(Dom)[BQ]**
Female Changinging. Center of power for the entire Dominion. Key figure in the Great Link. Told Odo of his origin; greatly desires his return to the Link.
• **Treachery x2** • **Leadership** • **Exobiology** • **SCIENCE** • **Law [SD]** Shape-Shift
INTEGRITY 3 **CUNNING 9** **STRENGTH 8**
Dom: R

Gelnon

[Cmd] **V.I.P.** **(BOG)[BQ]**
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**
BOG: R

Goran'agar

[Cmd] **OFFICER** **(Dom)[BQ]**
First. Jem'Hadar soldier who overcame addiction to ketracel-white. Brought group of Jem'Hadar to Bopak III seeking freedom from the white and the Vorta.
• **Honor x2** • **Leadership** • **Navigation** • **Biology** • **Nullifies Hippocratic Oath where present.**
INTEGRITY 8 **CUNNING 7** **STRENGTH 11**
Dom: R

[Univ] Gurat'urak

[SHI][KW] **SECURITY** **(Dom)[BQ]**
Typical Jem'Hadar navigator. Fifth under Omet'iklan. Responsible for safeguarding devices assigned to his unit.
• **Navigation** • **Transporter Skill** • **Protects one card present from Disruptor Overload.**
INTEGRITY 6 **CUNNING 7** **STRENGTH 8**
Dom: C

Hanok

[Cmd] **V.I.P.** **(ROA)[BQ]**
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

Ikak'ika

[Cmd][KW] **OFFICER** **(ROA)[BQ]**
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

[Univ] Inglatu

[SHI] **CIVILIAN** **(ROA)[BQ]**
Typical male Dosi. Violent, 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

Ixtana'Rax

[Cmd][KW] **OFFICER** **(BOG)[BQ]**
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**
BOG: R

Keevan

[Cmd] **V.I.P.** **(Dom)[BQ]**
Devious, aloof Vorta. Extorted a Federation Away Team into destroying his marooned, white-starved Jem'Hadar unit before it could turn on him. Hates Ferengi.
• **Treachery x2** • **Anthropology** • **Diplomacy** • **Geology [SD]** Hostage Trade
INTEGRITY 2 **CUNNING 10** **STRENGTH 5**
Dom: R

Kilana

[Cmd] **V.I.P.** **(Dom)[BQ]**
Female Vorta field operative. Dispatched to rescue an injured Founder shipwrecked on Torga IV. Distrusted Benjamin Sisko long enough to fail in her mission.
• **Diplomacy** • **Leadership** • **Treachery** • **SCIENCE** • **Archaeology**
INTEGRITY 4 **CUNNING 9** **STRENGTH 4**
Dom: R

Kira Founder

[Cmd]-<Baj> **OFFICER** **(Dom)[BQ]**
Changinging who, under the guise of *Kira Nerys*, attempted to understand Odo's loyalty to the solids. Discovered he had feelings for Kira.
• **Leadership** • **Resistance** • **SECURITY** • **Navigation** • **Computer Skill**
• **Treachery**
INTEGRITY 4 **CUNNING 7** **STRENGTH 8**
Dom: R

[Univ] Koret'alak

[SHI][KW] **SECURITY** **(Dom)[BQ]**
Fifth. Representative of Jem'Hadar soldiers serving under Goran'Agar. Escorted Federation prisoners taken captive on Bopak III.
• **Physics** • **Stellar Cartography**
INTEGRITY 5 **CUNNING 7** **STRENGTH 8**
Dom: C

Krajensky Founder

[Cmd]-<Fed> **V.I.P.** **(ROA)[BQ]**
The changinging 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

Kudak'Etan

[Cmd][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**
BOG: R

[Univ] Lam

[SHI] **SECURITY** **(TWT)**
Breen soldier. One of That Gor's bodyguards. Secretly questions the advisability of the Dominion/Breen Alliance. As cold as a winter on his home planet.
• **Anthropology** • **Computer Skill**
INTEGRITY 5 **CUNNING 7** **STRENGTH 9**
TWT: 50 C

Lamat'Ukan

[SHI][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**
BOG: U

Leyton Founder

[Cmd]-<Fed> **V.I.P.** **(Dom)[BQ]**
Dominion changinging appearing as *Admiral Leyton*. Exposed by Odo outside Starfleet headquarters; escaped using his shape-shifting abilities.
• **Leadership** • **SECURITY** • **Treachery** • **May report on Earth. [SD]** Flight of the Intruder
INTEGRITY 4 **CUNNING 8** **STRENGTH 8**
Dom: R

[Univ] Limara'son

[SHI][KW] **SECURITY** **(Dom)[BQ]**
Typical Jem'Hadar soldier. Reports to Remata'Klan. Demoted to Sixth for firing his weapon against orders.
• **Astrophysics** • **Navigation**
INTEGRITY 5 **CUNNING 7** **STRENGTH 9**
Dom: C

Lovok Founder

[Cmd]-<Rom> **OFFICER** **(Dom)[BQ]**
Changinging. Impersonated Colonel *Lovok* during the 2371 attack on the Dominion homeworld. Led the Romulan/Cardassian fleet into a Jem'Hadar ambush.
• **Tal Shiar** • **Computer Skill** • **Navigation** • **SCIENCE** • **Transporter Skill**
• **Treachery**
INTEGRITY 4 **CUNNING 9** **STRENGTH 6**
Dom: R

Luaran

[Cmd] **SCIENCE** **(MM)[BQ]**
Female Vorta who supervised the installation of Breen weaponry on Dominion ships. Hopes one day her service will bring her to the Founder Leader's attention.
• **ENGINEER** • **Biology** • **Treachery** • **Physics** • **May report aboard your Enhanced Attack Ship.**
INTEGRITY 5 **CUNNING 7** **STRENGTH 4**
MM: 63 R

[Univ] Makla'gor

[SHI][KW] **SECURITY** **(Dom)[BQ]**
Sixth. Typical Jem'Hadar guard and soldier. Assigned to station Terok Nor recently liberated by Dominion and Cardassian forces. Posted to security section.
• **Astrophysics** • **Exobiology** • **Honor**
INTEGRITY 7 **CUNNING 6** **STRENGTH 9**
Dom: C

Martok Founder

[Cmd]-[M]-> **OFFICER** [Dom][BQ]

Changing who posed as General **Martok**. Advised Chancellor Gowron to end the Empire's long-standing alliance with the Federation.

• **Leadership** • **Navigation** • **Treachery [SD]** Treacherous Advice OR Dial

Martok for Murder

INTEGRITY 4	CUNNING 8	STRENGTH 9
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Dom: R

Meso'dan

[SH][KW] **SECURITY** [Dom][BQ]

Jem'Hadar Fourth under Goran'Agar. Injured by discharge from Miles O'Brien's crude phaser. Willing to be sacrificed to preserve dwindling supply of the white.

• **Honor** • **Stellar Cartography [SD]** Jem'Hadar Sacrifice

INTEGRITY 8	CUNNING 6	STRENGTH 9
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Dom: U

O'Brien Founder

[Cmd]-[F]-> **ENGINEER** [Dom][BQ]

Changing posing as **Miles O'Brien**. Infiltrated Earth in 2372 with three other Founders. Gloried about their disruptive activities to Benjamin Sisko.

• **ENGINEER** • **Transporter Skill** • **Physics** • **Computer Skill** • **Treachery [SD]** Homefront

INTEGRITY 4	CUNNING 7	STRENGTH 7
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Dom: R

Odo Founder

[Cmd]-[O]-> **SECURITY** [BOG][BQ]

Changing 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
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BOG: R

[Univ] Oken'alak

[SH][KW] **SECURITY** [BOG][BQ]

Fifth under Ikar'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
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BOG: C

Omet'iklan

[Cmd][KW] **OFFICER** [Dom][BQ]

First assigned to Weyoun. Sought to destroy rebel Jem'Hadar and their Iconian Gateway on Vandros IV. Killed the Weyoun 4 clone for questioning his loyalty.

• **Leadership x2** • **Astrophysics** • **Computer Skill** • **Allows your cards here to initiate battle against [Dom]**.

INTEGRITY 7	CUNNING 7	STRENGTH 11
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Dom: R

[Univ] Ornithar

CIVILIAN [Dom][BQ]

Sixth. Typical male Karemman official. Broker of tuloberry wine for the Dominion. Well versed in valuable metals. One-time business partner of Quark.

• **Greed** • **SCIENCE** • **Geology**

INTEGRITY 5	CUNNING 7	STRENGTH 6
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Dom: C

Remata'klan

[Cmd][KW] **OFFICER** [Dom][BQ]

Jem'Hadar Third who was marooned with Keevan on a deserted planet. Took charge of his men after the First and Second were lost during the incident.

• **Leadership** • **SECURITY** • **Honor** • **Physics [SD]** No Way Out

INTEGRITY 8	CUNNING 8	STRENGTH 10
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Dom: R

Talak'talan

[SH][KW] **OFFICER** [Dom][BQ]

Jem'Hadar Third. Delivered the proclamation that Alpha Quadrant species were no longer welcome in the Gamma Quadrant ... and would be destroyed.

• **SECURITY** • **Transporter Skill** • **Astrophysics [SD]** Ultimatum OR Dominion PADD

INTEGRITY 6	CUNNING 8	STRENGTH 10
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Dom: R

[Univ] Temo'zuma

[SH][KW] **SECURITY** [Dom][BQ]

Soldier under the command of Goran'Agar. Third. Typical of Jem'Hadar warriors trained to operate shield-penetrating transporter systems.

• **ENGINEER** • **Transporter Skill**

INTEGRITY 7	CUNNING 6	STRENGTH 9
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Dom: C

Thot Gor

[Cmd] **OFFICER** [TWT]

General in the Breen Confederacy. Key figure in forging the Dominion/Breen alliance. Respects the Founder. Accepts Weyoun. Disregards Damar.

• **Your Breen and Jem'Hadar ships in battle together are each WEAPONS +2.**

• **Leadership x2** • **MEDICAL**

INTEGRITY 5	CUNNING 7	STRENGTH 11
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TWT: 51 R+

Thot Fran

[Cmd] **OFFICER** [TWT]

Breen general. Successor to Thot Gor. Ordered the installation of Breen weaponry on Jem'Hadar ships. Seeks to secure Romulus and Earth for the Breen.

• **Archaeology** • **Exobiology** • **Transporter Skill**

INTEGRITY 4	CUNNING 8	STRENGTH 10
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TWT: 52 U

Toman'torax

[SH][KW] **OFFICER** [Dom][BQ]

Jem'Hadar Second. Served under Omet'iklan for three years. In defiance of the First's orders, fought Warf during preparations for the joint Vandros IV mission.

• **Leadership** • **ENGINEER** • **Stellar Cartography** • **May pair first when in personnel battle.**

INTEGRITY 4	CUNNING 6	STRENGTH 10
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Dom: R

Umat'adan

[SH][KW] **SECURITY** [BOG]

Fifth. Jem'Hadar alpha assigned to Kudak'Eton. 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
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BOG: U

[Univ] Varat'idan

[SH][KW] **SECURITY** [TWT][BQ]

Typical Jem'Hadar soldier. Fifth. Assigned to Terok Nor while station was occupied by the Dominion. Drilled in station defense tactics.

• **Astrophysics** • **Geology**

INTEGRITY 6	CUNNING 8	STRENGTH 8
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TWT: 53 C

[Univ] Virak'kara

[SH][KW] **SECURITY** [Dom][BQ]

Jem'Hadar soldier. Fourth reporting to Omet'iklan. Eight years old. Amazed at the longer lifespans of other species, especially Trill.

• **Physics** • **Navigation**

INTEGRITY 7	CUNNING 6	STRENGTH 9
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Dom: C

Weyoun

[Cmd] **V.I.P.** [Dom][BQ]

Vorta field supervisor. Skilled negotiator. Key figure in the war effort. Reports directly to the Founder Leader. Self-proclaimed expert and telling—and spotting—lies.

• **Diplomacy x2** • **Leadership** • **Treachery** • **Law** • **Biology**

INTEGRITY 5	CUNNING 9	STRENGTH 5
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Dom: R

[Dom][Hir] [Univ] Wodek'idan

[Cmd][Holo] **OFFICER** [BQ][HoloAdv]

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
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HoloAdv: 63 C

[Univ] Yak'talan

[SH][KW] **SECURITY** [Dom][BQ]

Seventh serving under Remata'klan. Assigned to repair communication equipment damaged when his Jem'Hadar unit was marooned in 2374.

• **ENGINEER** • **Computer Skill**

INTEGRITY 6	CUNNING 7	STRENGTH 8
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Dom: C

Yelgren

[Cmd] **V.I.P.** [Dom][BQ]

Matter-of-fact Vorta. Met a disorganized group of Ferengi aboard Empok Nor. Agreed to release Istika in exchange for Keevan. Got less than he bargained for.

• **Diplomacy** • **Leadership** • **Anthropology** • **Music [SD]** Prisoner Exchange

INTEGRITY 6	CUNNING 8	STRENGTH 6
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Dom: R

[Univ] Young Jem'Hadar

[KW] **CIVILIAN** [Dom][BQ]

Jem'Hadar youth. Typical juvenile recently emerged from birthing chamber.

• **At end of any of your turns, may be exchanged with one of your [Univ] Jem'Hadar in hand.** • **Youth**

INTEGRITY 4	CUNNING 5	STRENGTH 7
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Dom: C

[Univ] Zyree

CIVILIAN [Dom][BQ]

Representative female member of the Dosi, a physically aggressive merchant race aligned with the Dominion. Tuloberry wine expert.

• **Biology** • **Greed** • **Archaeology**

INTEGRITY 6	CUNNING 6	STRENGTH 7
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Dom: C

DOMINION: SHIPS**[Univ] 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.

[SH] May avoid being targeted by Establish Tractor Lock.

Invasive Transporters

RANGE 6	WEAPONS 8	SHIELDS 9
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BOG: C

[Univ] Breen Warship

WARSHIP CLASS [TWT]

Employs biological technology. Used in attack on San Francisco in 2375. Thot Gor commanded one.

Attributes all -3 unless Breen in crew.

[Cmd][SH][SH] Your Breen may report aboard. Energy Dampener, Tractor Beam

RANGE 9	WEAPONS 10	SHIELDS 9
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TWT: 103 R

[Univ] Enhanced Attack Ship

ATTACK SHIP CLASS [MM]

Jem'Hadar attack ship constructed in Alpha Quadrant. One of the first Dominion fighter craft upgraded with Breen energy-dampening technology in 2375.

[SH] Energy Dampener, Invasive Transporters

RANGE 6	WEAPONS 8	SHIELDS 8
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MM: 117 U

[Univ] Jem'Hadar Attack Ship

ATTACK SHIP CLASS [Dom][BQ]

Nimble attack fighter used by the Dominion. Has ion propulsion drive and ventral impellers. Virtual display technology. Polaron beam weapons.

[SH] May avoid being targeted by Establish Tractor Lock.

Invasive Transporters

RANGE 6	WEAPONS 8	SHIELDS 8
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Dom: C

[Univ] Dominion Battleship

BATTLESHIP CLASS [TWT][BQ]

Massive Jem'Hadar battleship developed using the Alpha Quadrant war. One easily withstood an ill-conceived attack by the *U.S.S. Valiant* in 2374.

[Cmd][Cmd][K][K] Holodeck, Invasive Transporters, Tractor Beam

RANGE 10	WEAPONS 11	SHIELDS 12
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TWT: 104 R

[Univ] Jem'Hadar Warship

BATTLE CRUISER [Dom][BQ]

Mainstay battle cruiser of the Jem'Hadar fleets. Capable of serving as a mobile base for attack ships. Equipped with shield-penetrating transporters.

[Cmd][SH][SH] Tractor Beam, Invasive Transporters

RANGE 9	WEAPONS 9	SHIELDS 9
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Dom: U

[Univ] Karemman Vessel

FREIGHTER CLASS [ROA][BQ]

The Karemman conduct trade operations for the Dominion. Their vessels can be found throughout the Gamma Quadrant. Hanok commanded one.

[SH] Tractor Beam

RANGE 8	WEAPONS 5	SHIELDS 6
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ROA: C

Weyoun's Warship

BATTLE CRUISER CLASS [TWT][BQ]

Jem'Hadar warship under the command of Weyoun. Stationed at Terok Nor during the Dominion/Cardassian reoccupation of the mining station.

[Cmd][SH][SH] Invasive Transporters, Tractor Beam [SD] Engage Shuttle Operations: Dominion

RANGE 10	WEAPONS 9	SHIELDS 9
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TWT: 105 R

FEDERATION: FACILITIES**Deep Space Station K-7**

[TWT]

Federation frontier station, circa mid-2260s. Consists mostly of fabrication facilities and storage units.

Plays at 2267 Sherman's Planet; may be used by all players' compatible cards. Once per turn, one [OS] card reporting at this location may report for free. (Not duplicatable.)

STATION	SHIELDS 16
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TWT: 22 R

Federation Outpost

Earth is a member of the United Federation of Planets. The Federation establishes outposts throughout its territory.

Seed one OR build where you have a Federation ENGINEER.

OUTPOST	SHIELDS 30
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Premiere: C

Klaestron Outpost (BSS) [CmD][AU] [Fed][Car] OUTPOST
 DS9: C
 Klaestron IV is a member of the United Federation of Planets. Its inhabitants also maintain a strong alliance with the Cardassian Union.
 Seed one OR build where you have a Klaestron ENGINEER.

SHIELDS 24

Mirror Terok Nor

[TE][MQ] (MM)
 Cardassian ore processing facility commandeered by the Terran Rebellion in the mirror universe.
 Seeds during dilemma phase at Bajor. If commandeered, new controller may flip card over. (Not duplicatable.) Quark's Bar may seed or play on this Nor; [DS9] Ops may not.
 STATION WEAPONS 8 SHIELDS 36
 MM: 27 R+ Note: When flipped, becomes [Car] Mirror Terok Nor.

Office of the President

(Dom) [Univ] Albert Einstein (Holo) SCIENCE
 From his office in Paris, the President of the United Federation of Planets leads the representative council.
 Seeds or plays on Earth. Once per turn, one Federation Ambassador, Admiral, Vice-Admiral or President OR one HQ card may play for free here. (Not duplicatable.)
 HEADQUARTERS SHIELDS 42
 Dom: R

[Univ] Terran Outpost

[TE][MQ] (MM)
 Hidden enclave and meeting place for the Terran rebels of the mirror universe.
 Seed one OR build where you have a [TE] ENGINEER. May be seeded or built at Terran Hideout if no headquarters there.
 OUTPOST SHIELDS 28
 MM: 28 C

Terran Rebellion HQ

[TE][MQ] (MM)
 Subterranean base of the Terran Rebellion. Hidden on a small planetoid in the treacherous Badlands.
 Seeds or plays on Terran Hideout; it is now the homeworld of [Fed][TE] cards. Once per turn, one [TE] personnel (except [AU]) OR one HQ card may play for free here. (Not duplicatable.)
 HEADQUARTERS SHIELDS 54
 MM: 29 R+

FEDERATION: PERSONNEL**Admiral Hayes**

[CmD] V.I.P. (FC)
 Admiral in charge of coordinating Starfleet's anti-Borg forces. Led a fleet in defense of a Borg cube attack on Earth in 2373.
 • Each of your Federation ships at same location is WEAPONS +1 and SHIELDS +2. • Leadership
 INTEGRITY 7 CUNNING 6 STRENGTH 4
 FC: R

Admiral J.P. Hanson

[CmD] V.I.P. (HoloAdv) (Dom)
 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
 HoloAdv: 64 R

Admiral Leyton

[CmD] V.I.P. (Dom)
 Chief of Starfleet Operations. Misguided paranoid. Faked evidence of impending Dominion invasion and urged Jareth-It'no to place Earth under martial law.
 • Leadership • SECURITY • Treachery • Allows your cards here to initiate battle against [Dom].
 INTEGRITY 5 CUNNING 8 STRENGTH 8
 Dom: R

Admiral McCoy

[SH] V.I.P.
 Not a psychiatrist, mechanic, coal miner, bricklayer, scientist, physicist, moon shuttle conductor, escalator, magician or fish peddler. Just an old country doctor.
 • MEDICAL • Exobiology • Cantankerousness • Other MEDICAL are CUNNING +3 where present.
 INTEGRITY 8 CUNNING 6 STRENGTH 1
 ZPG: P

Admiral Picard

[CmD][AU][Bar] V.I.P.
 The former captain of the U.S.S. Enterprise pursued an unprecedented treaty with the Romulans in Barash's illusion.
 • Diplomacy • Leadership • Honor • Navigation
 INTEGRITY 6 CUNNING 7 STRENGTH 3
 ZPG: P

Admiral Riker

[CmD][AU] V.I.P. (Dom)
 Commander of Starbase 247 in an alternate future. At odds with Governor Wolf. Battled Klingons near Devron.
 • Leadership x2 • Diplomacy • Navigation • Music • Your leaders here may initiate battle against [Klg]. [SD] Any Enterprise (if aboard your matching facility)
 INTEGRITY 7 CUNNING 8 STRENGTH 6
 Dom: P (WB)

Admiral Ross

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

[Univ] Albert Einstein

(Holo) SCIENCE
 Re-creation of the famed 20th century human. Author of the theory of relativity.
 • Physics x2 • Astrophysics
 INTEGRITY 9 CUNNING 11 STRENGTH 2
 Premiere: R

Alexander Rozhenko

CIVILIAN
 3/4 Klingon, 1/4 Human male. Born on the 43rd day of Maktag. Son of Lieutenant Wolf and K'Elhyler.
 • Honor • Youth
 INTEGRITY 6 CUNNING 4 STRENGTH 2
 Premiere: U

Alyssa Nechayev

[CmD] OFFICER
 Vice-Admiral Alyssa Nechayev is an antagonistic superior of Captain Jean-Luc Picard. Responsible for liaison with the Cardassians and the Maquis.
 • Diplomacy • Leadership
 INTEGRITY 7 CUNNING 8 STRENGTH 3
 Premiere: R

Alyssa Ogawa

[SH] MEDICAL
 Nurse Alyssa Ogawa is a medical assistant and friend to Dr. Beverly Crusher.
 • Biology
 INTEGRITY 7 CUNNING 6 STRENGTH 4
 Premiere: U

Alyssa Ogawa

[SH] MEDICAL (FC)
 Lieutenant (i.g.) Alyssa Ogawa married shipmate Andrew Powell in 2370. A nurse assistant to Dr. Beverly Crusher, she is studying to be a doctor.
 • Biology • Exobiology [SD] Medical Kit
 INTEGRITY 7 CUNNING 7 STRENGTH 4
 FC: R

Ambassador Krajensky

[CmD] V.I.P. (ROA)
 Starfleet dignitary. Scoffs at rumors of his inability to form lasting relationships. Spends much of his free time on Risa.
 • Diplomacy • Leadership • ENGINEER • Low • May report on Risa.
 INTEGRITY 7 CUNNING 8 STRENGTH 5
 ROA: U

[Fed][NA] [Univ] Angelo Tassoni

[SH] SECURITY (DQ)[Bar] (DQ)[Bar]
 One of the U.S.S. Equinox crewmen stripped of rank by Kathryn Janeway upon joining U.S.S. Voyager. Fit in with his new crew without major incident.
 • Navigation
 INTEGRITY 5 CUNNING 6 STRENGTH 7
 Borg: 68 C

[Fed][NA] [Univ] Ayala

[SH][Man] SECURITY (Voy)[DQ]
 Versatile Maquis who has served exceptionally aboard U.S.S. Voyager. His many assignments have included tactical, ops, and guarding the brig.
 • Astrophysics
 INTEGRITY 7 CUNNING 7 STRENGTH 7
 Voy: 114 C

B.G. Robinson

[SH] ENGINEER (TWT)
 Bronwyn Gail Robinson served on the U.S.S. Enterprise. Romantically involved with Thadui Okona. Responsible for reporting the daily planet-to-ship transport logs.
 • Transporter Skill • Youth • Anthropology [SD] Pattern Enhancers
 INTEGRITY 6 CUNNING 6 STRENGTH 4
 TWT: 54 U

[Fed][NA] B'Elanna Torres

[SH][Man] ENGINEER (Voy)[DQ]
 Former Maquis who became chief engineer of U.S.S. Voyager. Her Klingon and human halves are often at odds with each other. Married Tom Paris in 2377.
 • ENGINEER • Computer Skill x2 • Astrophysics • Cybernetics • Transporter Skill
 INTEGRITY 7 CUNNING 8 STRENGTH 8
 Voy: 115 R

Benjamin Maxwell

[CmD] OFFICER
 Captain Benjamin Maxwell of the U.S.S. Phoenix is a bitter enemy of the Cardassians.
 • Leadership
 INTEGRITY 9 CUNNING 7 STRENGTH 5
 Premiere: U

Benjamin Sisko

[CmD] OFFICER (BSS)
 Captain Benjamin Sisko commands Deep Space 9. Fought in Federation-Tzenkethi war. Helped design U.S.S. Defiant. Father of Jake. Loves baseball.
 • Leadership • ENGINEER • Honor • Navigation • Diplomacy [SD] Baseball
 INTEGRITY 8 CUNNING 8 STRENGTH 8
 DS9: R

Beverly Crusher

[CmD] MEDICAL
 Dr. Beverly Crusher is the chief medical officer of the U.S.S. Enterprise. Dancer and thespian. Widow of Jack Crusher. Mother of Ensign Wesley Crusher.
 • MEDICAL • Biology • Exobiology
 INTEGRITY 8 CUNNING 8 STRENGTH 5
 Premiere: R

Beverly Crusher

[EE] MEDICAL (FC)
 Dr. Beverly Crusher is the U.S.S. Enterprise-E chief medical officer. Swore she'd never use an E.M.H.
 X=4 if your [Holo] MEDICAL present. • Biology • Exobiology • MEDICAL [SD] Medical Tricorder OR E.M.H. Program
 INTEGRITY 8-X CUNNING 8-X STRENGTH 4
 FC: R

Beverly Picard

[CmD][AU] OFFICER
 Captain of medical ship U.S.S. Pasteur in 2395 in an alternate timeline. Although divorced from Jean-Luc Picard, she never could say no to him.
 • MEDICAL x2 • Leadership • Biology
 INTEGRITY 8 CUNNING 8 STRENGTH 4
 AU: R

Boothby

CIVILIAN (HoloAdv)
 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
 HoloAdv: 65 R

[Univ] Calloway

MEDICAL
 Ensign Calloway is representative of Starfleet medical technicians. Served aboard the U.S.S. Enterprise in 2370.
 • Youth
 INTEGRITY 7 CUNNING 5 STRENGTH 3
 Premiere: C

Captain Bashir

[CmD][TE] OFFICER (MM)[MQ]
 Hot-headed Terran rebel. Julian Bashir interrogated and tortured the Interdant. One of many "captains" fighting to overthrow the Alliance.
 • Navigation • SCIENCE • Leadership • Biology • Smuggling [SD] Interrogation OR Torture
 INTEGRITY 5 CUNNING 6 STRENGTH 8
 MM: 64 R+

Captain Dax

[SH][TE] OFFICER (MM)[MQ]
 Aggressive, roguish Trill. Host to Dax symbiont. Once the mistress of Mr. Sisko, Jadzia Dax is now romantically involved with Captain Bashir.
 • ENGINEER • Navigation • Archaeology • Geology • Leadership [SD] Evasive Maneuvers
 INTEGRITY 7 CUNNING 8 STRENGTH 7
 MM: 65 R+

Captain Kirk

[CmD][AU][OS] OFFICER (P)
 Legendary starship captain. In 2267 met "Lieutenant" Sisko. 17 Temporal violations. "The man was a menace."
 • Leadership x2 • May initiate battle against non-[Fed]. [SD] Captain's Log
 • May stun adversary he just engaged. • Once every turn, may "stop" one female present.
 INTEGRITY 8 CUNNING 9 STRENGTH 8
 Dom: P

Captain Kirk

[Cmd][AU] **OFFICER** **[TWT][DS]**
 Legendary starship captain. In 2267 met "Lieutenant" Sisko. 17 Temporal violations. "The man was a menace."
 • **Leadership x2** • **May initiate battle against non-[Fed].** [SD] Captain's Log
 • **May stun adversary he just engaged.** • **Once every turn, may "stop" one female present.**
INTEGRITY 8 **CUNNING 9** **STRENGTH 8**
 TWT: 55 R+

[Univ] Cavit

[Cmd] **OFFICER** **[Voy][DQ]**
 Lieutenant commander typical of executive officers stationed on smaller Starfleet ships. Posted to U.S.S. Voyager. Scornful of Maquis soldiers and sympathizers.
 • **Leadership** • **Anthropology** • **Transporter Skill**
INTEGRITY 6 **CUNNING 6** **STRENGTH 7**
 Voy: 116 C

[Fed][NA] Chakotay

[Cmd][Maq] **OFFICER** **[Voy][DQ]**
 Former Maquis leader now serving as first officer on U.S.S. Voyager. Deeply spiritual. Honors the heritage of his grandfathers, though far from their sacred places.
 • **Leadership** • **Navigation** • **Diplomacy** • **Anthropology x2** • **Archaeology**
 • **Honor**
INTEGRITY 8 **CUNNING 8** **STRENGTH 8**
 Voy: 117 R

[Fed][NA] Chell

[SH][Man] **ENGINEER** **[Voy][DQ]**
 Talkative Bolian. Underwent field training soon after coming aboard U.S.S. Voyager. Has been a model—though somewhat paranoid—crewman ever since.
 • **Computer Skill** • **Anthropology** • **Biology** • **Navigation**
INTEGRITY 6 **CUNNING 5** **STRENGTH 5**
 Voy: 118 U

Chief Engineer Scott

[SH][AU][TE] **ENGINEER** **[MM][MQ][DS]**
 Mr. Scott is chief engineer of the I.S.S. Enterprise. A relentless taskmaster. His department has the highest rate of turnover on the ship.
 • **ENGINEER** • **Transporter Skill** • **Stellar Cartography** • **If on a [MQ][OS] ship, it is attributed all +2.** • **Physics**
INTEGRITY 5 **CUNNING 8** **STRENGTH 7**
 MM: 66 R+

Chief Navigator Chekov

[SH][AU][TE] **OFFICER** **[MM][MQ][DS]**
 Ensign Chekov arranged an attack on his captain in the hopes of moving up in rank. Spent time in the I.S.S. Enterprise agony booth for his misguided ambition.
 • **Youth** • **Treachery** • **Navigation** • **Astrophysics** • **If on I.S.S. Enterprise, it is RANGE and WEAPONS +1.**
INTEGRITY 4 **CUNNING 7** **STRENGTH 6**
 MM: 67 R+

Chief Surgeon McCoy

[SH][AU][TE] **MEDICAL** **[MM][MQ][DS]**
 I.S.S. Enterprise chief medical officer. Dr. McCoy runs one of the most feared sickbays in the Empire. Never loses a subject before completing their interrogation.
 • **MEDICAL** • **Exobiology** • **Biology** • **Treachery** [SD] Classic Medical Tricorder
INTEGRITY 5 **CUNNING 8** **STRENGTH 5**
 MM: 68 R+

[Univ] Christopher Hobson

[Cmd] **OFFICER**
 Lt. Commander Christopher Hobson is representative of staff officers in Starfleet. Served aboard the U.S.S. Sutherland in 2368.
 • **Computer Skill**
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
 Premiere: C

Comm Officer Uhura

[SH][AU][TE] **OFFICER** **[MM][MQ][DS]**
 Communications officer aboard the I.S.S. Enterprise. Lt. Uhura is the object of Security Chief Sulu's constant advances. Knows how to handle him.
 • **Youth** • **ENGINEER** • **Computer Skill** • **Anthropology** • **Treachery**
 [SD] Mirror Dagger
INTEGRITY 5 **CUNNING 7** **STRENGTH 5**
 MM: 69 R+

Commander Data

[Cmd][AU][Bar] **OFFICER**
 In Borash's illusion, Data was second in command of the U.S.S. Enterprise under Captain Riker.
 • **Not a Soong-type Android.** • **ENGINEER** • **Computer Skill** • **Music**
 • **Astrophysics**
INTEGRITY 6 **CUNNING 8** **STRENGTH 10**
 2PG: P

Commander Troi

[Cmd][AU][Bar] **OFFICER**
 In Borash's illusion, Deanna Troi left the U.S.S. Enterprise to take a position at Starfleet Command as Admiral Picard's diplomatic counselor.
 • **Empathy** • **Diplomacy** • **Honor** • **Anthropology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
 2PG: P

[Univ] Crewman Wilson

[AU][TE] **SCIENCE** **[MM][MQ][DS]**
 Typical crewman on the I.S.S. Enterprise. Seeks any opportunity to be made an officer. Isn't likely to find one on Kirk's ship.
 • **Treachery** • **Stellar Cartography**
INTEGRITY 5 **CUNNING 6** **STRENGTH 7**
 MM: 70 C

[Univ] Darian Wallace

SECURITY
 Ensign Darian Wallace is representative of Starfleet security officers. Held numerous positions aboard the U.S.S. Enterprise.
 • **Anthropology**
INTEGRITY 7 **CUNNING 5** **STRENGTH 6**
 Premiere: C

Data

[Cmd] **OFFICER**
 Lt. Commander Data is a sentient android created by Dr. Noonien Soong. Has positronic brain. Desires to be human. Once left his head in San Francisco.
 • **ENGINEER** • **Computer Skill x2** • **Music** • **Astrophysics** • **Exobiology**
INTEGRITY 8 **CUNNING 12** **STRENGTH 12**
 Premiere: R

Data

[EE][Nom,R,Gold] **OFFICER** **[FC]**
 Lt. Commander Data had an emotion chip installed in 2371. Cries yellow tears. Soong-type android who, for 0.68 seconds, almost joined the Borg.
 • **Astrophysics** • **Computer Skill x2** • **ENGINEER** • **Exobiology** [SD] Fractal Encryption Code
INTEGRITY 7 **CUNNING 12** **STRENGTH 12**
 FC: R

Data and Geordi

[SH][SH][Nom,R,Gold] **OFFICER +ENGINEER** **[P]**
 When the Soong-type android Data began feeling emotions secretly generated by Lore, Geordi La Forge performed a series of diagnostics on him.
 • **ENGINEER** • **Music** • **Computer Skill**
Geordi: • **ENGINEER** • **Physics** [SD] Tricorder
INTEGRITY 6+8 **CUNNING 10+8** **STRENGTH 12+6**
 EP: 2 P

[Rom][Fed] Data and Picard

[SH][SH] **CIVILIAN + CIVILIAN** **[P]**
 To search for Spock on Romulus, the Soong-type android Data and his human captain, Jean-Luc Picard, disguised themselves as Romulan citizens.
 • **ENGINEER** • **Astrophysics** • **Computer Skill**
Picard: • **Diplomacy** • **Anthropology** • **Archaeology**
INTEGRITY 8+8 **CUNNING 12+8** **STRENGTH 12+6**
 EP: 2 P

Deanna Troi

[Cmd] **OFFICER**
 Lt. Commander Deanna Troi is a 1/2 Betazoid, 1/2 Human empath. Counselor for U.S.S. Enterprise. Imzadi with William T. Riker. Loves chocolate.
 • **Empathy** • **Diplomacy**
INTEGRITY 8 **CUNNING 7** **STRENGTH 4**
 Premiere: R

Deanna Troi

[EE] **OFFICER** **[FC]**
 Commander Deanna Troi is ship's counselor aboard the U.S.S. Enterprise-E. 1/2 Betazoid, 1/2 Human. Complained there wasn't time to argue about time.
 • **Diplomacy** • **Empathy** • **Navigation** • **Once per game, may "unstop" her Away Team.**
INTEGRITY 8 **CUNNING 7** **STRENGTH 4**
 FC: R

Deanna Troi

[EE] **OFFICER** **[Borg]**
 1/2 Betazoid, 1/2 human counselor of U.S.S. Enterprise-E — and Reginald Barclay. After years of friendship, is once again romantically involved with William T. Riker.
 • **Diplomacy** • **Empathy** • **Anthropology** • **All your [EE] personnel add [Cmd].**
INTEGRITY 7 **CUNNING 8** **STRENGTH 4**
 Borg: 69 R

Donald Varley

[Cmd] **OFFICER** **[BOG]**
 Captained U.S.S. Yamato. Retrieved stellar "Rosetta Stone" artifact from Denius INTEGRITY. Searched for — and unfortunately found — the mythical planet Icaria.
 • **Archaeology** • **Stellar Cartography** • **Computer Skill** • **Icaria Investigation** and **Reopen Dig** have [Fed], [Fed].
INTEGRITY 6 **CUNNING 8** **STRENGTH 6**
 BOG: R

Dr. Farallon

[SH] **SCIENCE** **[MM]**
 Female humanoid from Tynus VIIA. Scientist who invented the particle fountain mining system. Also developed exocomps.
 • **ENGINEER** • **Physics** [SD] Exocomp • **Doubles all Particle Fountains in your point area.**
INTEGRITY 5 **CUNNING 8** **STRENGTH 3**
 MM: 71 R

[Univ] Dr. Fitzgerald

[SH] **MEDICAL** **[Voy][DQ]**
 Typical of chief medical officers assigned to starships on short tours of duty. Stationed on Caldik Prime during the accident resulting in Tom Paris' discharge from Starfleet.
 • **Exobiology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 5**
 Voy: 119 C

Dr. La Forge

[SH] **SCIENCE**
 Dr. La Forge is a Starfleet specialist in xenology and exobiology. Father of Lt. Commander Geordi La Forge. Husband of Captain Silva La Forge.
 • **Exobiology**
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
 Premiere: R

[Univ] Dr. Leah Brahms

[Holo] **ENGINEER**
 Re-creation who said, "I'm with you every day, Geordi. Every time you look at this engine, you're looking at me. Every time you touch it, it's me."
 • **ENGINEER**
INTEGRITY 7 **CUNNING 9** **STRENGTH 2**
 Premiere: R

Dr. McCoy

[SH][AU] **MEDICAL** **[TWT][DS]**
 Leonard H. "Bones" McCoy. Chief medical officer of the starship Enterprise. Awarded the Legion of Honor.
 • **MEDICAL** • **Exobiology x2** • **Biology** • **Each turn, may nullify one dilemma requiring MEDICAL where present.** [SD] "I'm a Doctor, not ..." card
INTEGRITY 8 **CUNNING 8** **STRENGTH 5**
 TWT: 56 UR

[Univ] Dr. Roysse

[SH] **SCIENCE** **[FC]**
 Male Bolian. Representative of Starfleet scientists. Molecular archaeologist on sabbatical from Daystrom Institute annex on Galar IV. Friend of Vash.
 • **Archaeology**
INTEGRITY 6 **CUNNING 8** **STRENGTH 5**
 FC: C

Dr. Selar

[SH] **MEDICAL**
 Dr. Selar is a female Vulcan medical doctor. Served aboard the U.S.S. Enterprise for many years.
 • **Computer Skill** • **Mindmeld**
INTEGRITY 7 **CUNNING 8** **STRENGTH 7**
 Premiere: U

Dulmer

[SH] **SCIENCE** **[TWT]**
 Agent of the Department of Temporal Investigations. Just wants the truth. Starts at the beginning. Hates jokes. Probably would have talked to Kirk himself.
 • **Anthropology** • **Exobiology** • **SECURITY**
INTEGRITY 6 **CUNNING 7** **STRENGTH 5**
 TWT: 57 R+

Edward Jellico

[Cmd] **OFFICER** **[HoloAdv]**
 Take-charge captain who commanded U.S.S. Enterprise during Jean-Luc Picard's mission to Caeltris III. Negotiated first Cardassian armistice. When he gives an order, expects his crew to get it done.
 • **Diplomacy** • **ENGINEER** • **Stellar Cartography** • **Leadership** [SD] Treaty: Federation/Cardassian
INTEGRITY 7 **CUNNING 8** **STRENGTH 6**
 HoloAdv: 67 R

Elizabeth Lense

[SH] **MEDICAL** **[ROA]**
 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

[Univ] E.M.H. — Mark II

[Holo] **MEDICAL** **[HoloAdv]**
 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**
 HoloAdv: 66 U

[Univ] E.M.H. Program

[Holo] **MEDICAL** **[FC]**
 Genetic interactive Emergency Medical Hologram. Programmed by Dr. Zimmerman. For short-term use.
 • **One per ship or outpost. Does not join Away Teams.** • **May download from hand (suspending play) to your ship or outpost.**
INTEGRITY 5 **CUNNING 8** **STRENGTH 5**
 FC: U

Enrique Muñiz

[SH] **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 gizzled.
• **Computer Skill x2 • Honor • Navigation • Geology**
INTEGRITY 8 CUNNING 7 STRENGTH 5
BOG: R

Ensign Chekov

[SH][AU] **OFFICER** [TWT][DS]
Pavel Andreievich Chekov. Feisty 22-year-old Russian navigator of the starship *Enterprise*. Protege of Mr. Spock. Considers Klingons "cossacks."
• **Youth • Navigation • SCIENCE • If on Starship Enterprise, it is RANGE +2.**
INTEGRITY 6 CUNNING 7 STRENGTH 6
TWT: 58 R+

[Univ] Ensign Davis

[SH][AU][TE] **SECURITY** [MM][MQ][DS]
Security guard aboard I.S.S. *Enterprise*. Easily dispatched by Dr. McCoy and Mr. Scott with the old "you distract him, I'll hit him with the hypo" trick.
• **Treachery**
INTEGRITY 3 CUNNING 5 STRENGTH 7
MM: 72 C

[Univ] Ensign Gaffney

[SH][AU][TE] **SECURITY** [MM][MQ][DS]
Dedicated crewman aboard I.S.S. *Enterprise*. Abandoned a promising career in the sciences for the greater advancement opportunities in security.
• **Geology • Astrophysics**
INTEGRITY 6 CUNNING 8 STRENGTH 8
MM: 73 C

Ensign O'Brien

[SH] **ENGINEER** [TWT][DS]
In 2267, Miles O'Brien beamed his away team aboard the original starship *Enterprise* to save Captain Kirk from Barry Waddle's assassination attempt.
• **Computer Skill • Physics • Honor • Transporter Skill [SD] Classic Communicator**
INTEGRITY 8 CUNNING 7 STRENGTH 7
TWT: 59 R+

Ensign Tuvok

[SH][AU][EX] **SCIENCE** [P]
29-year-old Vulcan on first deep space assignment aboard Captain Sulu's *U.S.S. Excelsior* in 2293. Joined Starfleet under pressure from his parents.
• **Astrophysics • Mindmeld • Youth • Once per game, may cancel ship battle at some nebula.**
INTEGRITY 6 CUNNING 8 STRENGTH 7
1A: P

[Fed][NA] Equinox Doctor

[Holo] **MEDICAL** [DQ][Borg]
E.M.H. on *U.S.S. Equinox*. Designed and performed criminal experiments on alien life after his ethical subroutines were deleted by the ship's crew.
• **Exobiology x2 • Treachery x2 • Computer Skill [SD] Medical Kit OR Starfleet Type II Phaser**
NO INTEGRITY CUNNING 8 STRENGTH 5
Borg: 70 R

Eric Pressman

[Cmd] **OFFICER**
Captain Eric Pressman commanded the *U.S.S. Pegasus* before it was lost in space following a failed experiment.
• **ENGINEER • Treachery**
INTEGRITY 5 CUNNING 6 STRENGTH 5
Premiere: U

[Univ] Exocomp

ENGINEER
Sentient artificial life-form incorporating an advanced microreplication system. Specializes in repair tasks. Servomechanism designed by Dr. Farallon.
• **If aboard ship, can repair damage in two of your full turns.**
INTEGRITY 9 CUNNING 8 STRENGTH 1
Premiere: U

Ezri Dax

[HoloAdv] **OFFICER** [HoloAdv]
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
HoloAdv: 68 R

First Officer Spock

[Cmd][AU][TE] **SCIENCE** [MM][MQ][DS]
1/2 Vulcan, 1/2 human. History will record that *Mr. Spock* rose to command the *U.S.S. Enterprise*, then reformed the Empire and ultimately caused its downfall.
• **OFFICER • Mindmeld • Diplomacy x2 • Honor • Transporter Skill [SD] Any [OS] Equipment card**
INTEGRITY 8 CUNNING 10 STRENGTH 9
MM: 74 UR

Fleet Admiral Shanthi

[Cmd] **OFFICER**
Fleet Admiral Shanthi authorized the blockade of Romulan forces covertly supporting the Klingon Civil War in 2368.
• **Leadership • Diplomacy**
INTEGRITY 9 CUNNING 6 STRENGTH 4
Premiere: U

Geordi La Forge

[Cmd] **ENGINEER**
Lt. Commander Geordi La Forge is chief engineer aboard the *U.S.S. Enterprise*. Great sense of humor. Fortuitous holodeck programmer.
• **ENGINEER • Navigation • Physics • Computer Skill**
INTEGRITY 8 CUNNING 8 STRENGTH 6
Premiere: R

Geordi La Forge

[EE] **ENGINEER** [FC]
In 2371, Chief Engineer Geordi La Forge received ocular implants that surpassed the functions of his old VISOR. Attended Zefram High School.
• **ENGINEER • Computer Skill • Physics • Leadership [SD] Ocular Implants**
INTEGRITY 7 CUNNING 8 STRENGTH 6
FC: C

George Primmin

[SH] **SECURITY** [ROA]
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

[Univ] Gibson

[SH] **OFFICER**
Ensign Gibson served aboard the *U.S.S. Enterprise* as helm specialist during the 2364 diplomatic mission to Daled IV.
• **Navigation x2**
INTEGRITY 6 CUNNING 6 STRENGTH 5
QC: C

[Univ] Giusti

[SH] **OFFICER**
Ensign Giusti is representative of staff officers in Starfleet. Served at the Ops console aboard the *U.S.S. Enterprise* in 2370.
• **Youth**
INTEGRITY 7 CUNNING 6 STRENGTH 4
Premiere: C

[Univ] Graham Davis

ENGINEER [DSB]
Representative of Starfleet engineers stationed aboard Deep Space 9. Assisted Miles O'Brien during repair and retrofit of the station.
• **Astrophysics • Computer Skill**
INTEGRITY 7 CUNNING 6 STRENGTH 5
DS9: C

Guinan

[SH] **CIVILIAN** [Faj]
500-year-old El-Aurian. *U.S.S. Enterprise* bartender. Trusted advisor and confidant of Jean-Luc Picard.
• **Once per turn, may nullify any [AU] or [Q] icon interrupt, event or dilemma where present. • If on any Enterprise, doubles Captain's Log there.**
INTEGRITY 10 CUNNING 9 STRENGTH 7
Fajo: P

Hannah Bates

SCIENCE
Genetically engineered scientist from Maab IV. Granted asylum aboard the *U.S.S. Enterprise* in 2368.
• **Physics**
INTEGRITY 6 CUNNING 8 STRENGTH 2
Premiere: U

Harry Kim

[SH] **OFFICER** [Voy][DQ]
U.S.S. Voyager operations officer, his first posting out of the Academy. Until then, had never missed calling home every week. Plays reed instruments. Unlucky at love.
• **Stellar Cartography • ENGINEER • Music • Youth • May volunteer for random selections (if applicable).**
INTEGRITY 7 CUNNING 7 STRENGTH 6
Voy: 120 R

Hawk

[SH] **OFFICER** [FC]
Helm officer of the *U.S.S. Enterprise-E*. Lieutenant Hawk piloted the ship through a temporal vortex. Member of Picard's zero-6 assault team.
• **When aboard, your ship may treat each nebula as if its span were reduced by 1 • Navigation x2**
INTEGRITY 7 CUNNING 6 STRENGTH 7
FC: U

[Fed][NA] [Univ] Hogan

[SH][Man] **ENGINEER** [DQ][Borg]
Marquis crewman who thought briefly of rebelling against Captain Janeway after a close friend's death in 2372. Ultimately found his place in the *Voyager* crew.
• **Transporter Skill**
INTEGRITY 6 CUNNING 7 STRENGTH 7
Borg: 71 C

Ian Andrew Troi

[Cmd][AU] **OFFICER**
Human husband of L'waxana. Father of Deanna. Seen in L'waxana's surreal vision of home at Lake El'nar, Betazed. Friend of Steven Miller and Reitan Grax.
• **Diplomacy • Leadership • Music • Computer Skill**
INTEGRITY 8 CUNNING 8 STRENGTH 6
AU: R

[Fed][NA] Icheb

[SH][Nav] **CIVILIAN** [DQ][Borg]
Borg rescued from the collective and his own people, the Brunali. Protege of Seven of Nine. Is taking Starfleet Academy's core classes, taught by *Voyager's* senior staff.
• **ENGINEER • Astrophysics • Physics • Youth • Stellar Cartography • Biology**
INTEGRITY 7 CUNNING 8 STRENGTH 6
Borg: 104* R

[Fed][Car] Ilon Tandro

[SH] **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
BOG: R

[Univ] Inge Eiger

[SH] **ENGINEER** [FC]
Typical diagnostic engineer on *U.S.S. Enterprise-E*. Assistant to Paul Porter. Female seismologist from Tycho City, Lunar Colony.
• **Geology**
INTEGRITY 8 CUNNING 4 STRENGTH 5
FC: C

[Univ] Jace Michaels

[Cmd] **OFFICER** [DSB]
Representative of first officers serving in Starfleet. Assigned to the *U.S.S. Odyssey*. Courageously fought against the Jem'Hadar in 2370.
• **Diplomacy • Physics • Honor**
INTEGRITY 6 CUNNING 7 STRENGTH 6
DS9: C

Jack Crusher

[Cmd][AU] **OFFICER**
Lt. Commander aboard *U.S.S. Stargazer* under best friend Jean-Luc Picard. Husband of Beverly Crusher. Advised their son Wesley to seek his own way.
• **Honor • Archaeology • Music • Leadership • Computer Skill**
INTEGRITY 8 CUNNING 8 STRENGTH 7
AU: R

Jadzia Dax

[Cmd] **SCIENCE** [DSB]
Lt. Commander Jadzia Dax is the eighth Trill host of the Dax symbiont. Underwent *zhian'vara* closure rite in 2371. Level 3 pilot. Married to Wolf. Likes tongo.
• **Archaeology • Astrophysics • Exobiology • Navigation x2 • Anthropology**
INTEGRITY 7 CUNNING 9 STRENGTH 7
DS9: R

[Fed][Fer] Jake and Nog

CIVILIAN + CIVILIAN [DSB]
Jake Sisko and Nog are best friends. Loiterers. Frequently chased away from "their spot" by Odo. Briefly owned 100 grass of self-sealing stem bolts.
Jake: • **Youth • Biology • ENGINEER x1/2**
Nog: • **Youth • Acquisition • ENGINEER x1/2**
INTEGRITY 6+4 CUNNING 5+7 STRENGTH 4+4
DS9: R

Jake Sisko

[SH]-[Dum]- **CIVILIAN** [MM]
Federation News Service correspondent—and spy—during the Dominion War. Has his sources.
• **Once each turn, if any PADD present, may peek at top card of any deck OR file a mission report at any site. • Youth • Biology [SD] File Mission Report**
INTEGRITY 7 CUNNING 6 STRENGTH 5
MM: 75 R+

James Tiberius Kirk

[Cmd][AU][TE] **OFFICER** [MM][MQ][DS]
The ruthless *Captain Kirk* took command of the *U.S.S. Enterprise* by assassinating Captain Pike. Uses the deadly Tantalus Field to maintain his control.
• **Leadership x2 • Treachery x2 • Archaeology [SD] Tantalus Field [SD] Classic Communicator**
INTEGRITY 3 CUNNING 8 STRENGTH 8
MM: 76 R+

Jaresh-Inyo

[Cmd] **V.I.P.** **[Dom]**
Male Grazerite. President of the United Federation of Planets. Reluctantly imposed martial law on Earth in 2372 at the urging of Admiral Leyton.
• **Diplomacy** • **Biology** • **Law [SD]** HQ: Secure Homeworld
INTEGRITY 8 **CUNNING 6** **STRENGTH 3**
Dom: R

Jean-Luc and Beverly

[SH][SH] **OFFICER+MEDICAL** **[P]**
Escaping from their captors on Kesprytt II, Jean-Luc Picard and Beverly Crusher discovered they had been telepathically linked by psi-wave implants.
Jean-Luc: • **Diplomacy** • **Archaeology** • **Honor**
Beverly: • **MEDICAL** • **Exobiology [SD]** Hypospray
INTEGRITY 7+6 **CUNNING 8+8** **STRENGTH 5+4**
EP: 4 P

Jean-Luc Picard

[Cmd] **OFFICER**
Captain Jean-Luc Picard of the *U.S.S. Enterprise*. Born in LaBarre, France. Has an artificial heart. Reads Shakespeare. Something of a Renaissance man.
• **Diplomacy x2** • **Leadership** • **Honor** • **Archaeology** • **Navigation** • **Music**
INTEGRITY 9 **CUNNING 8** **STRENGTH 6**
Premiere: R

Jean-Luc Picard

[EE] **OFFICER** **[FC]**
Captain of the *U.S.S. Enterprise-E*. Once assimilated by the Borg. Became obsessed with their destruction. Still hears echoes of the collective.
• **Leadership** • **Navigation** • **Diplomacy** • **Archaeology [SD]** Sense the Borg
[SD] Make It So
INTEGRITY 8 **CUNNING 9** **STRENGTH 6**
FC: R

Jenna D'Sora

[SH] **SECURITY**
Lieutenant Jenna D'Sora had a brief, unsuccessful romantic relationship with Lt. Commander Data. Wooed by cristillia flowers from Telemarius III.
• **Stellar Cartography** • **Music**
INTEGRITY 7 **CUNNING 6** **STRENGTH 5**
Premiere: U

[Univ] Joseph Carey

[SH] **ENGINEER** **[Voy][DQ]**
Representative of staff in engineering. Has a wife and two sons. Is building a model of *U.S.S. Voyager*. Doubts he'll finish before the real one returns home.
• **Physics**
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
Voy: 121 C

[Univ] Joseph Travis

[SH] **SECURITY** **[FC]**
Representative of the brave security personnel in Starfleet. Ensign Travis stood his ground against Borg intruders at defensive checkpoint 3 on deck 4.
• **Honor** • **Youth**
INTEGRITY 8 **CUNNING 5** **STRENGTH 6**
FC: C

Julian Bashir

[SH] **MEDICAL** **[DSS]**
Lt. Julian Bashir. Genetically enhanced. Salutatorian at Starfleet Medical. Requested assignment to DS9 so he could practice "frontier medicine." Likes tennis.
• **MEDICAL x2** • **Exobiology** • **Biology [SD]** Kukalaka
INTEGRITY 6 **CUNNING 11** **STRENGTH 5**
DS9: R

Juliana Tainer

[SH] **SCIENCE**
Dr. Juliana O'Donnell Soong Tainer. Data's co-creator and "mother." Unaware that Dr. Soong stored her mind in a Soong-type android to prolong her life.
• **Geology** • **Computer Skill** • **Cybernetics** • **Music** • **After first use as an android, X=4 but "stopped."**
INTEGRITY 6 **CUNNING 7+X** **STRENGTH 4+X**
QC: R

Kareel Odan

V.I.P.
Famous Trill ambassador Kareel Odan. Romantically involved with Dr. Beverly Crusher. Symbiont transplant from male to female host in 2367.
• **Diplomacy** • **Computer Skill**
INTEGRITY 9 **CUNNING 7** **STRENGTH 4**
Premiere: U

[Univ] Karen Loews

MEDICAL **[DSS]**
Starfleet psychiatrist representative of Federation medical personnel. Came to Deep Space 9 in 2374 with a group of genetically engineered misfits.
• **Biology** • **Anthropology**
INTEGRITY 7 **CUNNING 6** **STRENGTH 4**
DS9: C

Katherine Pulaski

[SH] **MEDICAL**
Chief Medical Officer of the *U.S.S. Enterprise* in 2365. Dislikes transporters and turbolifts.
May only beam once per turn. • **MEDICAL** • **SCIENCE** • **May suspend effects of Doppelganger where present.**
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
QC: R

Kathryn Janeway

[Cmd] **OFFICER** **[Voy][DQ]**
Former science officer of *U.S.S. Al-Batani*. Dog lover. Inspired by Amelia Earhart, Leonardo da Vinci, and her father. Has promised herself to get her crew home.
• **SCIENCE** • **Diplomacy** • **Leadership** • **Computer Skill** • **Physics** • **Astrophysics**
INTEGRITY 7 **CUNNING 8** **STRENGTH 6**
Voy: 122 R

K'Ehleyr

[SH] **V.I.P.**
1/2 Klingon, 1/2 Human female. Federation Ambassador to the K'mpec government. Mate of Lieutenant Worf. Mother of Alexander.
• **Diplomacy** • **Honor**
INTEGRITY 8 **CUNNING 7** **STRENGTH 7**
Premiere: R

Keiko O'Brien

[SH] **SCIENCE**
Botanist. Vegetarian. Keiko Ishikawa married Miles O'Brien aboard the *U.S.S. Enterprise* in 2367. Lt. Commander Data served as father of the bride.
• **Exobiology** • **Biology** • **Attributes all +2 if with Miles O'Brien**
INTEGRITY 7 **CUNNING 7** **STRENGTH 3**
QC: R

Keogh

[Cmd] **OFFICER** **[Dom]**
Captain of the *U.S.S. Odyssey*. In 2370, ordered to investigate the Jem'Hadar threat and rescue Benjamin Sisko. Knew Jadzia Dax, but not on friendly terms.
• **Leadership** • **Honor** • **Physics** • **Geology [SD]** Attack Pattern Delta
INTEGRITY 7 **CUNNING 8** **STRENGTH 5**
Dom: R

[Fed][NA] Kes

[SH] **CIVILIAN** **[Voy][DQ]**
Four-year-old Ocampa. Mentored by The Doctor and Tuvok. Has begun to tap latent abilities few others of her species have. Was romantically involved with Neelix.
• **MEDICAL** • **Exobiology** • **Biology** • **Empathy [SD]** The Gift OR Beyond the Subatomic
INTEGRITY 8 **CUNNING 8** **STRENGTH 4**
Voy: 164* R

[Car][Baj][Fed] Kira

[Cmd] **OFFICER** **[TWT]**
Ironically, Kira Nerys trained Legate Damar's freedom fighters in Resistance tactics. The Bajoran accepted a Starfleet commission to help ease the racial tensions.
• **Leadership** • **Resistance** • **SECURITY** • **Navigation** • **Honor x2** • **X=3 vs. [Dom].**
INTEGRITY 7 **CUNNING 7** **STRENGTH 8+X**
TWT: 48 R+

[Fed][Rom] Koval

[Cmd] **V.I.P.** **[P]**
Chairman of the Tal Shiar. Seeks appointment to the Continuing Committee. Suffers from Tuvan Syndrome. Conspired with Sloan to bring down Senator Cretak.
• **SECURITY** • **Treachery** • **Tal Shiar x2 (if Romulan)** • **Exobiology** • **Your Tal Shiar may report here.**
INTEGRITY 3 **CUNNING 9** **STRENGTH 6**
2A: P

Lal

[SH] **CIVILIAN**
Soong-type android "daughter" of Lt. Commander Data, created by replication of his own positronic pathways. Lal is the Hindi word for "mzodi."
• **Computer Skill** • **Youth** • **When reporting, select any two skills present.**
INTEGRITY 8 **CUNNING 8** **STRENGTH 10**
QC: R

Leah Brahms

[SH] **ENGINEER**
Dr. Leah Brahms was responsible for much of the warp engine design for Galaxy-class starships.
• **ENGINEER**
INTEGRITY 7 **CUNNING 9** **STRENGTH 3**
Premiere: R

Lewis Zimmerman

[SH] **ENGINEER** **[HoloAdv]**
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**
HoloAdv: 69 R

Lightner

[SH] **SECURITY** **[FC]**
Lieutenant (i.g.) Lightner is an expert marksman. Member of the winning team in the 2369 Starfleet Academy Parishes Squares Championship.
• **Youth** • **Astrophysics [SD]** Starfleet Type III Phaser Rifle
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
FC: U

[Univ] Linda Larson

[SH] **ENGINEER**
Lieutenant Linda Larson is representative of staff engineers serving in Starfleet.
• **Youth**
INTEGRITY 7 **CUNNING 5** **STRENGTH 4**
Premiere: C

Lisa Azar

[SH] **OFFICER** **[FC]**
Ex-wife of a Coalition arms merchant on Turkana IV. Misses her old lifestyle, but likes the opportunities offered by the Federation.
• **Diplomacy** • **Greed**
INTEGRITY 4 **CUNNING 8** **STRENGTH 5**
FC: U

[Univ] Lojal

[SH] **V.I.P.** **[DSS]**
Ambassador Lojal is typical of Vulcans dispatched to represent the Federation. Agreed to recommend Julian Bashir for a commendation in 2369.
• **Diplomacy** • **Mindmeld** • **Anthropology** • **Navigation**
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
DS9: C

[Fed][NA] Lon Suder

[SH][Man] **ENGINEER** **[Voy][DQ]**
Dangerous, violent Betazoid. Unable to sense even his own emotions. Murdered Crewmart Darwin. Sought to atone after a mindmeld with Tuvok. Skilled floriculturist.
• **Physics** • **Biology** • **Treachery** • **Honor** • **May initiate personnel battle, against any affiliation.**
INTEGRITY 6 **CUNNING 8** **STRENGTH 7**
Voy: 123 R

Lt. Bailey

[SH][AU] **OFFICER** **[TWT][DSS]**
Junior navigator of the starship *Enterprise*. Rapidly promoted by Captain Kirk. Remained on the *Fesarius* with Balok as an intercultural "exchange student."
• **Navigation** • **Anthropology** • **Diplomacy** • **Stellar Cartography**
INTEGRITY 6 **CUNNING 6** **STRENGTH 7**
TWT: 60 R+

Lt. Bashir

[SH] **MEDICAL** **[TWT][DSS]**
When a chance encounter with Lt. Watley suggested a predestination paradox, Julian Bashir began to believe he was his own great-grandfather.
• **MEDICAL** • **Exobiology** • **Biology [SD]** Classic Medical Tricorder
INTEGRITY 6 **CUNNING 9** **STRENGTH 5**
TWT: 61 R+

Lt. D'Amato

[SH][AU] **SCIENCE** **[TWT][DSS]**
Senior geologist aboard the starship *Enterprise*. Eager to study a mysterious asteroid discovered in 2268.
• **Geology x2** • **Archaeology**
INTEGRITY 6 **CUNNING 6** **STRENGTH 5**
TWT: 62 U

Lt. Dax

[SH] **SCIENCE** **[TWT][DSS]**
Though Jadzia Dax had never met the handsome Mr. Spock, the Trill fondly recalled her symbiont's encounter with Dr. McCoy: "He had the hands of a surgeon."
• **Archaeology** • **Astrophysics** • **Anthropology [SD]** Classic Tricorder
INTEGRITY 7 **CUNNING 9** **STRENGTH 7**
TWT: 63 R+

[Univ] Lt. Grant

[SH][AU] **SECURITY** **[TWT][DSS]**
Typical security officer aboard the starship *Enterprise*. Eager to join the landing party to Capella IV, which he hopes will be the first of many such assignments.
• **May replace your [OS] personnel present who was just randomly selected to die.** • **Honor**
INTEGRITY 6 **CUNNING 5** **STRENGTH 7**
TWT: 64 C

Lt. (i.g.) Picard

[SH][AU] **SCIENCE**
Jean-Luc Picard regretted his reckless youth until Q's alternate timeline antics revealed that he would have been a mere assistant astrophysics officer.
• **Astrophysics** • **Navigation**
INTEGRITY 8 **CUNNING 6** **STRENGTH 6**
AU: U

Lt. Kyle

[SHU][AU] **ENGINEER** **[MM][DS]**
John Kyle is relief helmsman and transporter technician aboard starship *Enterprise*. Born in Sheffield, England. Holds level 2 pilot certificate. Studies alien graphology.
• **Navigation** • **Transporter Skill** • **Anthropology**
INTEGRITY 7 **CUNNING 7** **STRENGTH 6**
MM: 77 U

Lt. Moreau

[SHU][AU] **SCIENCE** **[MM][DS]**
Scientist recently assigned to the starship *Enterprise*. According to Captain Kirk, she seems like a "nice, likeable girl." He thinks they could become friends.
• **Physics** • **Stellar Cartography**
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
MM: 78 U

Lt. Nagata

[SHU][AU] **ENGINEER** **[TWT][DS]**
Starship *Enterprise* engineering assistant. Discovered "Ensign" O'Brien incompetently performing a maintenance task.
• **Computer Skill** • **Geology** • **Honor** • **Youth**
INTEGRITY 7 **CUNNING 7** **STRENGTH 5**
TWT: 65 U

Lt. Sisko

[SHU] **OFFICER** **[TWT][DS]**
Benjamin Sisko posed as a 23rd-century Starfleet lieutenant to thwart Barry Waddle's plot to kill Captain Kirk. Couldn't resist talking to the legendary captain.
• **Leadership** • **ENGINEER** • **Diplomacy** • **Navigation** • **May report where Captain Kirk is present (for free).**
INTEGRITY 7 **CUNNING 8** **STRENGTH 8**
TWT: 66 P

Lt. Sulu

[SHU][AU] **OFFICER** **[TWT][DS]**
Originally assigned to the starship *Enterprise* as senior physicist, Hikaru Sulu quickly transferred to the helm. Hobbies include botany, fencing, and antique firearms.
• **Physics** • **Navigation** • **Biology** • **SCIENCE** • **If on Starship Enterprise, it is WEAPONS +2.**
INTEGRITY 7 **CUNNING 7** **STRENGTH 6**
TWT: 67 R+

Lt. Uhura

[SHU][AU] **OFFICER** **[TWT][DS]**
Dedicated communications officer of the starship *Enterprise*. Opened hearing frequencies countless times. In Swahili, her name means "freedom."
• **Youth** • **Computer Skill** • **Music** • **ENGINEER** • **Navigation [SD]** Hail
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
TWT: 68 R+

Lt. Watley

[SHU][AU] **SCIENCE** **[TWT][DS]**
Deirdre Watley recently transferred from the *Lexington* to the starship *Enterprise*. Plays flute and piccolo. Julian Bashir speculated that she was his great-grandmother.
• **MEDICAL** • **Youth** • **Music** • **Stellar Cartography**
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
TWT: 69 U

Lucsly

[SHU] **SCIENCE** **[TWT]**
Agent of the Department of Temporal Investigations. Calculates dates over a century old to the exact day of the week. Hates predestination paradoxes.
• **Computer Skill** • **MEDICAL** • **Law [SD]** Temporal Investigations
INTEGRITY 7 **CUNNING 6** **STRENGTH 4**
TWT: 70 R+

Luther Sloan

[Cmd] **SECURITY** **[P]**
Section 31 operative. Secretive man with seemingly limitless access. Attempted to recruit Julian Bashir. Involved in infecting Odo with the changeling virus.
• **Section 31 x2** • **SECURITY** • **Treachery** • **Honor** • **Computer Skill** • **May report anywhere.**
INTEGRITY 3 **CUNNING 9** **STRENGTH 7**
2A: P

Lwaxana Troi

V.I.P.
Betazoid mother of Deanna Troi. Daughter of the Fifth House, Holder of the Sacred Chalice of Rixx, Heir to the Holy Rings of Betazed.
• **Empathy x2**
INTEGRITY 7 **CUNNING 8** **STRENGTH 3**
Premiere: R

[Rom][Fed] Major Rakal

[Cmd][AU] **V.I.P.**
Physically altered, the half-Betazoid, half-human Deanna Troi was coerced to assume the identity of a Tal Shiar major in the 2369 *M-ret* deflection plot.
• **Romulan: Tal Shiar, Empathy, Treachery** • **Federation: Empathy, Diplomacy, INTEGRITY +4, CUNNING -1**
INTEGRITY 4 **CUNNING 8** **STRENGTH 4**
AU: R

[Univ] Marauder

[SHU][TE] **SECURITY** **[MM][MQ]**
Terra rebel who faithfully followed Mr. Sisko for many years. Lost an eye in a dangerous stunt.
• **Computer Skill** • **Exobiology**
INTEGRITY 5 **CUNNING 5** **STRENGTH 8**
MM: 79 C

[Fed][NA] [Univ] Mariah Henley

[SHU][Man] **OFFICER** **[Voy][DQ]**
Typical of Maquis who initially had difficulty fitting in aboard *U.S.S. Voyager*. Her home colony was ceded to Cardassia in the formation of the Demilitarized Zone.
• **Geology** • **Computer Skill**
INTEGRITY 5 **CUNNING 7** **STRENGTH 5**
Voy: 124 C

[Fed][NA] Marika

[SHU][Nav] **ENGINEER** **[DQ][Borg]**
Bajoran assimilated as a Borg while on *U.S.S. Excalibur*. Became Three of Nine. She escaped the Borg in 2375.
Discard at end of turn if Lanson and P'Chan not in play.
• **When reported, may download Lanson and P'Chan (if not in play).**
• **Astrophysics** • **Stellar Cartography**
INTEGRITY 5 **CUNNING 7** **STRENGTH 5**
Borg: 108* R

[Fed][NA] Marla Gilmore

[SHU] **ENGINEER** **[Voy][DQ]**
Senior engineer on *U.S.S. Equinox*. Frequent attacks by the Ankari "spirits" have made her claustrophobic. Eventually became part of the *U.S.S. Voyager* crew.
• **Physics** • **Computer Skill** • **Transporter Skill**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
Voy: 125 U

Marlena Moreau

[SHU][AU][TE] **SCIENCE** **[MM][MQ][DS]**
The mirror version of *Lt. Moreau* is assigned to the *U.S.S. Enterprise* chem lab. Romantically involved with James Tiberius Kirk. Likes being a "captain's woman."
• **Biology** • **Physics** • **Treachery** • **Anthropology [SD]** Classic Tricorder
INTEGRITY 4 **CUNNING 8** **STRENGTH 4**
MM: 80 R+

[Fed][NA] Maxwell Burke

[Cmd] **OFFICER** **[Voy][DQ]**
First officer of *U.S.S. Equinox*. Almost dropped out of Starfleet. Was once romantically involved with B'Elanna Torres. Still the *p'tak* she claimed him to be.
• **SECURITY** • **Leadership** • **Treachery** • **Computer Skill x2**
INTEGRITY 3 **CUNNING 8** **STRENGTH 7**
Voy: 126 R

[Univ] McKnight

[SHU] **OFFICER**
Ensign McKnight is one of many helm officers serving aboard the *U.S.S. Enterprise*. Distant relative of a famous 20th century game designer.
• **Navigation** • **Youth** • **Music**
INTEGRITY 5 **CUNNING 6** **STRENGTH 3**
Premiere: C

[Univ] Mendon

[SHU] **SCIENCE**
Ensign Mendon is a Benzite male representative of science specialists within Starfleet. Served aboard the *U.S.S. Enterprise* in 2365. Looks like Mordock.
• **Physics**
INTEGRITY 7 **CUNNING 5** **STRENGTH 2**
Premiere: C

[Fed][NA] Mezoti

[De] **CIVILIAN** **[DQ][Borg]**
Narcadian girl being raised on *Voyager*. Of the four Borg children rescued from a damaged cube, was quickest in reclaiming her individuality. Likes sculpting and bugs.
• **Youth** • **Computer Skill** • **Biology**
• **Once each turn, may "unstop" your Borg present.**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
Borg: 109* R

Michael Eddington

[Cmd][Maq] **SECURITY** **[Dom]**
Lt. Commander Eddington. Security officer assigned to Deep Space 9 because of Starfleet concerns about Odo. Defected to the Maquis.
• **ENGINEER** • **Treachery** • **Honor** • **Computer Skill**
INTEGRITY 6 **CUNNING 8** **STRENGTH 6**
Dom: R

Miles O'Brien

[SHU] **ENGINEER** **[Faja]**
Transporter chief. Conn and tactical expert. Loathes "Cardies." Plays cello. Loves Keiko. Begat Molly.
Does not work with Cardassians. • **SECURITY** • **Transporter Skill x2** • **Music**
• **Navigation [SD]** Near-Warp Transport
INTEGRITY 7 **CUNNING 7** **STRENGTH 7**
Faja: P

Miles O'Brien

[SHU] **ENGINEER** **[BOG]**
Chief of operations on Deep Space 9. Friend of Julian. Father of Molly and Kiro-yoshi. 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**
BOG: R

Mirasta Yale

[SHU] **SCIENCE**
Malcorian scientist befriended by Jean-Luc Picard. Departed Malcor III aboard the *U.S.S. Enterprise*.
Must seed at Malcor III like a dilemma. • **Physics** • **Astrophysics** • **Worth bonus points to you while in play.** [5 PTS]
INTEGRITY 7 **CUNNING 5** **STRENGTH 3**
QC: U

Mitchell

[SHU] **SCIENCE** **[Voy][DQ]**
Operator of the junction room on deck 16 of *U.S.S. Voyager*. Knows the bowels of the ship better than almost anyone aboard—including Captain Janeway.
• **Computer Skill** • **Navigation** • **Astrophysics**
INTEGRITY 7 **CUNNING 8** **STRENGTH 7**
Voy: 127 U

Montgomery Scott

[Cmd] **ENGINEER**
Chief Engineer of original *U.S.S. Enterprise*. Rescued in 2369 after spending 75 years in a transporter pattern buffer aboard the crashed *U.S.S. Jenolan*.
• **ENGINEER** • **Astrophysics** • **Honor** • **Miracle Worker**
INTEGRITY 7 **CUNNING 8** **STRENGTH 3**
AU: C

Mordock

[SHU] **SCIENCE**
Developer of the "Mordock Strategy." Became first Benzite in Starfleet, outscoring Wesley Crusher for appointment to the Academy. Looks like Mendon.
• **Missions you solve are +5 points. Bonus points lost if you ever battle in this game.** • **Computer Skill** • **Physics**
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
QC: U

Morgan Bateson

[Cmd] **OFFICER**
Captain Morgan Bateson was in command of the *U.S.S. Bozeman* when it was caught in a temporal causality loop from 2278 to 2368.
• **Leadership** • **Stellar Cartography**
INTEGRITY 8 **CUNNING 4** **STRENGTH 5**
Premiere: R

Mortimer Harren

[SHU] **ENGINEER** **[Voy][DQ]**
Solitary theoretician. Signed aboard *U.S.S. Voyager* to meet an admissions requirement at a cosmological institute. Not even his mother called him Mortimer.
• **Astrophysics x2** • **Stellar Cartography**
INTEGRITY 6 **CUNNING 9** **STRENGTH 6**
Voy: 128 U

Mot The Barber

CIVILIAN
Bolian male. Convivial barber aboard the *U.S.S. Enterprise*. Snappy conversationalist.
• **Barbering**
INTEGRITY 6 **CUNNING 4** **STRENGTH 5**
Premiere: U

[Univ] Mr. Andrews

[TE] **CIVILIAN** **[MM][MQ]**
Former Terra slave on Terok Nor in the mirror universe. Liberated when the Rebellion seized control in 2372.
• **Biology** • **MEDICAL**
INTEGRITY 6 **CUNNING 7** **STRENGTH 5**
MM: 81 C

Mr. Homn

CIVILIAN
Silent, imbibing, lurching, uttoberry-eating, faithful servant of Lwaxana Troi. The only words he was known to speak were, "Thank you for the drinks."
• **Empaths may report for duty where present.** • **May nullify Empathic Echo where present.**
INTEGRITY 9 **CUNNING 3** **STRENGTH 9**
QC: R

Mr. Scott

[Cmd][AU] **ENGINEER** **[TWT][DS]**
Chief engineer of the starship *Enterprise*. Nicknamed "Scotty." Big enough to take a few insults.
• **ENGINEER** • **Leadership** • **Astrophysics** • **Transporter Skill [SD]** Classic Type II Phaser • **If on a Constitution-class ship, it is attributes all +2.**
INTEGRITY 7 **CUNNING 8** **STRENGTH 7**
TWT: 71 R+

Mr. Spock

[Cmd][AU] **SCIENCE** **[TWT][DS]**
Highly logical starship *Enterprise* first officer. First Vulcan in Starfleet. Suppresses his human half. Fascinating.
• **SCIENCE** • **Computer Skill** • **Exobiology** • **Music** • **OFFICER** • **Mindmeld x2**
[SD] Vulcan Nerve Pinch • If with Captain Kirk, both are attributes all +2.
INTEGRITY 8 **CUNNING 10** **STRENGTH 9**
TWT: 72 R+

Mr. Tuvok

[SH][TE] **CIVILIAN** **[MM][MO]**
Vulcan in the mirror universe. *Tuvok* is a member of the rebellion that grew from the former Terran Empire. Still doesn't smile.
• **MEDICAL** • **Mindmeld** • **Exobiology** **[SD]** Vulcan Mindmeld
INTEGRITY 6 **CUNNING 9** **STRENGTH 8**
MM: 82 R

Naomi Wildman

CIVILIAN **[DQ][HoloAdv]**
1/2 Ktarian, 1/2 human born on *Voyager*, raised by its crew. Daughter of Samatha. 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**
HoloAdv: 70 U

Neela Daren

[SH] **SCIENCE**
Lt. Commander Neela Daren is a specialist in stellar cartography. Accomplished pianist. Romantically involved with Captain Jean-Luc Picard.
• **Astrophysics** • **Stellar Cartography** • **Music**
INTEGRITY 8 **CUNNING 8** **STRENGTH 5**
Premiere: R

[Fed][NA] Neelix

[SH] **CIVILIAN** **[Voy][DQ]**
Talakian jack-of-all-trades. Has served on a Trabolian freighter, mining colony, and *Voyager*. Serves as cook, morale officer, guide, and sometimes ambassador.
• **Anthropology** • **Navigation** • **Diplomacy** • **ENGINEER** • **Geology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 5**
Voy: 167* R

Nikolai Rozhenko

[SH] **CIVILIAN**
Lieutenant Wolf's human foster brother. Son of Sergey and Helena Rozhenko.
• **Anthropology** • **Computer Skill** • **Treachery**
INTEGRITY 3 **CUNNING 7** **STRENGTH 4**
Premiere: U

Nitz Baris

[AU] **V.I.P.** **[TWT][DS]**
Federation undersecretary in charge of Agricultural Affairs. Assigned to oversee development of Sherman's Planet. Misused the priority-one distress channel.
• **Biology** • **Law OR Diplomacy (change at any time)**. **[SD]** Incoming Message — Federation (to any location).
INTEGRITY 6 **CUNNING 6** **STRENGTH 5**
TWT: 73 U

[Fed][NA] Noah Lessing

[SH] **SCIENCE** **[Voy][DQ]**
Acting science officer of *U.S.S. Equinox*. Fiercely loyal to Rudolph Ransom. Demoted to crewman by Kathryn Janeway when he joined *U.S.S. Voyager*.
• **Computer Skill** • **Geology** • **Biology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 7**
Voy: 129 U

[Fed][Fer] Nog

[SH] **ENGINEER** **[ROA]**
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

Norah Satie

V.I.P.
Admiral Norah Satie assigned Captain Jean-Luc Picard to the *U.S.S. Enterprise*. Zealous investigator who exposed the alien conspiracy of 2364.
• **Leadership**
INTEGRITY 9 **CUNNING 6** **STRENGTH 2**
Premiere: U

Nurse Chapel

[SH][AU] **MEDICAL** **[MM][DS]**
Christine Chapel is head nurse of the starship *Enterprise*. Holds degrees in medical archaeology and biological research. Hopelessly attracted to Mr. Spock.
• **Biology** • **Archaeology** • **Exobiology** • **Reports for free if Dr. McCoy or Mr. Spock in play**.
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
MM: 83 R+

Obarakeh

[SH] **SECURITY** **[FC]**
Ensign Obarakeh is typical of Starfleet security personnel. She monitors and administers computer encryption safeguards. Plays the Algotian chimes.
• **Music** • **Computer Skill**
INTEGRITY 6 **CUNNING 6** **STRENGTH 4**
FC: C

[Univ] Orren Ran

[SH] **CIVILIAN** **[BSS]**
Male representative of Kloestron engineers. Associate of Ilon Tandro. Aided in attempted kidnapping of Jadzia Dax in 2369.
• **Geology** • **ENGINEER**
INTEGRITY 5 **CUNNING 7** **STRENGTH 6**
DS9: C

Paul Porter

[Cmd] **ENGINEER** **[FC]**
Senior systems engineer aboard *U.S.S. Enterprise-E*. Amateur geologist, studying with friend Inge Eiger. In command during Geordi La Forge's absence.
• **Physics** • **Geology** **[SD]** Any PADD • **Computer Skill**
INTEGRITY 7 **CUNNING 6** **STRENGTH 6**
FC: R

[Univ] Paul Rice

[Cmd][Holo] **OFFICER**
A highly regarded risk-taker. Captained the *U.S.S. Drake*, lost at Minos in 2364. Former classmate of William Riker. Re-created by the Arsenal of Freedom.
• **Leadership** • **Computer Skill** • **Nullifies one Echo Papa 607 where present**.
INTEGRITY 7 **CUNNING 7** **STRENGTH 6**
AU: U

[Univ] Paxton Reese

SCIENCE **[BSS]**
Stellar cartographer characteristic of Starfleet science personnel. Served aboard Deep Space 9 in 2372. Studied effects of the wormhole on the Denorios Belt.
• **Navigation** • **Stellar Cartography**
INTEGRITY 6 **CUNNING 6** **STRENGTH 5**
DS9: C

[Fed][Fer] Prot

[SH][AU][Bar] **OFFICER** **[MM]**
Ferengi ensign who manned the conn station in Barash's illusion. Riker thought him one of the few elements of the simulation he could get used to.
• **Youth** • **Archaeology** • **Navigation** • **Geology**
INTEGRITY 6 **CUNNING 6** **STRENGTH 5**
MM: 84 U

Rachel Garret

[Cmd][AU] **OFFICER**
Captain of *U.S.S. Enterprise-C* when it entered a temporal rift during the Battle of Narendra III in 2344. Ordered a return to the historic battle from 2366.
• **Honor** • **ENGINEER** • **Leadership** • **Diplomacy** • **Astrophysics**
INTEGRITY 9 **CUNNING 7** **STRENGTH 5**
AU: R

Rager

[SH] **OFFICER**
Ensign Rager is an experienced conn officer. Served on the *U.S.S. Enterprise* from 2367 to 2369. Piloted the ship inside a Dyson Sphere found near Norpin V.
• **Navigation** • **Stellar Cartography** • **Youth** • **Scores 5 points if helps solve Explore Dyson Sphere**.
INTEGRITY 7 **CUNNING 6** **STRENGTH 6**
QC: U

[Fed][NA] Rebi and Azan

[Cmd][Com] **CIVILIAN + CIVILIAN** **[DQ][Borg]**
Wysanti twins living under Seven of Nine's guidance. Freed from the Borg in 2376. Can still use their neural interfaces to share information — and cheat at Kadi-Kat.
Rebi: • **Youth** • **Exobiology** • **Computer Skill**
Azan: • **Youth** • **SCIENCE** • **Transporter Skill**
INTEGRITY 6+6 **CUNNING 7+7** **STRENGTH 5+5**
Borg: 113* R

Reginald Barclay

[SH] **ENGINEER**
Lieutenant Reginald Barclay is a talented but socially shy systems diagnostic engineer. Former victim of holoduction. Has phobia of traveling by transporter.
• **Computer Skill**
INTEGRITY 7 **CUNNING 7** **STRENGTH 5**
Premiere: R

Reginald Barclay

[SH] **ENGINEER** **[FC]**
Lieutenant Reginald Barclay helped repair the *Phoenix* in time for his historic flight. Member of Alpha Team. Hypochondriac. Hero worshipper.
• **Computer Skill** **[SD]** Plexing • **Doubles Visit Cochrane Memorial where present**.
INTEGRITY 7 **CUNNING 8** **STRENGTH 5**
FC: R

Reginald Barclay

[SH] **ENGINEER** **[Borg]**
Dedicated member of the Pathfinder Project. Established a means for *Voyager* to regularly communicate with Earth from tens of thousands of light-years away.
• **Computer Skill** • **Astrophysics** • **Honor** • **Delta Quadrant** **[Fed]** missions you solve are +5 points.
INTEGRITY 8 **CUNNING 8** **STRENGTH 5**
Borg: 72 UR

Richard Castillo

[Cmd][AU] **OFFICER**
Lieutenant and helm officer aboard the *U.S.S. Enterprise-C*. In 2366, served as liaison with *U.S.S. Enterprise-D*. Romantically involved with Tasha Yar.
• **Leadership** • **Navigation**
INTEGRITY 8 **CUNNING 7** **STRENGTH 7**
AU: U

Richard Galen

[SH] **SCIENCE**
Professor Richard Galen was a mentor to Captain Jean-Luc Picard. Greatest archaeologist of the 24th century. Discoverer of the DNA program.
• **Archaeology x2** • **Biology** • **Exobiology**
INTEGRITY 7 **CUNNING 9** **STRENGTH 2**
Premiere: R

[Univ] Richard Wilkins

[SH] **SCIENCE** **[FC]**
Typical scientist. Ordered to scan the Neutral Zone on stardate 50893. Found 20 particles of space dust per cm³, 52 UV radiation spikes and a class 2 comet.
• **Stellar Cartography**
INTEGRITY 7 **CUNNING 7** **STRENGTH 5**
FC: C

[Fed][NA] Riley Frazier

[Cmd][Com] **SCIENCE** **[DQ][Borg]**
Human science officer of *U.S.S. Roosevelt*. Assimilated as a Borg at Wolf 359. Freed a year later when her ship was damaged. Romantically involved with Chakotay.
• **Computer Skill** • **Astrophysics** • **Geology**
• **Your other Borg present are each CUNNING +2**.
INTEGRITY 6 **CUNNING 8** **STRENGTH 5**
Borg: 114* R

Riva

V.I.P.
Famed deaf mute mediator from Ramatis III. Spoke with a chorus of three telepaths.
• **Diplomacy x2**
INTEGRITY 6 **CUNNING 8** **STRENGTH 3**
Premiere: U

Robin Lefler

[SH] **ENGINEER**
Ensign transporter specialist. Romantically involved with Wesley Crusher. Lefler's Laws include "You gotta go with what works" and "Life isn't always fair."
• **Where present, nullifies Ktarian Game and Wesley Crusher is CUNNING +2**.
• **Youth** • **Transporter Skill**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
QC: U

Ro Laren

[SH] **OFFICER**
Ensign Ro Laren is a Bajoran female. Protege of Captain Jean-Luc Picard. Sympathetic to the Maquis. A bit of a renegade.
• **Computer Skill** • **Navigation** • **Treachery**
INTEGRITY 4 **CUNNING 7** **STRENGTH 5**
Premiere: R

Rollins

[Cmd] **SECURITY** **[Voy][DQ]**
Served at tactical aboard *U.S.S. Voyager* during Tuvok's absence in 2371. Received a promotion to lieutenant for exceptional service during the Caretaker incident.
• **Leadership** • **Geology** • **Archaeology**
INTEGRITY 7 **CUNNING 7** **STRENGTH 6**
Voy: 130 U

[Fed][NA] Rudolph Ransom

[Cmd] **OFFICER** **[Voy][DQ]**
Accomplished exobiologist and diplomat. Captain of *U.S.S. Equinox*. Called "Rudy" by his crew. Lost in Delta Quadrant, has relaxed Starfleet protocols and principles.
• **Leadership** • **Exobiology** • **SCIENCE** • **Diplomacy** • **Transporter Skill**
• **Treachery**
INTEGRITY 5 **CUNNING 8** **STRENGTH 7**
Voy: 131 R

Sakkath

[SH] **V.I.P.**
Vulcan male assistant of Sarek. Attempted to use his telepathic skills to repress Sarek's Bendii Syndrome during the crucial Legaran Conference of 2366.
• **Mindmeld** • **Diplomacy** • **Youth** • **Suspends Bendii Syndrome where present**.
INTEGRITY 8 **CUNNING 8** **STRENGTH 7**
QC: U

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

Samantha Wildman
[SH] **SCIENCE** **[Voy]DQ**
 Separated from her husband Greskrendregk by the Caretaker's actions. Their child, Naomi Wildman, has been raised on *U.S.S. Voyager*. Head of xenobiology.
 • **Exobiology** x2 • **Computer Skill** [SD] **Naomi Wildman** • **Anthropology** [SD] **Any SCIENCE-related Equipment card**
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
 Voy: 132 R

Sarek
[Cmd] **V.I.P.**
 Illustrious Vulcan Federation ambassador. Over 200 years old. Married at least three times: to a Vulcan princess, to Amanda and to Perrin. Father of Spock.
 • **Diplomacy** x3 • **Mindmeld**
INTEGRITY 9 **CUNNING 10** **STRENGTH 3**
 Premiere: R

[Univ] Sarita Carson
[SH] **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**
 BOG: C

Satek
[Cmd] **OFFICER**
 Captain Satek is the Vulcan Starfleet officer who presided over the inquiry into Cadet Joshua Albert's death at the Academy Flight Range in 2368.
 • **Leadership** • **Mindmeld** • **Diplomacy**
INTEGRITY 8 **CUNNING 9** **STRENGTH 7**
 Premiere: R

Security Chief Sulu
[Cmd][AU][TE] **OFFICER** **[MM][MQ][DS]**
 The mirror universe equivalent of *Lt. Sulu* is chief of security and second officer aboard *U.S.S. Enterprise*. Desires command of both the ship and Uhura.
 • **SECURITY** • **Biology** • **Computer Skill** • **Navigation** • **Treachery** [SD] **Classic Type II Phaser**
INTEGRITY 3 **CUNNING 6** **STRENGTH 7**
 MM: 85 R+

[Fed][NA] Seven of Nine
[SH][Cmd][Nav][Dot] **ENGINEER** **[Voy]DQ**
 Borg freed from the Collective. Slowly reclaiming her human past and individuality, guided by Kathryn Janeway, The Doctor, and the rest of the *Voyager* crew.
 • **SCIENCE** • **Stellar Cartography** x2 • **Physics** • **Exobiology** • **Computer Skill** x2 • **Music**
INTEGRITY 7 **CUNNING 9** **STRENGTH 9**
 Voy: 171* R

Shelby
[Cmd] **OFFICER**
 Lt. Commander Shelby is an ambitious Starfleet officer. Assigned to the *U.S.S. Enterprise* as a specialist on the Borg.
 • **Leadership** • **Exobiology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
 Premiere: R

[Univ] Simon Tarses
MEDICAL
 Crewman First Class Simon Tarses is representative of Starfleet medical technicians. he is 1/2 Romulan, 1/2 Human.
 • **Youth**
INTEGRITY 6 **CUNNING 5** **STRENGTH 5**
 Premiere: C

[Univ] Sir Isaac Newton
[Holo] **SCIENCE**
 Re-creation of the famous 18th century human. Originator of calculus and the classic laws of physics.
 • **Physics** x2
INTEGRITY 7 **CUNNING 11** **STRENGTH 3**
 Premiere: R

Sirna Kolrami
[Cmd] **V.I.P.**
 Famed Federation strategist. Grandmaster of the game Stratagema.
 • **Leadership**
INTEGRITY 7 **CUNNING 9** **STRENGTH 2**
 Premiere: U

[Univ] Sito Jaxa
[SH] **SECURITY**
 Ensign Sito Jaxa, a Bajoran, is one of a number of navigation officers aboard the *U.S.S. Enterprise*.
 • **Navigation** • **Youth**
INTEGRITY 8 **CUNNING 6** **STRENGTH 6**
 Premiere: C

Smiley
[Cmd][TE] **ENGINEER** **[MM][MQ]**
 Second leader of the Terran Rebellion. Miles O'Brien commanded the Defiant, which he helped construct using plans stolen from Deep Space 9.
 • **Navigation** • **Transporter Skill** • **Leadership** • **Anthropology** [SD] **Construct Starship OR Crossover**
INTEGRITY 6 **CUNNING 7** **STRENGTH 8**
 MM: 86 R+

Sonya Gomez
[SH] **ENGINEER**
 Ensign Sonya Gomez is an anti-matter specialist. Snappy conversationalist. Once spilled hot chocolate on Captain Picard. Has total recall.
 • **Physics** • **Youth** • **Suspends Anti-Matter Pod** where present.
INTEGRITY 7 **CUNNING 6** **STRENGTH 3**
 QC: U

Soren
[SH] **SCIENCE**
 Androgynous J'Naii. Illegally had female feelings. Once romantically involved with Commander William T. Riker. Underwent therapy for this perversity.
 • **Astrophysics**
INTEGRITY 6 **CUNNING 6** **STRENGTH 3**
 Premiere: U

Spock
[Cmd] **V.I.P.**
 1/2 Vulcan, 1/2 Human son of Sarek and Amanda Grayson. Over 140-year-old ambassador. On private mission to Romulus. Mindmelded with Picard.
 • **Diplomacy** x2 • **Computer Skill** • **Leadership** • **SCIENCE** • **Mindmeld**
INTEGRITY 9 **CUNNING 10** **STRENGTH 7**
 2PG: F

[Univ] Stadi
[SH] **OFFICER** **[Voy]DQ**
 Female Betazoid representative of Starfleet helm officers. Has piloted a wide variety of Federation ships, most notably the prototype *U.S.S. Intrepid*.
 • **Empathy** • **Navigation** • **Honor** • If on a [Fed] ship, it is **RANGE +1 (+2 if Intrepid class)**.
INTEGRITY 7 **CUNNING 7** **STRENGTH 5**
 Voy: 133 C

[Rom][Fed] Stefan DeSeve
[SH][AU] **V.I.P.**
 Former Federation officer who defected to Romulus in 2349. Later, apparently had second thoughts. Joined Spock's Romulan underground in 2369.
 • **Romulan: Treachery, Greed** • **Federation: OFFICER, Treachery**, **INTEGRITY -1**
INTEGRITY 5 **CUNNING 8** **STRENGTH 5**
 AU: R

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

[Fed][Baj] Tabor
[SH][Man] **ENGINEER** **[Voy]DQ**
 Bajoran whose brother and grandfather were killed in Crell Maset's grisly experiments. Under Teero's influence, helped his fellow Maquis seize *U.S.S. Voyager* in 2377.
 • **Honor** • **Youth** • **SECURITY** • **Resistance** • **Stellar Cartography**
INTEGRITY 8 **CUNNING 7** **STRENGTH 6**
 Voy: 112* R

[Univ] Taitt
[SH] **SCIENCE**
 Ensign Taitt is representative of science specialists from Starfleet Academy. Helped the *U.S.S. Enterprise* destroy a Borg ship in 2370.
 • **Stellar Cartography** • **Geology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
 Premiere: C

[Rom][Fed][NA] Tallera
[Cmd] **SECURITY** **[Faj]**
 Female Romulan mercenary. In reality a physically altered Vulcan isolationist seeking the Stone of Gol.
 Does not work with other [Fed] affiliation personnel. • **Computer Skill**
 • **SCIENCE** • **Mindmeld** • **Leadership** • **Treachery**
INTEGRITY 3 **CUNNING 7** **STRENGTH 7**
 Faj: P

Tam Elbrun
V.I.P.
 Betazoid male with exceptional empathic abilities. Participated in the notorious Ghorusda disaster. Specialist in first contact with new life-forms.
 • **Empathy** x2 • **Honor**
INTEGRITY 5 **CUNNING 7** **STRENGTH 3**
 Premiere: R

Tasha Yar
[SH] **SECURITY**
 Lieutenant Natasha Yar served as chief of security on the *U.S.S. Enterprise*. Courageous orphan of Tarkana IV. Proved Lt. Commander Data fully functional.
 • **Honor** • **Leadership**
INTEGRITY 8 **CUNNING 7** **STRENGTH 8**
 Premiere: R

Tasha Yar — Alternate
[SH][AU] **SECURITY**
 Traveled to 2344 and helped prevent a disastrous war. Survivor of the Battle of Narendra III. Consort of Romulan general. Mother of Sela.
 • **Honor** • **Leadership** [SD] **Starfleet Type II Phaser**
INTEGRITY 8 **CUNNING 7** **STRENGTH 8**
 AU: R

[Univ] Taurik
[SH] **ENGINEER**
 Lieutenant Taurik is a Vulcan male representative of engineering junior officers serving in Starfleet.
 • **Mindmeld**
INTEGRITY 7 **CUNNING 7** **STRENGTH 8**
 Premiere: C

[Univ] Taylor Moore
[SH] **SECURITY** **[DSB]**
 Typical of Federation security specialists serving aboard Deep Space 9. Had an encounter with an alien entity personifying Rumpelstiltskin. Likes dabo.
 • **Leadership** • **Archaeology**
INTEGRITY 7 **CUNNING 6** **STRENGTH 8**
 DS9: C

The Doctor
[Holo] **MEDICAL** **[Voy]DQ**
 E.M.H. on *U.S.S. Voyager*. Years of continuous use have expanded his program to include a vast knowledge of Delta Quadrant species and a love of opera.
 • **Exobiology** x2 • **Biology** x2 • **MEDICAL** • **Music** • **Computer Skill** [SD] **Mobile Holo-Emitter** (ignoring [AU]).
INTEGRITY 7 **CUNNING 8** **STRENGTH 5**
 Voy: 134 R

The E.C.H.
[Cmd][Holo] **OFFICER** **[DQ][HoloAdv]**
 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** [SD] **Any Maneuver card**
INTEGRITY 7 **CUNNING 9** **STRENGTH 5**
 HoloAdv: 73 R

[Baj][Fed] The Emissary
[Cmd][Orb] **V.I.P.** **[AT]**
 Benjamin Sisko discovered the Celestial Temple in 2369. Reluctantly accepts Bajoran reverence.
 • **All other Bajorans in play are INTEGRITY +2**. • **Your Bajorans may report for duty where present**. • **Diplomacy** [SD] **Bajoran Wormhole**
INTEGRITY 7 **CUNNING 8** **STRENGTH 6**
 AT

[Fer][Fed] The Trois
V.I.P. + CIVILIAN **[P]**
 Tog abducted **Lwaxana Troi** and her half-human daughter **Deanna Troi**. After beaming the pair out of their clothes, he planned to exploit their Betazoid skills.
Lwaxana: • **Empathy** x2 • **Diplomacy** [SD] **Wolf**
Deanna: **Diplomacy** • **Empathy** [SD] **Plexing**
INTEGRITY 6+7 **CUNNING 7+6** **STRENGTH 3+4**
 EP: 6 P

Thomas McClure
[Cmd] **SECURITY** **[FC]**
 Senior security officer aboard *U.S.S. Enterprise-E*. Led the ship's internal defense during the Borg attack of 2373. Transferred from *U.S.S. Hood*.
 • **Leadership** • **Exobiology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 8**
 FC: U

Thomas Riker
[Cmd] **OFFICER**
 Lt. Commander Thomas Riker is William Riker's double. Created during a transporter accident in 2361.
 • **Leadership** • **Navigation** • **Geology** • **Music**
INTEGRITY 8 **CUNNING 7** **STRENGTH 6**
 Premiere: R

[Fed][NA] [Univ] Thompson
[SH] **SCIENCE** **[Voy][DQ]**
 Typical *U.S.S. Equinox* crewman corrupted by Ransom and Burke's leadership. Science department head. Has also manned tactical since the security chief's death.
 • **Archaeology** • **Treachery** • **Physics**
INTEGRITY 5 **CUNNING 7** **STRENGTH 6**
 Voy: 135 C

[Univ] T'Lor
[SH] **SCIENCE** **[BSS]**
 Male geologist from Tiburon. Typical of science personnel stationed aboard Deep Space 9. Guarded a *Jem'Hadar* warship salvaged in Gamma Quadrant.
 • **Geology** • **Computer Skill**
INTEGRITY 6 **CUNNING 7** **STRENGTH 5**
 DS9: C

Toby Russell
[SH] **MEDICAL**
 Dr. Toby Russell is a controversial neurogeneticist. Creator of the genetic replicator therapy for spinal injury that saved Lieutenant Wolf.
 • **Physics**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
 Premiere: U

Tom Paris
[Cmd] **OFFICER** **[Voy][DQ]**
 Best pilot aboard *U.S.S. Voyager*. Also acts as medical assistant. Led design and construction of the *Delta Flyer*. Prolific holodeck programmer. 20th-century history buff.
 • **Navigation x3** • **ENGINEER** • **Astrophysics** • **Computer Skill** • **MEDICAL**
 • **Biology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 8**
 Voy: 136 R

T'Pol
[SH] **SCIENCE**
 Vulcan female. Dr. T'Pol served as director of the prestigious Vulcan Science Academy. Preeminent expert in subspace morphology.
 • **SCIENCE** • **Mindmeld**
INTEGRITY 8 **CUNNING 9** **STRENGTH 4**
 Premiere: U

Transporter Chief Kyle
[SH][AU][TE] **ENGINEER** **[MM][MQ][DS]**
 Transporter chief aboard the *I.S.S. Enterprise*. Lt. Kyle was punished by First Officer Spock for failing to compensate for a transporter malfunction in 2267.
 • **Computer Skill** • **Transporter Skill** • **Archaeology [SD]** • **Agonizer**
INTEGRITY 7 **CUNNING 6** **STRENGTH 7**
 MM: 87 U

T'Shanik
[SH] **SCIENCE**
 Vulcan female from Vulcana Regar. Competed against Wesley Crusher, Mordock and Oliana Mireen for acceptance to Starfleet Academy.
 • **Mindmeld** • **Computer Skill** • **Youth**
INTEGRITY 7 **CUNNING 7** **STRENGTH 5**
 QC: U

Tuvok
[Cmd] **OFFICER** **[Voy][DQ]**
 Vulcan security chief of *U.S.S. Voyager*. Janeway's tactical officer and confidant for many years. Former instructor at Starfleet Academy. Breeds prize orchids.
 • **SECURITY** • **Leadership** • **Computer Skill** • **Mindmeld** • **Biology** • **Music**
 • **Low**
INTEGRITY 8 **CUNNING 9** **STRENGTH 9**
 Voy: 137 R

Vash
CIVILIAN
 Extraordinary archaeology treasure hunter. Traveled with Q. Romantically involved with Captain Jean-Luc Picard. Lovable character, not to be trusted.
 • **Archaeology x2** • **Treachery** • **Anthropology**
INTEGRITY 3 **CUNNING 8** **STRENGTH 4**
 Premiere: R

Vorik
[SH] **ENGINEER** **[Voy][DQ]**
 Vulcan serving on *U.S.S. Voyager*. Twin of Taurik. Tried to bond with B'Elanna Torres when enduring *Pan fari* in 2373. Purged the blood fever in ritual *Koon-ut-kal-if-fee*.
 • **Mindmeld** • **Physics** • **Geology** • **Anthropology**
INTEGRITY 7 **CUNNING 8** **STRENGTH 8**
 Voy: 138 R

[Fed][Hir] Weiss
[Cmd][Holo] **OFFICER** **[DQ][HoloAdv]**
 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**
 HoloAdv: 74 R

Wesley Crusher
[SH] **OFFICER**
 Ensign Wesley Crusher was a child prodigy. Protege of The Traveler. Son of Dr. Beverly Crusher. Saved the *U.S.S. Enterprise* 3 times as a teenager.
 • **Youth** • **Computer Skill** • **Navigation** • **ENGINEER** • **Astrophysics**
INTEGRITY 6 **CUNNING 8** **STRENGTH 5**
 Premiere: R

William T. Riker
[Cmd] **OFFICER**
 Commander William T. Riker is the executive officer of *U.S.S. Enterprise*. Imzadi to Deanna Troi. Gourmet cook. Jazz musician.
 • **Diplomacy** • **Leadership** • **Navigation** • **Honor** • **Music**
INTEGRITY 8 **CUNNING 7** **STRENGTH 7**
 Premiere: R

William T. Riker
[EE] **OFFICER** **[FC]**
 Commander Will Riker led Earth's first defeat of the Borg in 2367. In 2063, led the secret effort to repair the *Phoenix* and reinstate Earth's first warp flight.
 • **Leadership x2** • **Diplomacy** • **Honor** • **Music [SD]** • **Anti-Matter Spread**
INTEGRITY 8 **CUNNING 8** **STRENGTH 7**
 FC: R

[Univ] William Telfer
[SH] **SCIENCE** **[Voy][DQ]**
 One of several crewmen serving in the science labs on *U.S.S. Voyager*. Billy Telfer is a hypochondriac. Also afraid of medication and counseling. Friend of Tal Celes.
 • **Biology** • **Stellar Cartography**
INTEGRITY 7 **CUNNING 6** **STRENGTH 6**
 Voy: 139 C

Wolf
[Cmd] **SECURITY**
 Lieutenant Wolf is chief of security on the *U.S.S. Enterprise*. Klingon warrior and Starfleet officer. Son of Mogh. Raised on Earth by foster parents.
 • **Honor x2** • **Navigation** • **Diplomacy**
INTEGRITY 8 **CUNNING 6** **STRENGTH 10**
 Premiere: R

Wolf
[Cmd] **OFFICER** **[FC]**
 Lt. Commander Wolf was promoted in 2371. Klingon commander of *U.S.S. Defiant* during the Borg attack of 2373.
 • **Honor x2** • **Leadership** • **Navigation [SD]** • **Assimilate This!**
INTEGRITY 8 **CUNNING 7** **STRENGTH 10**
 FC: R

FEDERATION: SHIPS

[Univ] Columbus
[AU] **SHUTTLECRAFT** **[TWT][DS]**
 Typical Starfleet shuttlecraft, circa 2260s. Assisted in the search for the missing *Galileo 7*.
 Has no transporters.
 May be reported, carried, and launched aboard your *Constitution*-class ships.
RANGE 5 **WEAPONS 1** **SHIELDS 3**
 TWT: 106 C

Defiant
[TE] **DEFIANT CLASS** **[MM][MQ]**
 Constructed by the Terran Rebellion using stolen plans of the *U.S.S. Defiant*. Commanded by Benjamin Sisko during the defense of rebel-held Terok Nor.
[Cmd][TE] Tractor Beam (cannot carry ships aboard except shuttlepods)
RANGE 8 **WEAPONS 10** **SHIELDS 9**
 MM: 118 R+

Delta Flyer
SHUTTLECRAFT **[Voy][DQ]**
 Designed and often commanded by Tom Paris. Sports an ultra-aerodynamic tetrabarium alloy hull, retractable nacelles, unimatrix shielding, and photonic missiles.
 May report aboard your *U.S.S. Voyager* (for free). **[SD]** Evasive Maneuvers
RANGE 8 **WEAPONS 7** **SHIELDS 7**
 Voy: 190 R

Future Enterprise
[AU] **GALAXY CLASS**
 Commanded by Admiral Riker in an alternate future. *U.S.S. Enterprise-D* was fitted with a third warp engine nacelle, greatly enhancing its speed and power.
[Cmd][AU][AU][AU] Cloaking Device, Holodeck, Tractor Beam
RANGE 13 **WEAPONS 10** **SHIELDS 9**
 AU: UR

[Univ] I.S.S. Constitution
[AU][TE] **CONSTITUTION CLASS** **[MM][MQ][DS]**
 Typical battle cruiser of the Terran Empire. Outfitted for a variety of mission profiles, including conquest, domination, subjugation, and Imperial enforcement.
[TE] Tractor Beam **[SD]** Any **[Univ][TE][OS]** personnel
RANGE 6 **WEAPONS 5** **SHIELDS 6**
 MM: 119 C

I.S.S. Enterprise
[AU][TE] **CONSTITUTION CLASS** **[MM][MQ][DS]**
 Imperial starship. Credited with many successful and profitable missions. *I.S.S. Enterprise* officers are frequently promoted — usually through assassination.
[TE] Tractor Beam **[SD]** Any **[TE][OS]** personnel
RANGE 6 **WEAPONS 6** **SHIELDS 6**
 MM: 120 R+

[Univ] Rebel Interceptor
[TE] **INTERCEPTOR CLASS** **[MM][MQ]**
 Interceptor/fighter used by Terran rebels in the mirror universe. Typically stolen from the Bajorans. Smiley enhanced and commanded this one.
[TE] May take off or land once each turn.
 X=3 if moving within a region.
RANGE 6+x **WEAPONS 8** **SHIELDS 6**
 MM: 121 C

[Univ] Runabout
RUNABOUT CLASS
 Resembles a large shuttle. Contains living accommodations. Modular design can be re-configured for different mission profiles.
RANGE 7 **WEAPONS 5** **SHIELDS 5**
 Premiere: C

[Univ] Starship Constitution
[AU] **CONSTITUTION CLASS** **[TWT][DS]**
 Class ship. Heavy cruiser designation. Mainstay of the Federation Starfleet in the 2260s. Registry number NCC-1700.
[OS] Tractor Beam **[SD]** Any **[Univ]** Federation **[OS]** personnel
RANGE 6 **WEAPONS 4** **SHIELDS 6**
 TWT: 107 C

Starship Enterprise
CONSTITUTION CLASS **[AU][TWT][DS]**
 Original *U.S.S. Enterprise*. Starfleet registry number NCC-1701. Responded to Deep Space Station K-7 distress call in 2267. Commanded by Captain Kirk.
[OS] Tractor Beam **[SD]** Any Federation **[OS]** personnel
RANGE 6 **WEAPONS 5** **SHIELDS 6**
 TWT: 108 R+

[Car][Fed] Stolen Attack Ship
ATTACK SHIP CLASS **[TWT]**
Jem'Hadar attack ship briefly commanded by Luanan. Upgraded with Breen weapons technology. Stolen by members of Damar's rebellion; commanded by Kira.
[SH] Energy Dampener, Invasive Transporters
RANGE 6 **WEAPONS 8** **SHIELDS 8**
 TWT: 102 R

[Univ] Type 18 Shuttlepod
SHUTTLEPOD **[MM]**
 Small shuttlecraft. One commanded by Benjamin Sisko guided a silitium comet through the Bajoran wormhole.
 Holds two personnel. Has no transporters. May report with crew (each must have Navigation) to your *Defiant*-class ship.
RANGE 5 **WEAPONS 2** **SHIELDS 4**
 MM: 122 U

[Univ] Type 9 Shuttlecraft
SHUTTLECRAFT **[Voy]**
 Typical of shuttlecraft carried aboard Intrepid-class starships. *U.S.S. Voyager* carries an unusually large complement.
 May report aboard your *Intrepid*- and *Nova*-class ships.
RANGE 6 **WEAPONS 5** **SHIELDS 5**
 Voy: 191 C

[Univ] Type VI Shuttlecraft
TYPE VI SHUTTLECRAFT
 Modern Federation shuttle with warp capability. May be armed for special missions.
RANGE 6 **WEAPONS 2** **SHIELDS 2**
 Premiere: C

U.S.S. Bozeman
SOVUZ CLASS **[FC]**
 Starship from the 23rd century. Registry number NCC-1941. Modernized to defend against Borg technology. Captained by Morgan Bateson.
[Cmd] WEAPONS and SHIELDS +2 vs. Borg ships and Borg Ship dilemma.
 Tractor Beam
RANGE 5 **WEAPONS 8** **SHIELDS 7**
 FC: U

U.S.S. Brittain
MIRANDA CLASS
 Starship found trapped in a Tyken's Rift in 2367. All but one of crew killed by REM sleep deprivation.
[SH] Tractor Beam
RANGE 6 **WEAPONS 5** **SHIELDS 6**
 Premiere: R

[Univ] U.S.S. Danube
DANIUBE CLASS **[BSS]**
 Class of runabout often named for Terran rivers. First commissioned in 2368. The following year, the *U.S.S. Enterprise* delivered three *Danube*-class vessels to DS9.
 Reports far free to Docking Pads.
RANGE 7 **WEAPONS 4** **SHIELDS 5**
 DS9: C

[Fed][NA] U.S.S. Dauntless

DAUNTLESS CLASS	[DQ][Borg]
Unique ship constructed and commanded by Arturis. Equipped with an operational quantum slipsstream drive. Designed to appear as an experimental Starfleet vessel. [Cmd][Shf][Stf] May be fully staffed by Arturis. Holodeck [SD] Quantum Slipsstream Drive	
RANGE 10	WEAPONS 7 SHIELDS 8
Borg: 131* R	

U.S.S. Defiant

DEFIANT CLASS	[P] or [Dom]
NX-74205. Built to battle Borg. Re-commissioned to oppose the Dominion. First ship to test ablative armor and quantum torpedoes. Captained by Benjamin Sisko. [Cmd][Cmd] Cloaking Device, Tractor Beam (cannot carry ships aboard except shuttlepods)	
RANGE 8	WEAPONS 10 SHIELDS 9
DS9: P (WB) or Dom: R (BB)	

U.S.S. Enterprise

GALAXY CLASS	
The fifth Starfleet ship named <i>Enterprise</i> , launched in 2363. Built at the Utopia Planitia shipyards orbiting Mars. [Cmd][Shf][Stf] Holodeck, Tractor Beam	
RANGE 9	WEAPONS 8 SHIELDS 9
Premiere: R	

U.S.S. Enterprise-C

AMBASSADOR CLASS	
Predecessor of <i>U.S.S. Enterprise-D</i> . Famous for heroic action in Battle of Narendra III, where it also entered a temporal rift. Commanded by Rachel Garrett. [Cmd][Shf][AU][AU] Enters play damaged at any location. Tractor Beam	
RANGE 8	WEAPONS 7 SHIELDS 8
AU: R	

U.S.S. Enterprise-E

SOVEREIGN CLASS	[FC]
Commissioned in 2372. Sixth starship in the <i>Enterprise</i> line. Optimized to battle the Borg. 700 meters long. Infiltrated by Borg in 2373. [EE][EE][Shf] WEAPONS + 3 vs. Borg ships and Borg Ship dilemma. Holodeck, Tractor Beam	
RANGE 10	WEAPONS 9 SHIELDS 10
FC: R	

[Fed][NA] U.S.S. Equinox

NOVA CLASS	[Voy][DQ]
NCC-72381. Science vessel pulled from Alpha Quadrant by the Caretaker. Its rogue crew designed an enhanced warp drive, killing nucleogenic life-forms for fuel. [Shf][Shf] X=4 if any crew member has "U.S.S. Equinox" in lore. Holodeck, Tractor Beam	
RANGE 7+X	WEAPONS 6 SHIELDS 7
Voy: 192 R	

[Univ] U.S.S. Excelsior

EXCELSIOR CLASS	
First launched in 2284 as a test for what proved to be the unsuccessful transwarp drive project. Now uses standard warp drive. [Shf][Shf] Tractor Beam	
RANGE 6	WEAPONS 6 SHIELDS 7
Premiere: C	

[Univ] U.S.S. Galaxy

GALAXY CLASS	
Prototype in this elite class of ships was the <i>U.S.S. Galaxy</i> , after which the class was named. [Cmd][Shf][Stf] Holodeck, Tractor Beam	
RANGE 8	WEAPONS 7 SHIELDS 9
Premiere: C	

U.S.S. Hood

EXCELSIOR CLASS	
Registry number NCC-42296. Named for the 20th century admiral, Sir Horace Hood. Commanded by Captain Robert DeSoto. [Shf][Shf] Tractor Beam	
RANGE 7	WEAPONS 6 SHIELDS 7
Premiere: R	

[Univ] U.S.S. Intrepid

INTREPID CLASS	[Voy]
Prototype introduced in the early 2370s. Its bio-neural circuits respond faster than optical relays. Average crew complement of 140. Capable of a sustained warp 9.975. [Cmd][Shf] Holodeck, Tractor Beam	
RANGE 8	WEAPONS 7 SHIELDS 8
Voy: 193 C	

U.S.S. Jupiter

AKIRA CLASS	[Prev]
Captained by Satelk. Helped <i>U.S.S. Enterprise</i> defend timeship <i>Premonition</i> from a Borg attack in 2376. Armed with experimental Chain Reaction Pulsar weapon. [Cmd][Shf][Shf] Holodeck, Tractor Beam [SD] Chain Reaction Pulsar	
RANGE 9	WEAPONS 8 SHIELDS 8
Promo	

[Univ] U.S.S. Miranda

MIRANDA CLASS	
Small ship class from the late 23rd century. Named for a character in Shakespeare's play, <i>The Tempest</i> . [Shf] Tractor Beam	
RANGE 6	WEAPONS 5 SHIELDS 5
Premiere: C	

[Univ] U.S.S. Nebula

NEBULA CLASS	
Modern class of ship featuring large upper equipment modules customizable for specific mission uses. [Cmd][Shf] Holodeck, Tractor Beam	
RANGE 8	WEAPONS 7 SHIELDS 8
Premiere: C	

[Univ] U.S.S. Oberth

OBERTH CLASS	
Class of small ships often used for scientific missions. Named for 20th century rocket scientist Hermann Oberth. [Shf] Tractor Beam	
RANGE 6	WEAPONS 4 SHIELDS 7
Premiere: C	

U.S.S. Odyssey

GALAXY CLASS	[Dom]
NCC-71832. Starship sent into the Gamma Quadrant to investigate the Dominion. Victim of Jem'Hadar suicide tactics. Commanded by Keogh. [Cmd][Shf][Stf] Attributes all +1 in Gamma Quadrant. Holodeck, Tractor Beam	
RANGE 8	WEAPONS 8 SHIELDS 8
Dom: U	

U.S.S. Pasteur

[AU][Nem,R,Blue]	OLYMPIC CLASS	[Faj]
Medical relief vessel. Starfleet registry NCC-58928. Captained by Beverly Picard in an alternate future. [Cmd][Shf][AU] Holodeck, Tractor Beam, MEDICAL		
If your Future Enterprise in play, it has a [Nem,R,Blue] icon and reduces its staffing by one [AU] icon.		
RANGE 13	WEAPONS 6 SHIELDS 7	
Faja: P		

U.S.S. Phoenix

NEBULA CLASS	
Commanded by Captain Benjamin Maxwell. Last assigned to the Cardassian/Federation border. [Cmd][Shf] Holodeck, Tractor Beam	
RANGE 7	WEAPONS 7 SHIELDS 8
Premiere: R	

[Fed][Rom] U.S.S. Prometheus

PROMETHEUS CLASS	[Borg]
Prototype Starfleet vessel, NX-59650. Boasts ablative armor, regenerative shielding, and multivector assault mode. Captured by Romulans during a test flight. [Cmd][Cmd][Shf] May download Multivector Assault Mode when in battle. Holodeck, Tractor Beam	
RANGE 10	WEAPONS 9 SHIELDS 9
Borg: 124 R	

U.S.S. Rio Grande

DANIUBE CLASS	[Dom]
First runabout assigned to Deep Space 9. Towed the <i>Prokesh</i> through the Bajoran Wormhole. Commanded by Benjamin Sisko. Tractor Beam [SD] Activate Tractor Beam	
RANGE 7	WEAPONS 5 SHIELDS 5
Dom: R	

U.S.S. Sao Paulo

DEFIANT CLASS	[RDA]
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
RDA: R	

U.S.S. Stargazer

CONSTELLATION CLASS	
Captained by Jean-Luc Picard on a historic 22-year mission of exploration. Thought destroyed in 2355 at Maxia Zeta until returned by DaiMon Bok. [Cmd][Shf] Tractor Beam. Once each game, may be taken from discard pile to hand.	
RANGE 8	WEAPONS 7 SHIELDS 6
QC: R	

U.S.S. Sutherland

NEBULA CLASS	
Named for Horatio Hornblower's fictional flagship. Briefly commanded by Lt. Commander Data during the Klingon Civil War blockade. [Cmd][Shf] Tractor Beam	
RANGE 7	WEAPONS 7 SHIELDS 7
Premiere: U	

U.S.S. Thunderchild

AKIRA CLASS	[RDE]
NCC-63549. Helped Starfleet forces against invading Borg cube in 2373. Briefly commanded by Fleet Admiral Shanthi during its shakedown cruise. [Cmd][Shf][Stf] SHIELDS +4 vs. Borg ships and Borg Ship dilemma. Holodeck, Tractor Beam	
RANGE 10	WEAPONS 7 SHIELDS 8
BOG: R	

U.S.S. Voyager

INTREPID CLASS	[Voy][DQ]
NCC-74656. Commanded by Kathryn Janeway. Pulled 70,000 light years from the Alpha Quadrant. Its crew has spent nearly seven years on a long trek home. [Cmd][Shf] Holodeck, Tractor Beam [SD] Bio-Neural Gel Pack [SD] Blue Alert	
RANGE 9	WEAPONS 8 SHIELDS 8
Voy: 194 R	

U.S.S. Yamato

GALAXY CLASS	
Named for a Japanese WWII battleship. Sister ship of the <i>U.S.S. Enterprise</i> . Commanded by Captain Donald Varley. [Cmd][Shf][Stf] Holodeck, Tractor Beam	
RANGE 8	WEAPONS 8 SHIELDS 8
Premiere: R	

U.S.S. Yangtze Kiang

DANIUBE CLASS	[DSB]
Starfleet runabout commanded by Kira Nerys during Tahna Los' 2369 encounter with the Sisters of Duras. Registry number NCC-72453. May be used by Bajoran affiliation.	
RANGE 7	WEAPONS 5 SHIELDS 6
DS9: R	

FERENGI: FACILITIES

Ferengi Outpost [RDA]

Ferenginar is the rainy, soggy homeworld of the highly capitalistic Ferengi people. The Ferengi Alliance establishes outposts throughout its territory. Seed one OR build where you have a Ferengi ENGINEER.

OUTPOST	SHIELDS 30
RDA: C	

Ferengi Trading Post [P]

Ferengi commercial centers are frequented by many races for trade, information, repair and resupply. Seed one (you may also seed one [Univ] *D'Kora* face up here) OR build where you have a Ferengi ENGINEER. Each player's non-Borg cards may report and mix aboard regardless of affiliation.

OUTPOST	SHIELDS 24
SD2: P	

Tower of Commerce [RDA]

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 Hupyrrian OR one HQ card may play for free here. (Not duplicatable.)

HEADQUARTERS	SHIELDS 40
RDA: R	

FERENGI: PERSONNEL

Berik [SH] OFFICER [RDA]

Officer serving Luin. 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
RDA: U		

Birta [Cmd] V.I.P. [RDA]

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
RDA: U		

Bractor [Cmd] OFFICER [RDA]

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] Commander Starship

INTEGRITY 6	CUNNING 7	STRENGTH 6
RDA: R		

Brunt [SH] V.I.P. [RDA]

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
RDA: R		

Dr. Arridor
[Cmd] **MEICAL** **[Voy]**
 Served under Goss. While trapped with Kol in the Delta Quadrant, set up a lucrative exploitation of the Takarians by posing as one of their "Great Sages."
 • **Treachery** • **Exobiology** • **Anthropology** • **Physics** • **Leadership** • **Acquisition**
INTEGRITY 3 **CUNNING 8** **STRENGTH 5**
 Voy: 140 R

[Univ] Dr. Borts
[SH] **SCIENCE** **[ROA]**
 Representative Ferengi scientist. Helped Lunin 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

Falar
[SH] **OFFICER** **[TWT]**
 Tactician aboard the *Kreechta*. Serves under Bractor. Shocked when Jean-Luc Picard "destroyed" the *U.S.S. Hathaway*. Didn't think the Federation had such iron.
 • **Treachery** • **Transporter Skill [SD]** **Ferengi Energy Weapon**
INTEGRITY 5 **CUNNING 8** **STRENGTH 6**
 TWT: 74 U

[Univ] Frool
CIVILIAN **[ROA]**
 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
[SH] **CIVILIAN** **[ROA]**
 Arms dealer. Owed his cousin Quark a shuttle. Made good on his debt, but booty-trapped the ship. Involved with Hagoth. Helped rescue Ishka from the Dominion.
 • **Treachery** • **Greed x2** • **Smuggling** • **ENGINEER** • **SECURITY [SD]** **Hidden Fighter**
INTEGRITY 2 **CUNNING 8** **STRENGTH 5**
 ROA: R

Gegis
[Cmd] **OFFICER** **[Borg]**
 DaiMon who reprogrammed the Federation hologram intercepted by Nunk. "Mastermind" of a plan to return *Voyager* to the Alpha Quadrant through a geodesic fold.
 • **Computer Skill** • **SCIENCE** • **Acquisition** • **Greed**
 • **Your [Holo] and [Fer] personnel may mix at this location.**
INTEGRITY 4 **CUNNING 6** **STRENGTH 7**
 Borg: 73 R

Goss
[Cmd] **OFFICER** **[ROA]**
 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: R

Gral
CIVILIAN **[ROA]**
 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.** **[ROA]**
 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]** **Any [Rule] card**
INTEGRITY 4 **CUNNING 9** **STRENGTH 1**
 ROA: R

Grand Nagus Zek
[Cmd][Orb] **V.I.P.** **[ROA]**
 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 **[ROA]**
 "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, double his skills.**
INTEGRITY 8 **CUNNING 10** **STRENGTH 4**
 ROA: R

[Fed][Fer] Jake and Nog
CIVILIAN + CIVILIAN **[OSS]**
 Jake Sisko and Nog are best friends. Loiterers. Frequently chased away from "their spot" by Odo. Briefly owned 100 grass of self-sealing stem bolls.
 Jake: • **Youth** • **Biology** • **ENGINEER x1/2**
 Nog: • **Youth** • **Acquisition** • **ENGINEER x1/2**
INTEGRITY 6+4 **CUNNING 5+7** **STRENGTH 4+4**
 DS9: R

Kazago
[SH] **OFFICER** **[ROA]**
 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

Kol
[SH] **SCIENCE** **[Voy]**
 Piloted a shuttle sent into the Barzan wormhole by Goss in 2366. After posing as the Takarians' "Lesser Sage," returned to the Alpha Quadrant via the same wormhole.
 • **Navigation** • **Treachery** • **Greed** • **Computer Skill** • **Stellar Cartography**
INTEGRITY 4 **CUNNING 6** **STRENGTH 6**
 Voy: 141 R

Krax
[SH] **V.I.P.** **[ROA]**
 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

[Univ] Krunk
[SH] **ENGINEER** **[ROA]**
 Transporter technician under the command of Lunin. 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
[SH] **CIVILIAN** **[ROA]**
 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

[Baj][Fer] Leeta
CIVILIAN **[ROA]**
 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 Kukalaka**
INTEGRITY 7 **CUNNING 6** **STRENGTH 4**
 ROA: R

[Univ] Letek
[Cmd] **OFFICER** **[ROA]**
 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

Lumba
CIVILIAN **[TWT]**
 In a ploy to convince Nilva to support Grand Nagus Zek's reinstatement, Quark was altered to appear female.
 • **Acquisition** • **Biology [SD]** **Nilva** • **Doubles first-listed skill of each [Univ] [Fer] male present.** • **May nullify gender-related dilemmas where present.**
INTEGRITY 5 **CUNNING 8** **STRENGTH 2**
 TWT: 75 R+

Lurin
[Cmd] **OFFICER** **[ROA]**
 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
[SH] **SECURITY** **[ROA]**
 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

[Univ] Mordoc
[SH] **SECURITY** **[TWT]**
 Security officer assigned to Taar's marauder. Member of Letek's away team to Portal 63's planet.
 • **Astrophysics**
INTEGRITY 3 **CUNNING 7** **STRENGTH 6**
 TWT: 76 C

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

Mr. Brunt
[SH][KCA][TE] **ENGINEER** **[MM][MQ]**
 Ferengi mercenary. Very good engineer and cook. Brunt is loyal to his partner, Ezri, with whom he is secretly infatuated. Unfortunately, he's not her type.
 • **Computer Skill** • **Navigation** • **Honor** • **Archaeology** • **When he leaves play, may download Mr. Quark.**
INTEGRITY 7 **CUNNING 8** **STRENGTH 6**
 MM: 88 R+

Mr. Nog
[KCA][TE] **CIVILIAN** **[MM][MQ]**
 Nog is thankful to the Intendant for making him the bartender and owner of his uncle's bar. Distrusts tall men. Likes tall women.
 • **ENGINEER** • **Greed** • **Physics** • **Treachery [SD]** **Bribery**
 • **When he leaves play, may download Mr. Brunt.**
INTEGRITY 2 **CUNNING 6** **STRENGTH 5**
 MM: 89 R+

Mr. Quark
[KCA][TE] **CIVILIAN** **[MM][MQ]**
 Bartender who pretends to work for the Alliance. Quark secretly helps Terran slaves escape from Terok Nor.
 • **Smuggling** • **Honor** • **Computer Skill x2** • **Anthropology** • **Diplomacy [SD]** **Rescue Captives** • **When he leaves play, may download Mr. Rom.**
INTEGRITY 7 **CUNNING 7** **STRENGTH 3**
 MM: 90 R+

Mr. Rom
[SH][TE] **CIVILIAN** **[MM][MQ]**
 Ferengi soldier in the Terran Rebellion. The mirror version of Rom seeks vengeance against the Alliance.
 • **SCIENCE** • **Navigation x2** • **Physics** • **Geology**
 • **When he leaves play, may download Mr. Nog.**
INTEGRITY 7 **CUNNING 7** **STRENGTH 6**
 MM: 91 R+

[Univ] Nava
CIVILIAN **[ROA]**
 Typical Ferengi entrepreneur. Took over the Airbitch gauge-mining refineries in the Clarius system. Plans to introduce synthelhol to the Gamma Quadrant.
 • **Acquisition** • **Geology** • **SCIENCE** • **Anthropology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 4**
 ROA: C

Nibor
[SH] **SECURITY** **[ROA]**
 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

[Univ] Nilva
V.I.P. **[ROA]**
 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

[Fed][Fer] Nog
[SH] **ENGINEER** **[ROA]**
 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

Nunk
[SH] **ENGINEER** **[Borg]**
 Ferengi romantically involved with Leesa. Sent her to get information from Reginald Barclay on the Pathfinder Project. Plans to spend his payoff on lobe enlargements.
 • **Greed** • **Stellar Cartography** • **Anthropology**
 • **Once per game, may capture one [Holo] personnel present.**
INTEGRITY 5 **CUNNING 7** **STRENGTH 6**
 Borg: 74 U

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

Par Lenor
[Cmd] V.I.P. [ROA]
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
[SN] CIVILIAN [ROA]
Waiter. Female. Used artificial 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

[Univ] Prak
[Cmd] OFFICER [ROA]
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

[Fed][Fer] Prot
[SN][AU][Bap] OFFICER [MM]
Ferengi ensign who manned the conn station in Barosh's illusion. Riker thought him one of the few elements of the simulation he could get used to.
• Youth • Archaeology • Navigation • Geology
INTEGRITY 6 CUNNING 6 STRENGTH 5
MM: 84 U

[Univ] Qol
[SN] SCIENCE [ROA]
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
[SN][Dph] CIVILIAN [ROA]
Bartender and proprietor of Quark's Bar, Grill, Gaming House and HoloSuite 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

[Klg][Fer] Quark Son of Keldar
[SN] CIVILIAN Name of [BOG]
Quark wedded Gilka by *brek'tal* ritual to head the House of Kozak (as the House of Quark) on Qo'noS. The Ferengi saved his *be'tal* from financial ruin.
• Leadership • Computer Skill x2 • Honor • Greed • Attributes all +3 if with Gilka.
INTEGRITY 5 CUNNING 7 STRENGTH 4
1A: P (WB) or BOG: R (BB)

[Fer][Baj] Rom
[SN] ENGINEER [ROA]
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

[Univ] Solak
[Cmd] OFFICER [ROA]
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
[SN] OFFICER [ROA]
DaiMon who sought the Tox Uthot. 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

[Univ] Taar
[Cmd] OFFICER [ROA]
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 in same quadrant.
INTEGRITY 7 CUNNING 7 STRENGTH 7
ROA: C

[Fer][Fed] The Trois
V.I.P.+CIVILIAN [P]
Tog abducted Lwaxana Troi and her half-human daughter Deanna Troi. After beaming the pair out of their clothes, he planned to exploit their Betazoid skills.
Lwaxana: • Empathy x2 • Diplomacy [SD] Wolf
Deanna: Diplomacy • Empathy [SD] Flexing
INTEGRITY 6+7 CUNNING 7+6 STRENGTH 3+4
EP: 6 P

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

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

Yeggie
[SN] MEDICAL [Borg]
Avaricious Ferengi. Plotted with Gegis and Nunk to extract the 3.6 million Borg nanoprobes from Seven of Nine's body and sell them at six bars of latinum per unit.
• Greed • Biology • Cybernetics • Treachery
[SD] Borg Nanoprobes (if present with any Borg personnel).
INTEGRITY 3 CUNNING 6 STRENGTH 5
Borg: 75 U

FERENGI: SHIPS

[Univ] B'rel
[SN] B'REL CLASS [ROA]
Old surplus Klingon bird-of-prey. Much smaller than *K'Vor*-class ships. Ferengi bought this one to support a covert venditorite mining operation on Ligos VII.
[SH] Cloaking Device, Tractor Beam (cannot carry ships aboard).
RANGE 7 WEAPONS 5 SHIELDS 6
ROA: C

Brunt's Shuttle
SHUTTLECRAFT [TWT]
Personal shuttle commanded by Brunt during his numerous liquidations. Transported Quark's ragtag negotiation team to Empok Nor to rescue Ishka.
May report with crew to docking site of opponent's (or uncontrolled) Empok Nor.
RANGE 7 WEAPONS 3 SHIELDS 6
TWT: 109 R

[Univ] D'Kora Marauder
[Cmd] D'KORA-CLASS MARAUDER [ROA]
Ferengi military vessel. Standard *D'Kora* spacelane optimized for battle readiness. Most DaiMons enjoy the raw power but lament the limited cargo space.
[Cmd][SH][SH] Holodeck, Tractor Beam
RANGE 8 WEAPONS 8 SHIELDS 8
ROA: C

[Univ] D'Kora Transport
[Cmd] D'KORA-CLASS TRANSPORT [ROA]
Ferengi trade vessel. Same spacelane as the *D'Kora*-class marauder, but has a smaller crew complement and devotes far more internal volume to cargo capacity.
[Cmd][SH] Tractor Beam
RANGE 7 WEAPONS 5 SHIELDS 7
ROA: C

[Univ] Ferengi Shuttle
SHUTTLECRAFT [ROA]
Common shuttlecraft of Ferengi design. Dr. Aridor commanded one.
RANGE 6 WEAPONS 3 SHIELDS 4
ROA: C

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

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

[Univ] Mirror Ferengi Shuttle
[KCA][TE] SHUTTLECRAFT [MM][MQ]
Typical Ferengi shuttle in the mirror universe. Used by agents working for the Alliance or the Rebellion — or both. Mr. Brunt commanded one.
Your [MQ] Ferengi and Ezri may report aboard (if Mr. Brunt, reports for free).
RANGE 6 WEAPONS 4 SHIELDS 5
MM: 123 U

Quark's Treasure
SHUTTLECRAFT [ROA]
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.
RANGE 9 WEAPONS 3 SHIELDS 4
ROA: R

Trullux
[Cmd] D'KORA-CLASS TRANSPORT [HoloAdv]
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][SH] Holodeck, Tractor Beam
RANGE 8 WEAPONS 6 SHIELDS 8
HoloAdv: 126 U

HIROGEN: FACILITY

[Univ] Hirogen Outpost
[DQ][Borg]
For 100,000 years, the nomadic Hirogen have hunted prey, establishing outposts throughout their territory.
Seed one at a [Hir] mission or any [S] mission with no affiliation icons OR build at such a mission where you have a Hirogen ENGINEER. Has a Holodeck.
[SD] Hirogen Hunt
[Hir] OUTPOST SHIELDS 34
Borg: 25 C

HIROGEN: PERSONNEL

[Hir][Dom] [Univ] Dar
[SN][Holo] SECURITY [DQ][HoloAdv]
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
HoloAdv: 62* C

[Univ] Davar
[SN] SCIENCE [DQ][Borg]
Reckless hunter who tired of participating in holographic scenarios aboard the commandeered *Voyager*. Joined Turanji in hunting prey, against express orders from Karr.
• Archaeology • Biology • Treachery
INTEGRITY 5 CUNNING 6 STRENGTH 8
Borg: 76 C

Decaren
[Cmd] OFFICER [DQ][Borg]
Alpha-Hirogen who agreed to hunt alongside the crew of *Voyager*. A master in tracking, but overly prone to the fervor of an imminent kill. Commands a Hunting Vessel.
• Leadership • SCIENCE • Honor • Anthropology • Diplomacy • Physics
INTEGRITY 7 CUNNING 7 STRENGTH 9
Borg: 77 R

Donik
[SN] ENGINEER [DQ][Borg]
Technician who programmed enhancements for the Hirogen holograms under orders from Decaren. Later joined Kejil to help build a better life for his creations.
• Youth • Computer Skill x2 • SCIENCE • Physics • Honor • Your [Hir][Holo] personnel may report here.
INTEGRITY 8 CUNNING 8 STRENGTH 6
Borg: 78 R

[Hir][Car] [Univ] Doran
[SN][Holo] SECURITY [DQ][HoloAdv]
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
HoloAdv: 54* C

Gann (Cmd)	SECURITY (DQ)(Borg)		
Belligerent Beta-Hirogen. Clashed with Decaren, Netek, and Kathryn Janeway during the hologram hunt. Finally came to respect the <i>Voyager</i> crew as worthy prey.			
• Computer Skill • Navigation • Biology • Transporter Skill • Astrophysics			
INTEGRITY 6	CUNNING 7	STRENGTH 9	
Borg: 79 R			
[Hir][Rom] [Univ] Garren (Sht)(Holo)	SCIENCE (DQ)(HoloAdv)		
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	
HoloAdv: 120* C			
[Hir][NA] Hajur (Cmd)	CIVILIAN (DQ)(Borg)		
Hirogen captured by Penk on his son's first hunt. Has fought at Tsunkatse for nearly two decades. Trained Seven of Nine, hoping she could end his captivity.			
• Leadership • Biology • MEDICAL • Anthropology • Geology • Archaeology			
INTEGRITY 7	CUNNING 9	STRENGTH 9	
Borg: 80* R			
[Hir][Car] [Univ] Harath (Sht)(Holo)	SCIENCE (DQ)(HoloAdv)		
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	
HoloAdv: 56* C			
[Univ] Harkan (Cmd)	SECURITY (DQ)(Borg)		
Typical mentor of fledgling hunters. Stationed at the training facility near the Ovion system. Prepares young Hirogen to join Decaren's hunting group.			
• Anthropology • Exobiology			
INTEGRITY 7	CUNNING 7	STRENGTH 8	
Borg: 81 C			
[Hir][Baj] Iden (Cmd)(Holo)	V.I.P. (DQ)(HoloAdv)		
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			
[SD] Children of Light			
INTEGRITY 5	CUNNING 9	STRENGTH 8	
HoloAdv: 51* R			
Idrin (Cmd)	OFFICER (DQ)(Borg)		
Massive Alpha-Hirogen in command of a solitary Hunting Vessel. Less interested in the hunt than the spoils of his conquests, envy of his peers, and fear of his captives.			
• Exobiology • Archaeology • Greed • ENGINEER • Treachery [SD] Hirogen Talon			
INTEGRITY 3	CUNNING 7	STRENGTH 12	
Borg: 82 R			
[Univ] Jetarn (Sht)	SECURITY (DQ)(Borg)		
Hunter ordered by Karr to assist in triage on <i>Voyager</i> crew members wounded on the holodeck. Like Jorik, performed cursorily at best.			
• MEDICAL • Computer Skill			
INTEGRITY 5	CUNNING 6	STRENGTH 8	
Borg: 83 C			
Jorik (Cmd)	MEDICAL (DQ)(Borg)		
Medic who built neural interfaces to subdue the <i>Voyager</i> crew. Patched them up after hunters stabbed, shot, beat, phasered, and bat-fell them in Karr's holoscenarios.			
• Exobiology • Biology • Computer Skill x2 • Treachery			
INTEGRITY 3	CUNNING 8	STRENGTH 8	
Borg: 84 R			
Karon (Cmd)	OFFICER (DQ)(Borg)		
Diligent Alpha-Hirogen. Commanded a Hunting Vessel that stalked a member of Species 8472. Has an unrivaled understanding of the behavior of prey.			
• Leadership • Treachery • Anthropology x2 • Navigation • Exobiology			
[SD] Hirogen Disruptor Rifle			
INTEGRITY 4	CUNNING 9	STRENGTH 9	
Borg: 85 R			
Karr (Cmd)	OFFICER (DQ)(Borg)		
Alpha-Hirogen who captured <i>Voyager</i> in 2374. Used its holodecks to study his prey's history. Hoped for lessons to save his own culture from stagnation and extinction.			
• Leadership x2 • Diplomacy • Honor • Law • Computer Skill • Anthropology			
• Astrophysics			
INTEGRITY 7	CUNNING 8	STRENGTH 9	
Borg: 86 R			

[Hir][Car] Kejal (Sht)(Holo)	ENGINEER (DQ)(HoloAdv)		
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 [SD] Holo-projectors			
INTEGRITY 8	CUNNING 8	STRENGTH 4	
HoloAdv: 57* R			
[Univ] Konuric (Sht)	OFFICER (DQ)(Borg)		
Representative of headstrong hunters. Once punished by Netek with months of remedial training. Never believed holograms to be worthy prey.			
• ENGINEER • Geology			
INTEGRITY 5	CUNNING 6	STRENGTH 9	
Borg: 87 C			
Netek (Cmd)	OFFICER (DQ)(Borg)		
Impatient Alpha-Hirogen who took over the hunt for the escaped Hirogen holograms. Appreciated the irony of their prowess, but underestimated them nevertheless.			
• Transporter Skill • Navigation • Geology • Stellar Cartography • Exobiology			
INTEGRITY 5	CUNNING 7	STRENGTH 10	
Borg: 88 R			
[Univ] Ranjen (Sht)	ENGINEER (DQ)(Borg)		
Typical of Hirogen whose first loyalty is to a hunting group. Skilled pilot. Served as Beta-Hirogen under Idrin; challenged his obsession with collecting relics.			
• Navigation x2 • Physics			
INTEGRITY 7	CUNNING 7	STRENGTH 8	
Borg: 89 C			
[Hir][Fed] [Univ] SumeK (Sht)(Holo)	SCIENCE (DQ)(HoloAdv)		
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	
HoloAdv: 72* C			
[Univ] Takirac (Cmd)	OFFICER (DQ)(Borg)		
One of the hunters serving with Karr in 2374. Accepted an optronic datacore from Kathryn Janeway in cease-fire talks, bringing holographic technology to the Hirogen.			
• Diplomacy • Honor • Leadership			
INTEGRITY 7	CUNNING 7	STRENGTH 8	
Borg: 90 U			
Turanj (Cmd)	SECURITY (DQ)(Borg)		
Rash hunter. Grudgingly took part in a holodeck scenario of Nazi Germany's 20th-century occupation of France. Never grasped Karr's aims in studying the <i>Voyager</i> prey.			
• Treachery x2 • Leadership • Geology • Stellar Cartography			
INTEGRITY 2	CUNNING 6	STRENGTH 9	
Borg: 91 U			
[Univ] Yurond (Sht)	SCIENCE (DQ)(Borg)		
Typical of relatively inexperienced hunters still learning more advanced techniques of stalking prey. Has pursued further training as Beta-Hirogen for Karon.			
• Astrophysics • Stellar Cartography			
INTEGRITY 7	CUNNING 8	STRENGTH 8	
Borg: 92 C			
[Hir][Fed] Weiss (Cmd)(Holo)	OFFICER (DQ)(HoloAdv)		
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	
HoloAdv: 74* R			
[Hir][Dom] [Univ] Wade'idan (Cmd)(Holo)	OFFICER (DQ)(HoloAdv)		
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	
HoloAdv: 63* C			

HIROGEN: SHIPS

[Univ] Hunting Vessel	LIGHT CRUISER (DQ)(Borg)		
Small ship usually manned by a hunting pair. Often travels in groups like that which subdued <i>Voyager</i> in 2374. Its monotonium armor scatters enemy targeting scanners.			
[Sht][Sht] X=7+	number of your other staffed [Hir] ships here.	Tractor Beam	
RANGE 7	WEAPONS X	SHIELDS 9	
Borg: 125 C			

[Hir][NA] Olarra	LIGHT CRUISER (DQ)(HoloAdv)		
Stolen Hirogen ship. Commanded by Iden on his quest to free "Children of Light" from the Hirogen, Nu'u'baai, and other Delta Quadrant civilizations.			
[Cmd][Sht] Holodeck, Tractor Beam			
Your [Holo] cards may report aboard.			
RANGE 8	WEAPONS 9	SHIELDS 8	
HoloAdv: 129* R			
[Univ] Venatic Hunter	VENATIC CLASS (DQ)(Borg)		
Large ship shunned by most hunters—there is a blind spot in its engines' ion wake, and its heavy armaments reduce the challenge of a hunt. Netek commanded one.			
[Cmd][Sht][Sht] Holodeck, Tractor Beam			
RANGE 9	WEAPONS 10	SHIELDS 12	
Borg: 126 R			

KAZON: FACILITY

[Univ] Kazon Outpost	[DQ][Voy]
Since losing its homeworld, the Kazon Collective raids others, establishing outposts throughout its territory.	
Seed one at a [Kaz] or [NA] location OR build at such a location where you have a Kazon ENGINEER.	
Has no transporters. [SD] The Kazon Collective	
OUTPOST	SHIELDS 34
Voy: 55 C	

KAZON: PERSONNEL

[Univ] Corez (Sht)	SECURITY (DQ)		
Representative of Kazon aligned with the Pomnar sect. Has served as bodyguard to Minnis. Stood watch over a group of Trabe being held prisoner on Sobras.			
• Treachery • Geology [SD] Kazon Disruptor Rifle			
INTEGRITY 5	CUNNING 6	STRENGTH 7	
Voy: 142 C			
Culluh (Cmd)	OFFICER (Voy)(DQ)		
First maje of the Kazon-Nistrim. Romantically involved with Seska. Commands a Kazon Raider. Seeks to capture <i>U.S.S. Voyager</i> and its technology at any cost.			
• Leadership x2 • ENGINEER • Treachery • Greed • Archaeology • Diplomacy			
[SD] Boarding Party			
INTEGRITY 3	CUNNING 7	STRENGTH 9	
Voy: 143 R			
Haliz (Cmd)	OFFICER (Voy)(DQ)		
One of the greatest Kazon-Ogla warriors. Serves under Razik. Admired by many young Ogla, including Karden. Killed a Relora with his bare hands to earn his name.			
• Biology • SCIENCE • Leadership • Stellar Cartography			
INTEGRITY 5	CUNNING 8	STRENGTH 9	
Voy: 144 U			
[Univ] Halok (Sht)	ENGINEER (Voy)(DQ)		
Kazon-Nistrim representative of technicians in Culluh's crew. Gained knowledge of bio-neural technology in his time aboard the commandeered <i>U.S.S. Voyager</i> .			
• Astrophysics • Biology [SD] Any ENGINEER-related Equipment card			
INTEGRITY 6	CUNNING 7	STRENGTH 7	
Voy: 145 C			
Haron (Cmd)	OFFICER (Voy)(DQ)		
First maje of the powerful Kazon-Relora, blood enemies of the Nistrim. Commands countless soldiers and a vast fleet of ships—including his own Kazon Raider.			
• Leadership • Exobiology • MEDICAL • Greed • Stellar Cartography			
INTEGRITY 6	CUNNING 6	STRENGTH 8	
Voy: 146 R			
Jabin (Cmd)	OFFICER (Voy)(DQ)		
First maje of the Kazon-Ogla in 2371. Has laid claim to the Ocampo planet. His efforts to tap its subterranean resources have been thwarted by the Caretaker.			
• Leadership • Astrophysics • Geology • Treachery • Greed			
INTEGRITY 5	CUNNING 6	STRENGTH 8	
Voy: 147 U			
Karden (Sht)	OFFICER (Voy)(DQ)		
Young Kazon-Ogla now come of age. Bravely earned his name like his brother, Kinell, before him. The only Kazon to ever form a real band with a "Federation."			
• Youth • Navigation x2 • Physics • Anthropology • Biology • Honor			
INTEGRITY 8	CUNNING 8	STRENGTH 7	
Voy: 148 R			

Lagren [SH] Kazon-Ogla who maintains the settlement on the Ocampa planet. Has searched unsuccessfully for a way to penetrate the Caretaker's subterranean shield. • Physics • Geology • Exobiology INTEGRITY 5 Borg: 93 U	ENGINEER [DQ][Borg]	STRENGTH 6
Loran [Cmd] First maje of the Kazon-Hobii. Has twice attended meetings with rivals in the hopes of ending skirmishes his small sect lacks the reserves to defend against. • Leadership • MEDICAL • Physics • Archaeology INTEGRITY 5 Voy: 149 U	OFFICER [Voy][DQ]	STRENGTH 7
[Univ] Maniz [Cmd] Typical of warriors loyal to the Kazon-Nistrim sect. Supervised repairs to <i>U.S.S. Voyager</i> after its capture in 2372. Resents Seska's hold over Culluh. • Archaeology • Navigation • Leadership INTEGRITY 6 Voy: 150 C	OFFICER [Voy][DQ]	STRENGTH 8
Minnis [Cmd] First maje of the Kazon-Pommar sect. Agreed to host negotiations between the Trabe and several Kazon sects in 2372. Gained little prestige from the debacle. • Leadership • Diplomacy • Navigation • Biology • Computer Skill x2 INTEGRITY 7 Voy: 151 R	OFFICER [Voy][DQ]	STRENGTH 8
[Univ] Narret [SH] Loyal Kazon-Nistrim typical of Culluh's soldiers. Stood proudly with his maje as a bridge officer on the captured <i>U.S.S. Voyager</i> . • Honor • Computer Skill • Stellar Cartography INTEGRITY 7 Voy: 152 C	SCIENCE [Voy][DQ]	STRENGTH 6
[Univ] Rabek [SH] Kazon-Nistrim physician. Typical of personal attendants often retained by a first maje. Seska did not find his abilities particularly impressive. • Exobiology • Physics INTEGRITY 7 Voy: 153 C	MEDICAL [Voy][DQ]	STRENGTH 8
Razik [Cmd] First maje of the Kazon-Ogla. Personally oversees the training of new Ogla warriors. Intimately familiar with the base on Tarok. Commands a Kazon Warship. • Treachery • Leadership • Anthropology • Geology • SECURITY INTEGRITY 5 Voy: 154 R	OFFICER [Voy][DQ]	STRENGTH 8
Rettick [SH] Kazon-Nistrim serving under Culluh. Accompanied him at the Sobras conference. Received files from Jonas on Tom Paris' experimental transwarp flight. • SCIENCE • Computer Skill • Physics • Treachery INTEGRITY 4 Voy: 155 U	ENGINEER [Voy][DQ]	STRENGTH 7
[Univ] Ril [SH] Representative of females throughout Kazon society. Has few rights, little power. Part of the Ogla sect. One of several women romantically involved with Jabin. • Anthropology • MEDICAL • Geology INTEGRITY 7 Voy: 156 C	CIVILIAN [Voy][DQ]	STRENGTH 5
Rulat [Cmd] Kazon-Nistrim bodyguard reporting directly to Seska. Instrumental in planning the assault to take <i>Voyager</i> in 2372. • Navigation • Computer Skill • Geology • Your other [Kaz] SECURITY present are attributes all +1. INTEGRITY 7 HoloAdv: 75 U	SECURITY [DQ][HoloAdv]	STRENGTH 7
[Univ] Saldin [SH] Representative of non-military Kazon. Pledged to the Pommar sect. Bartender and cook at the dive frequented by Tera. Remembers Neelix's last visit there all too well. • Computer Skill • SECURITY • Archaeology INTEGRITY 4 Voy: 157 C	CIVILIAN [Voy][DQ]	STRENGTH 7

[Kaz][Car] Seska [Cmd] Devious Cardassian operative. Broke her cover after becoming trapped in the Delta Quadrant aboard <i>U.S.S. Voyager</i> . Formed an alliance with the Kazon-Nistrim. • Leadership • Treachery x2 • Transporter Skill • SECURITY • Exobiology • Computer Skill INTEGRITY 2 Voy: 113* R	ENGINEER [Voy][DQ]	STRENGTH 6
Surat [Cmd] First maje of the Kazon-Mostril. Has slyly arranged many brief — but effective — alliances with other majes against larger sects. Commands a Kazon Raider. • Leadership • Treachery • Diplomacy • SECURITY • Astrophysics INTEGRITY 4 Borg: 94 R	OFFICER [DQ][Borg]	STRENGTH 8
[Univ] Tamar [SH] Kazon of the Nistrim sect. Has served aboard Culluh's ship for many years. His opinions have come to carry a bit more weight with his maje than most. • Archaeology • Biology • Anthropology INTEGRITY 6 Borg: 95 C	SCIENCE [DQ][Borg]	STRENGTH 7
Tera [SH] Kazon-Pommar well connected with Minnis. Has had prior dealings with Neelix. Infatuated with a dancer who works at a bar on Sobras. Not her type. • Anthropology • Diplomacy • Treachery • Exobiology INTEGRITY 5 Voy: 158 U	OFFICER [Voy][DQ]	STRENGTH 7
Tierna [SH] Kazon-Nistrim serving as Seska's aide. Assigned a suicide mission by Culluh as part of an elaborate plan to take <i>U.S.S. Voyager</i> . Determined to succeed. • Navigation • Honor • Stellar Cartography [SD] Kazon Bomb (as an interrupt, where Tierna present). INTEGRITY 7 Voy: 159 R	SECURITY [Voy][DQ]	STRENGTH 6
Valek [Cmd] First maje of the Kazon-Ogla. Expertly uses the slim resources of his sect in hit-and-run attacks, often staged near nebulae and other astronomical phenomena. • Leadership • SCIENCE • Astrophysics • Navigation • Greed INTEGRITY 6 Voy: 160 U	OFFICER [Voy][DQ]	STRENGTH 7

KAZON: SHIPS

[Univ] Kazon Fighter [SH] Small fighter based on same design as the larger Raider. Karden commanded one when battling to earn his name. Has no transporters. May report for free aboard your Kazon Raider if no ships aboard. [SD] Blue Alert RANGE 7 Borg: 127 U	FIGHTER/SHUTTLECRAFT [DQ][Borg]	SHIELDS 5
[Univ] Kazon Raider [SH] Ship design stolen when the Trabe were overthrown in 2346. Favored by sects with more limited resources. Has no transporters. [Sif] Kazon shuttlecraft may report, be carried, and launch aboard. Tractor Beam RANGE 9 Voy: 195 C	RAIDER CLASS [Voy][DQ]	SHIELDS 7
[Univ] Kazon Shuttle [SH] Kazon shuttlecraft. Equipped with bow modifications designed to puncture a starship hull. Has no transporters. Once each turn, may take off or land. [SD] Boarding Party RANGE 6 Voy: 196 C	SHUTTLECRAFT/BOARDING POD [Voy][DQ]	SHIELDS 5
[Univ] Kazon Warship [SH] Enormous Kazon vessel used as a mobile base of operations. Dwarfs even <i>D'deridex</i> -class ships. Has no transporters. [Cmd][SH][Sif] Ships with fewer staffing icons may be carried and launched aboard. Tractor Beam RANGE 8 Voy: 197 R	PREDATOR CLASS [Voy][DQ]	SHIELDS 12

KLINGON: FACILITIES

[Univ] Klingon Empire Outpost [KCA][MM] In the mirror universe, the Klingon Empire is a member of the Klingon/Cardassian Alliance. The Alliance establishes outposts throughout its territory. Seed one OR build where you have a [KCA] ENGINEER. OUTPOST MM: 30 C	[MM]	SHIELDS 34
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Klingon Outpost The Klingon homeworld is Qo'noS. The Klingon Empire establishes outposts throughout its territory. Seed one OR build where you have a Klingon ENGINEER. OUTPOST Premiere: C	[Dom]	SHIELDS 32
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The Great Hall The Great Hall on Qo'noS is the seat of power for the entire Klingon Empire. Seeds or plays on Qo'noS. Once per turn, one Klingon Emperor, Chancellor or personnel with "High Council" in lore OR one HQ card may play for free here. (Not duplicatable.) HEADQUARTERS Dom: R	[Dom]	SHIELDS 44
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KLINGON: PERSONNEL

Arne Darwin [SH][AU]-Fed- Klingon saboteur. Disguised undercover operative. Assistant to Nilz Boris on Deep Space Station K-7. • Treachery • Klingon Intelligence • Biology • If on K-7, allows you to draw one card every turn that any [Klg] or opponent's [Fed] card reports here. INTEGRITY 3 TWT: 77 R+	CIVILIAN [TWT][DS]	STRENGTH 6
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[Univ] Atul [SH] Typical Klingon Intelligence specialist. Dispatched to Deep Space 9 with Morka and Bo'Rak to investigate Romulan activity. • Klingon Intelligence INTEGRITY 4 Dom: U	SECURITY [Dom]	STRENGTH 7
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Ba'el 1/2 Klingon, 1/2 Romulan. Romantically involved with Lieutenant Warf. Born in Romulan prison camp in Carayya system. • Anthropology • Youth INTEGRITY 6 Premiere: U	CIVILIAN	STRENGTH 4
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[Univ] Batrell [Cmd] Klingon trained as an officer for the Klingon Defense Force. Formerly in command of Narendra III outpost. • Honor INTEGRITY 7 Premiere: C	OFFICER	STRENGTH 7
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B'Elanna Daughter of Miral [SH] The half-human B'Elanna Torres embraced her Klingon heritage in dealing with the <i>Voy'jeng</i> crew. With Kohlar's help, she convinced them her child was the <i>Kavah Magh</i> . • ENGINEER • Leadership • Diplomacy • Honor • Computer Skill x2 INTEGRITY 8 HoloAdv: 76 R	ENGINEER [DQ][HoloAdv]	STRENGTH 7
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B'Etor [Cmd] Plotted with Lursa to seize power from Gowron with the support of the Romulans. Younger of the two Duras sisters. The pretty one. • Treachery • Leadership • Physics • Youth • Greed INTEGRITY 2 Premiere: R	V.I.P. [Voy][DQ]	STRENGTH 7
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[Univ] B'Jik [SH] Klingon male trained as an officer for the Klingon Defense Force. Served as a junior adjutant to the diplomatic delegation for Gowron. • Navigation INTEGRITY 4 Premiere: C	OFFICER [Voy][DQ]	STRENGTH 6
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Bo'rak [SH] Operative sent to Deep Space 9 in 2371 to spy on Romulan delegation. Modified a replicator to beam a surveillance device near the Romulans' quarters. • Cybernetics • Transporter Skill • Astrophysics • Klingon Intelligence INTEGRITY 5 DS9: R	ENGINEER [DS9]	STRENGTH 6
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Captain Koloth

[Cmd][AU] **OFFICER** **[TWT][DS]**
 Commander of *I.K.C. Gr'oth*. Sent to protect Klingon interests in Sherman's Planet. Dear to Captain Kirk.
 • **Diplomacy** • **Anthropology** • **SCIENCE** • If on *I.K.C. Gr'oth*, it is attributes all +1 for each Klingon [OS] personnel aboard (up to +3).
INTEGRITY 6 **STRENGTH 7** **CUNNING 8**
 TWT: 78 P

Chancellor Gowron

[Cmd] **V.I.P.** **[HolAdv]**
 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 [SD]** HQ: War Room [SD] Council of Warriors
INTEGRITY 6 **CUNNING 8** **STRENGTH 9**
 HolAdv: 77 R

Ch'Pak

[SH] **V.I.P.** **[Dom]**
 Klingon advocate. Skilled negotiator. Prosecuted a contrived hearing against Worf in 2372 to manipulate Federation involvement in the Klingon/Cardassian war.
 • **Diplomacy** x2 • **Treachery** • **Law** • **Computer Skill** • **Biology**
INTEGRITY 4 **CUNNING 9** **STRENGTH 6**
 Dom: R

Ch'Regha

[SH] **MEDICAL** **[DQ][Borg]**
I.K.C. Vag'teng crew member. After an initial attraction to Harry Kim, became romantically involved with Neelix. She was his little *par'machka*; he, her fearless warrior.
 • **Exobiology** • **Archaeology** • **Honor**
INTEGRITY 7 **CUNNING 6** **STRENGTH 7**
 Borg: 96 U

[Univ] Daval

[SH][AU] **SCIENCE** **[TWT][DS]**
 Klingon field scientist serving under Governor Kor. In 2267, helped establish the Klingon command center on Organia.
 • **Astrophysics** • **Computer Skill**
INTEGRITY 7 **CUNNING 6** **STRENGTH 7**
 TWT: 79 C

D'Ghor

[SH] **CIVILIAN** **[BSS]**
 Crafty but dishonored head of wealthy Klingon house. Tried to acquire the assets of the House of Kozak — using *money*. Former member of High Council.
 • **Treachery** • **Acquisition** • **Greed** • **Computer Skill**
INTEGRITY 3 **CUNNING 9** **STRENGTH 7**
 DS9: R

[Univ] Divok

[SH] **MEDICAL**
 Male trained in Klingon anatomy and medicine. Studied the effects of Tribbles on the Klingon nervous system.
 • **Biology** • **Youth**
INTEGRITY 6 **CUNNING 6** **STRENGTH 8**
 Premiere: C

[Univ] Dukath

[SH] **SCIENCE**
 Klingon trained in the field of science. Studied the effects of Berthold rays on plant life. Served aboard the *I.K.C. Pagh*.
 • **Archaeology**
INTEGRITY 5 **CUNNING 6** **STRENGTH 7**
 Prem: C

Duras

[Cmd] **V.I.P.**
 Son of Ja'rad. Contender for leadership of the Klingon High Council. Member of a powerful political family.
 • **Leadership** • **Computer Skill** • **Treachery** • **Greed**
INTEGRITY 4 **CUNNING 6** **STRENGTH 8**
 Premiere: R

[Univ] Fek'Ihr

[Holo] **V.I.P.**
 Re-creation of mythical Klingon beast. Guardian of Gre'thor, where the dishonored go to die.
 • **Honor** • **Treachery**
INTEGRITY 6 **CUNNING 1** **STRENGTH 15**
 Premiere: U

Gi'ral

CIVILIAN
 Survivor of Khitomer massacre. Wife of Tokath. Mother of Ba'el. Raised her daughter at a Romulan prison camp in the Caraya system.
 • **May build Colony** at unsolved planet mission if present there with Tokath. Ba'el scores double points there.
INTEGRITY 5 **CUNNING 5** **STRENGTH 6**
 2PG: P

[Univ] Garath

[SH] **SECURITY**
 Klingon trained in the field of security. Guarded the Klingon High Council chamber in the year of Maktoj. Served as security chief for the High'bat division.
 • **Honor**
INTEGRITY 6 **CUNNING 4** **STRENGTH 7**
 Premiere: C

Governor Worf

[Cmd][AU] **V.I.P.**
 Former member of the Klingon High Council in an alternate timeline in which, by 2395, the Klingons had taken over the Romulan Empire.
 • **SECURITY** • **Honor** x2 • **Navigation** • **Diplomacy** • **Leadership**
INTEGRITY 8 **CUNNING 7** **STRENGTH 8**
 AU: R

Gowron

[Cmd] **V.I.P.**
 Son of M'Rel. Leader of the Klingon High Council after defeating the Duras forces in the Klingon Civil War of 2367-68.
 • **Leadership** x2 • **Diplomacy** • **Honor**
INTEGRITY 8 **CUNNING 7** **STRENGTH 9**
 Premiere: R

Grilka

[SH] **V.I.P.** **[BSS]**
 Klingon female. Leader of her own House due to special dispensation granted by Chancellor Gowron. Briefly married to Quark, Son of Keldar.
 • **Honor** x2 • **Leadership** • **Biology** • **Attributes** all +3 if with any Quark.
INTEGRITY 8 **CUNNING 8** **STRENGTH 7**
 DS9: R

Hon'Tihl

[Cmd] **OFFICER** **[BOS]**
 First officer and sole survivor of the *I.K.C. Tah'Kaht*. Briefly succeeded captain Kee'Bhor. Suffering from the influence of Sallah'na energy spheres.
 • **SCIENCE** • **Geology** • **Treachery**
INTEGRITY 6 **CUNNING 6** **STRENGTH 8**
 BOG: U

Jadzia Dax

[Cmd][Mem,R,Red] **SCIENCE** **[BOS]**
 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**
 BOG: R

Ja'rad

[Cmd][AU] **V.I.P.**
 Father of Duras, Lursa and B'Etor. Disappeared shortly after transmitting security codes to the Romulans, precipitating the Khitomer massacre.
 • **Treachery** x2 • **Leadership** x1/2 • **ENGINEER** • **Computer Skill** • **Attributes** all +5 if with Toral.
INTEGRITY 2 **CUNNING 5** **STRENGTH 8**
 2PG: P

[Univ] J'Ddan

[SH] **SCIENCE**
 Klingon trained in the field of science. Smuggled Federation secrets to the Romulans in the form of amino acid codes.
 • **Exobiology** • **Treachery**
INTEGRITY 2 **CUNNING 6** **STRENGTH 6**
 Premiere: C

Jadmos

[Cmd] **OFFICER** **[P]**
 The human Benjamin Sisko assumed the identity of Jadmos, Son of Kobar to help rid the Klingon Empire of a suspected changeling at Ty'Gokar.
 • **ENGINEER** • **Navigation** • **Honor** • **May stun adversary** without Honor just engaged.
INTEGRITY 8 **CUNNING 8** **STRENGTH 8**
 2A: P

Kahless

[Cmd] **V.I.P.**
 Cloned reincarnation of Klingon spiritual leader *Kahless the Unforgettable*. Installed as ceremonial Emperor in 2369.
 • **Honor** x2
INTEGRITY 10 **CUNNING 6** **STRENGTH 8**
 Premiere: R

Kahlest

CIVILIAN
 Female *ghojmak* to young Worf in the employ of the House of Mogh prior to the Khitomer Massacre. Spurned K'mpec because "he was too fat."
 • **MEDICAL** • **Honor** • **Music** • **Klingons with Honor** are STRENGTH +2 where present.
INTEGRITY 7 **CUNNING 6** **STRENGTH 4**
 QC: U

[Univ] Kamok

[SH] **SECURITY** **[DQ][Borg]**
 Typical crewman of *I.K.C. Vag'teng*. Has low regard for Kahlar. Eagerly aided T'Greth's bid to seize a new ship after the captain foolishly destroyed their battle cruiser.
 • **Computer Skill**
INTEGRITY 5 **CUNNING 6** **STRENGTH 7**
 Borg: 97 C

Kang

[Cmd][Mem,R,Red] **OFFICER** **[BOS]**
 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**
 BOG: R

Kargan

[Cmd] **OFFICER**
 Captain of the *I.K.C. Pagh* when Commander William T. Riker served as an exchange officer.
 • **Honor** • **Computer Skill**
INTEGRITY 7 **CUNNING 5** **STRENGTH 9**
 Premiere: R

[Univ] Kar'meth

[SH] **SCIENCE** **[DQ][HolAdv]**
 One of the secondary bridge officers on *I.K.C. Vag'teng*. 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**
 HolAdv: 78 C

Kavok

[Cmd] **OFFICER** **[BOS]**
 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 [SD]** Commandeer Ship • **Physics** • **May report** directly to any empty [Fed] ship.
INTEGRITY 5 **CUNNING 6** **STRENGTH 9**
 BOG: R

K'chiQ

[AU] **CIVILIAN**
 William Riker, vested with the powers of Q, created an "ideal mate" for Lieutenant Worf.
 Discard if another K'chiQ or no male Klingon present. • **When reporting** for duty, select any skill. May change that skill at the start of each of your turns.
INTEGRITY 6 **CUNNING 4** **STRENGTH 7**
 QC: C

Kell

V.I.P.
 Male High Council emissary. Covert Romulan agent. Attempted to use Lt. Commander Geordi La Forge to assassinate Klingon Governor Vagh.
 • **Treachery**
INTEGRITY 2 **CUNNING 6** **STRENGTH 5**
 Premiere: U

[Univ] Kered

[SH][AU] **SECURITY** **[TWT][DS]**
 Klingon soldier reporting to Governor Kor. Stationed on planet Organia in 2267. On Kor's orders, helped round up Organian citizens for execution.
 • **MEDICAL** • **Archaeology**
INTEGRITY 4 **CUNNING 5** **STRENGTH 8**
 TWT: 80 C

Kitrik

[SH] **MEDICAL**
 A Klingon physician. Has a research laboratory and clinic at the Klingon outpost on Marango IV. Plays the part of "Mola" in the annual Kot'baval Festival.
 • **Exobiology** • **SCIENCE** • **Cybernetics** • **Music**
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
 QC: U

[Univ] Klag

[Cmd] **OFFICER**
 Second Officer Klag, of the *I.K.C. Pagh*, is representative of Klingon warriors throughout the Klingon Empire.
 • **Navigation**
INTEGRITY 6 **CUNNING 5** **STRENGTH 7**
 Premiere: C

[Univ] Kle'eg

[SH] **SECURITY**
 Klingon trained in the specific field of security. Guarded the House of K'mpec when K'mpec was poisoned in 2367.
 • **Honor**
INTEGRITY 6 **CUNNING 4** **STRENGTH 7**
 Premiere: C

K'mpec

[Cmd] **V.I.P.**
Klingon High Council Leader prior to Gowron. Appointed Captain Jean-Luc Picard as Arbiter of Succession in 2367.
• **Leadership** • **Diplomacy**
INTEGRITY 7 **CUNNING 8** **STRENGTH 5**
Premiere: U

K'mtar

[Cmd][AU] **V.I.P.**
Worf's son Alexander returned from 40 years in the future to influence his younger self to embrace the way of the warrior and avoid life as a peacemaker.
• **Diplomacy** • **Leadership** • **Honor** • **Attributes all +5 if with Alexander**
Rozenko.
INTEGRITY 8 **CUNNING 8** **STRENGTH 8**
AU: R

K'nera

[Cmd] **OFFICER**
Pursued the criminals Korris and Konnel in 2364 until their deaths on the *U.S.S. Enterprise*. Offered Worf a position in the Klingon Defense Force.
• **SECURITY** • **Transporter Skill** • **Honor** • **Scores 5 points when Korris or Konnel killed in battle.**
INTEGRITY 6 **CUNNING 7** **STRENGTH 7**
QC: U

Kohlra

[Cmd] **OFFICER** **[DQ][Borg]**
Captain of *I.K.C. Voa'leng*. Seized a chance to end his crew's long journey of hardship and isolation, casting the unborn child of B'Elanna Torres as the *Kuvah'Magh*.
• **Diplomacy** • **Honor** • **Anthropology** • **Leadership** • **Stellar Cartography**
[SD] Auto-Destruct Sequence
INTEGRITY 8 **CUNNING 8** **STRENGTH 7**
Borg: 98 R

Koloth

[Cmd][Nom,R,Red] **V.I.P.** **[BOG]**
Called *d'akturak*, "iceman," 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**
BOG: R

Konnel

[SH] **OFFICER**
Klingon warrior who destroyed the cruiser *T'Acog* and hijacked the Talarian ship, *Batris*, with Korris.
• **Navigation**
INTEGRITY 8 **CUNNING 5** **STRENGTH 8**
Premiere: U

Kor

[Cmd][Nom,R,Red] **V.I.P.** **[BOG]**
Dahar master. Legendary warrior. Former ambassador to Vulcan. Victorious at Klach D'Kel Brak. Sword 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**
BOG: R

Koral

[Cmd] **CIVILIAN**
Tall Klingon male. Captain of a shuttle who traded with mercenaries in 2370.
• **Navigation** • **Archaeology**
INTEGRITY 3 **CUNNING 4** **STRENGTH 10**
Premiere: U

Korax

[SH][AU] **OFFICER** **[TWT][DS]**
First officer of the *I.K.C. Gr'oth* under Captain Kaloth. Klingon expert on Regulan blood worms and Denebian slime devils. Outspoken critic of Captain Kirk.
• **ENGINEER** • **Physics** • **Exobiology**
INTEGRITY 4 **CUNNING 6** **STRENGTH 8**
TWT: 81 U

Korath

[SH] **SCIENCE**
Klingon high cleric at Boreth Monastery. Responsible for cloning *Kahless the Unforgettable* in 2369.
• **Biology** • **Archaeology** • **Anthropology**
INTEGRITY 8 **CUNNING 6** **STRENGTH 6**
Premiere: U

Korris

[Cmd] **OFFICER**
Klingon warrior who destroyed the cruiser *T'Acog* and hijacked the Talarian ship, *Batris*, with Konnel.
• **Honor**
INTEGRITY 8 **CUNNING 6** **STRENGTH 8**
Premiere: U

[Univ] Korvek

[SH][KCA] **ENGINEER** **[MM][MQ]**
Typical section head in Regent Worf's crew. Frequent target of the Regent's temperamental outbursts. Finds being a bridge officer to be a mixed blessing.
• **Computer Skill** • **Transporter Skill** • **Archaeology**
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
MM: 92 C

Kras

[Cmd][AU] **OFFICER** **[TWT]**
Klingon who tried to acquire topaline mining rights on Capella IV. Interfered in Capellan politics by supporting Maob's attempt to overthrow Teer Akkar.
• **Acquisition** • **Geology** • **Treachery** • **Navigation**
INTEGRITY 4 **CUNNING 7** **STRENGTH 8**
TWT: 82 U

[Univ] Kromm

[SH] **ENGINEER**
Klingon trained in the field of engineering. Reputed to have consumed fifteen rokeg blood pies at one sitting.
• **Physics**
INTEGRITY 5 **CUNNING 6** **STRENGTH 8**
Premiere: C

K'Tal

V.I.P.
Senior member of the Klingon High Council. Presided over the installation of Gowron as head of the council in 2367.
• **Diplomacy**
INTEGRITY 7 **CUNNING 5** **STRENGTH 5**
Premiere: U

[Univ] K'Tesh

[Holo] **ENGINEER**
Re-creation who assisted in the Age of Ascension ritual. Perfected current *pair-stick* design for ritual use.
• **Stellar Cartography**
INTEGRITY 5 **CUNNING 5** **STRENGTH 6**
Premiere: C

Kurak

[SH] **SCIENCE**
Famed female Klingon scientist and warp-field specialist who evaluated the metaphasic shield.
• **Astrophysics** • **Computer Skill** • **Physics** • **Honor**
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
Premiere: R

Kurn

[Cmd] **OFFICER**
Son of Magh. Brother of Lieutenant Worf. Member of the Klingon High Council.
• **Honor** • **Computer Skill** • **Navigation** • **Diplomacy**
INTEGRITY 8 **CUNNING 6** **STRENGTH 8**
Premiere: R

K'Vada

[Cmd] **OFFICER**
Captain K'Vada transported Jean-Luc Picard and Lt. Commander Data on an undercover mission to Romulus.
• **Leadership** • **Navigation**
INTEGRITY 8 **CUNNING 5** **STRENGTH 7**
Premiere: U

L'Kor

[Cmd] **CIVILIAN**
Klingon warrior. Believed killed at Khitomer massacre. Actually held prisoner by Romulans in Carroya system.
• **Leadership** • **Music**
INTEGRITY 7 **CUNNING 6** **STRENGTH 7**
Premiere: U

[Univ] Loreva

[KCA] **MEDICAL** **[MM][MQ]**
Female Klingon representative of medical assistants throughout the Alliance. Sees very few patients, but has assisted in countless interrogations and autopsies.
• **Exobiology**
INTEGRITY 5 **CUNNING 6** **STRENGTH 6**
MM: 93 C

Lursa

[Cmd] **V.I.P.**
Elder of the two Duras sisters. Plotted with Romulan Sela to start the Klingon Civil War of 2367-68.
• **Treachery** • **Leadership** • **Geology** • **Greed**
INTEGRITY 2 **CUNNING 8** **STRENGTH 8**
Premiere: R

Margh

[SH] **SECURITY** **[ROA]**
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

Martok

[Cmd] **OFFICER** **[Dom]**
Highly decorated general and High Council member. Accepted Worf, Alexander and Jadzia into the House of Martok. Lost his left eye battling the Jem'Hadar.
• **Leadership** • **Honor** • **Navigation x2 [SD]** • **D'k Tahg** • **Your [Mg] ships at same location are each WEAPONS +2.**
INTEGRITY 8 **CUNNING 8** **STRENGTH 9**
Dom: R

Magh

[Cmd][AU] **V.I.P.**
Father of Worf and Kurn. Followed the traitor Ja'rod to Khitomer, suspecting him of conspiring with Romulans. Rumored to have survived the massacre.
• **SECURITY** • **Leadership** • **Honor x2** • **Computer Skill** • **Archaeology** • **Music**
INTEGRITY 8 **CUNNING 6** **STRENGTH 9**
ZPG: P

Morag

[Cmd] **OFFICER**
Klingon officer who stole Federation data from Relay Station 47.
• **Computer Skill** • **Greed**
INTEGRITY 7 **CUNNING 4** **STRENGTH 8**
Premiere: U

Morak

[SH] **SCIENCE** **[DQ][Borg]**
Tactical officer of *I.K.C. Voa'leng*. Devout believer in the prophecies of the Sacred Scrolls. Banded with T'Greth in an attempt to commandeer *U.S.S. Voyager*.
• **Transporter Skill** • **Astrophysics** • **Physics**
• **If on I.K.C. Voa'leng, it is attributes all +1.**
INTEGRITY 5 **CUNNING 7** **STRENGTH 6**
Borg: 99 U

Marka

[Cmd] **OFFICER** **[DSB]**
Klingon agent sent by the High Council to keep Ruwon and Karino under surveillance. Accused Odo of insulting his honor. Threatened retribution.
• **Computer Skill** • **Klingon Intelligence** • **Geology** • **Stellar Cartography**
INTEGRITY 7 **CUNNING 6** **STRENGTH 8**
DS9: R

[Univ] N'Garen

[SH] **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**
BOG: U

Nirak

[SH] **SECURITY** **[DQ][HoloAdv]**
Chief of security aboard *I.K.C. Voa'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**
HoloAdv: 79 U

Nu'Daq

[Cmd] **OFFICER**
Captain of the *I.K.C. Mah't'H'a*. Pursued DNA program in 2369.
• **Archaeology** • **Navigation** • **Exobiology**
INTEGRITY 8 **CUNNING 5** **STRENGTH 8**
Premiere: U

[Klg][Fer] Quark Son of Keldar

[SH] **CIVILIAN** **None or [BOG]**
Quark wedded Griika by *brek'tal* ritual to head the House of Kazak (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 Griika.**
INTEGRITY 5 **CUNNING 7** **STRENGTH 4**
TA: P (WB) or BOG: R (BB)

Regent Worf

[Cmd][KCA] **V.I.P.** **[MM][MQ]**
Commander in chief of the Klingon/Cardassian Alliance, General *Worf* rules with an iron fist—often literally.
• **OFFICER** • **Treachery** • **Leadership** • **Navigation** • **On a [KCA] ship, may select any matching [KCA] personnel aboard as its matching commander.**
[SD] Make It So
INTEGRITY 5 **CUNNING 6** **STRENGTH 10**
MM: 94 R+

Rinox

[Cmd][KCA] **OFFICER** **[MM][MQ]**
Oafish crewman serving Regent Worf. Keeper of the key to Security Chief Garak's restraining collar. Accused the Cardassian of stealing it. Found it in his own boot.
• **ENGINEER** • **Archaeology** • **Treachery [SD]** • **Prisoner Escort**
INTEGRITY 3 **CUNNING 4** **STRENGTH 8**
MM: 95 U

[Univ] Rukor

[SH][KCA] **OFFICER** **[MM][MQ]**
 Chief helmsman aboard Regency 1. Survivor of several Badlands expeditions in search of the rebel stronghold — more than any other pilot in the Alliance.
 • **Navigation x2** • **Astrophysics**
INTEGRITY 6 **CUNNING 7** **STRENGTH 7**
 MM: 96 U

[Rom][Klg] Sisters of Duras

[SH][SH] **V.I.P. + V.I.P.** **[Faj]**
 Lursa and B'Etor, like their father before them, collaborated with the Romulan Star Empire.
 Do not work with Klingons who have Honor.
Lursa: • **Treachery** • **Leadership** • **Geology** • **Greed**.
B'Etor: • **Treachery** • **Physics** • **Youth** • **Greed**
INTEGRITY 2+2 **CUNNING 8+8** **STRENGTH 8+7**
 Faja: P

Sons of Mogh

[Cmd][Cmd] **OFFICER+SECURITY** **[P]**
 Klingon brothers. Kurn and Warf fought together during the Klingon Civil War of 2367-68 to help Gowron restore stability and honor to the Empire.
Kurn: • **Honor** • **Computer Skill** • **Navigation**
Warf: • **Honor x2** • **Navigation** • **Diplomacy**
INTEGRITY 8+8 **CUNNING 6+6** **STRENGTH 8+10**
 EP: 5 P

[Univ] Targ

ANIMAL
 Horned, furry, ferocious boar-like animal. A popular Klingon pet. Lieutenant Warf had one as a child. Heart of Targ is a Klingon delicacy. This one is male.
 • **All non-Targ Klingons STRENGTH +1 where present**. • **Nullifies one just-played Rague Borg where present**.
INTEGRITY 4 **CUNNING 1** **STRENGTH 5**
 AU: C

Telok

[Cmd][KCA] **SECURITY** **[MM][MQ]**
 Served for four years as a bodyguard in the house of Duras. Took a position aboard Terok Nor to escape the unpredictable demands of Lursa and B'Etor.
 • **Leadership** • **Computer Skill** • **Treachery** • **Stellar Cartography**
INTEGRITY 4 **CUNNING 6** **STRENGTH 9**
 MM: 98 U

T'Greth

[Cmd] **OFFICER** **[DQ][Borg]**
 Kohlar's first officer; scorned his reading of the Scrolls. Defeated in combat by Tom Paris when the *Nehret* set in. Cured by the *Kuvah'Mogh* — with The Doctor's help.
 • **Leadership** • **Geology** • **Navigation** • **ENGINEER**
INTEGRITY 5 **CUNNING 7** **STRENGTH 7**
 Borg: 100 U

Thopok

[SH] **SECURITY** **[TWT]**
 Lady Grikka's bodyguard and would-be suitor. Bad-tempered commander of the guard for the House of Grikka. Despises the Ferengi coward Son of Keldar.
 • **Biology** • **Transporter Skill [SD]** **Bar'leth**
INTEGRITY 6 **CUNNING 6** **STRENGTH 9**
 TWT 83: U

T'Kar

[SH] **SECURITY** **[DBS]**
 Klingon mercenary used by Verad. Helped capture Jadzia in an attempt to steal the Dax symbiont.
 • **Navigation x2** • **ENGINEER** • **Treachery**
INTEGRITY 3 **CUNNING 7** **STRENGTH 9**
 DS9: U

Toq

CIVILIAN
 Klingon male, born in Romulan prison camp in Carraya system. Protege of Lieutenant Warf.
 • **Leadership** • **Computer Skill** • **Youth**
INTEGRITY 6 **CUNNING 5** **STRENGTH 6**
 Premiere: U

Torak

V.I.P.
 Governor Torak served near the Federation border commanding Sector 2520 in 2369.
 • **Diplomacy** • **Geology**
INTEGRITY 5 **CUNNING 4** **STRENGTH 7**
 Premiere: U

Toral

[SH] **V.I.P.**
 Illegitimate son of Duras. Claimed leadership position on the High Council at bidding of half sisters, Lursa and B'Etor.
 • **Leadership x1/2** • **Youth**
INTEGRITY 6 **CUNNING 5** **STRENGTH 6**
 Premiere: U

[Univ] Torin

SCIENCE
 Klingon male trained in the field of science. Studied the effects of warp propulsion on subspace.
 • **Astrophysics**
INTEGRITY 7 **CUNNING 6** **STRENGTH 6**
 Premiere: C

Tumek

CIVILIAN **[TWT]**
 Klingon elder. Longtime advisor and attendant to the House of Kozak. Conducted *brek'tal* ritual for the Lady Grikka and her Ferengi mate, Quark Son of Keldar.
 • **Exobiology** • **Honor** • **SCIENCE** • **Law [SD]** **Grikka**
INTEGRITY 8 **CUNNING 7** **STRENGTH 6**
 TWT: 84 U

[Univ] T'Vor

[SH][KCA] **SCIENCE** **[MM][MQ]**
 Science officer in the Klingon/Cardassian Alliance. Assigned to Terok Nor. Finds the station rife with gossip, backstabbing, and treachery. Likes it that way.
 • **Geology** • **Stellar Cartography**
INTEGRITY 5 **CUNNING 7** **STRENGTH 7**
 MM: 97 C

Vagh

V.I.P.
 Klingon governor of the Kriosian system. Target of an assassination attempt by Lt. Commander Geordi La Forge, acting under Romulan mind control.
 • **Diplomacy** • **Anthropology**
INTEGRITY 7 **CUNNING 5** **STRENGTH 6**
 Premiere: U

[Univ] Vartog

[Cmd][KCA] **OFFICER** **[MM][MQ]**
 First officer of the Alliance battle cruiser that intercepted Kira and Bashir's runaway when they first crossed over to the mirror universe.
 • **Biology** • **Transporter Skill**
INTEGRITY 5 **CUNNING 5** **STRENGTH 8**
 MM: 99 C

[Univ] Vekma

[SH] **MEDICAL**
 Klingon female trained in Klingon anatomy and medicine. Propositioned Commander William T. Riker on the *I.K.C. Pagh* in 2365.
 • **Honor**
INTEGRITY 6 **CUNNING 5** **STRENGTH 6**
 Premiere: C

[Univ] Voktak

[SH] **OFFICER** **[BOG]**
 Typical front-line Klingon officer. Engaged Federation forces on Aijlan 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**
 BOG: C

[Univ] Wo'Din

[SH] **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**
 BOG: C

Warf Son of Mogh

[Cmd] **SECURITY** **[P] OR [BOG]**
 Warf 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'1** • **If with Gowron on I.K.C. Bortas, it is all attributes +3**.
INTEGRITY 8 **CUNNING 6** **STRENGTH 10**
 Dom: P (WB) or BOG: R (BB)

Yeto

[SH] **SCIENCE** **[DBS]**
 Particularly brusque Klingon who aided Verad's takeover of Deep Space 9 in 2370. Immobilized Odo in a containment device.
 • **Treachery** • **Stellar Cartography** • **Transporter Skill**
INTEGRITY 4 **CUNNING 5** **STRENGTH 7**
 DS9: R

[Univ] Zetal

[SH] **SCIENCE** **[BOG]**
 Typical skilled Klingon serving 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**
 BOG: C

KLINGON: SHIPS**[Univ] Alliance K'Vor**

[KCA] **K'VORT CLASS** **[MM][MQ]**
 Klingon Bird-of-Prey. Standard patrol and pursuit craft of the Klingon/Cardassian Alliance. One of the most expendable elements of the Regent's fleet.
[KCA] Tractor Beam
RANGE 8 **WEAPONS 7** **SHIELDS 7**
 MM: 124 C

[Univ] Alliance Vor'Cha

[KCA] **VOR'CHA CLASS** **[MM][MQ]**
 Fast and powerful battle cruiser. Backbone of the Alliance fleet. Their only weakness is in their targeting systems; they've been known to chase warp shadows.
[Cmd][Shf][KCA] Tractor Beam
RANGE 9 **WEAPONS 9** **SHIELDS 8**
 MM: 125 C

[Rom][Klg] [Univ] Battle Cruiser

[AU] **D-7 CLASS** **[MM][DBS]**
 Klingon battle cruiser, circa 2267. Some were provided to the Romulan Star Empire in exchange for cloaking technology. Commander Charvonek captained one.
[AU] Cloaking Device, Tractor Beam [SD] Any [Univ][OS] Klingon or Romulan
RANGE 6 **WEAPONS 5** **SHIELDS 5**
 MM: 129 C

[Rom][Klg] Cha'joh

CLASS D-12 SCOUT VESSEL **[DBS]**
 Small, obsolete, twenty-year-old Bird-of-Prey commanded by Lursa and B'Etor, the Sisters of Duras.
 May not be carried aboard Birds-of-Prey. May benefit from two matching commanders. Cloaking Device.
RANGE 7 **WEAPONS 5** **SHIELDS 5**
 DS9: R

I.K.C. Bortas

VOR'CHA CLASS
 Flagship commanded by Gowron during the Klingon Civil War of 2367-68. Lieutenant Warf briefly served aboard as a weapons officer.
[Cmd][Shf][Stf] Cloaking Device, Tractor Beam
RANGE 9 **WEAPONS 9** **SHIELDS 7**
 Premiere: R

I.K.C. Buruk

K'VORT CLASS
 Klingon Bird-of-Prey used to transport Gowron to rendezvous with the *U.S.S. Enterprise* in 2367.
[Shf] Cloaking Device, Tractor Beam
RANGE 8 **WEAPONS 7** **SHIELDS 6**
 Premiere: R

I.K.C. Chang

[AU][Mem,L,Blue] **VOODIEE CLASS** **[Faj]**
 Patrolled the Devon system with sister ship *I.K.C. Fek'Ihr*. Formerly commanded by Governor Warf.
[Cmd][Shf][AU][AU] Cloaking Device, Holodeck, Tractor Beam
 If your *I.K.C. Fek'Ihr* in play, it has a **[Mem,L,Blue]** icon and both ships reduce staffing by one **[AU]** icon.
RANGE 10 **WEAPONS 9** **SHIELDS 9**
 Faja: P

I.K.C. Fek'Ihr

[AU] **VOODIEE CLASS**
 Destroyed *U.S.S. Pasteur* in an alternate future, only to be thwarted by the future *Enterprise*. Named for the ferocious Guardian of Gre'thor.
[Cmd][Shf][AU][AU] Cloaking Device, Holodeck, Tractor Beam
RANGE 11 **WEAPONS 9** **SHIELDS 8**
 AU: R

I.K.C. Gr'oth

[AU] **D-7 CLASS** **[TWT]**
 Battle cruiser commanded by Koloth. Dispatched to Federation station K-7, under pretense of shore leave, to further the Empire's plans for Sherman's Planet.
[AU] Tractor Beam, [SD] Any Klingon [OS] personnel.
RANGE 6 **WEAPONS 6** **SHIELDS 5**
 TWT: 110 R+

I.K.C. Hegh'ta

K'VORT CLASS
 Bird-of-prey commanded by Kurn in support of Gowron during the Klingon Civil War of 2367-68.
[Shf] Cloaking Device, Tractor Beam
RANGE 8 **WEAPONS 7** **SHIELDS 7**
 Premiere: R

I.K.C. Ki'tang

K'VORT CLASS **[MM]**
 Klingon Bird-of-Prey that fought in the Dominion War. Immune to the Breen energy-dampening weapon due to a fortuitous tritium intermix adjustment.
[Shf] Cloaking Device, Tractor Beam [SD] Intermix Ratio
RANGE 7 **WEAPONS 8** **SHIELDS 7**
 MM: 126 U

I.K.C. Koraga

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

I.K.C. K'Ratak

K'VORT CLASS
Bird-of-Prey named in honor of the author of the classic work of Klingon literature, *The Dream of the Fite*.
[SH] Cloaking Device, Tractor Beam
RANGE 6 WEAPONS 8 SHIELDS 6
AU: C

[Univ] I.K.C. K'Vort

K'VORT CLASS
Class of ships identical in configuration to the classic B'rel class Klingon Bird-of-Prey, although much larger.
[SH] Cloaking Device, Tractor Beam
RANGE 8 WEAPONS 6 SHIELDS 6
Premiere: C

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.
[SH] Cloaking Device, Tractor Beam
RANGE 7 WEAPONS 7 SHIELDS 7
BOG: R

I.K.C. Mah't-H'a

VOR'CHA CLASS
Commanded by Nu'Daq during the chase for clues to a four-billion-year-old genetic message in 2369.
[Cmd][SH][SH] Cloaking Device, Tractor Beam
RANGE 8 WEAPONS 9 SHIELDS 8
QC: R

I.K.C. Negh'Var

NEG'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.
[Cmd][SH][SH] Cloaking Device, Holodeck, Tractor Beam
RANGE 9 WEAPONS 10 SHIELDS 9
BOG: R

I.K.C. Ning'tao

K'VORT CLASS (TWT)
Bird-of-Prey commanded by Kor in 2375. Held off a fleet of ten pursuing Jem'Hadar warships. Presumed lost in glorious battle. Now the subject of legend.
[SH] SHIELDS +2 for each opposing [Dom] ship here. Cloaking Device, Tractor Beam
RANGE 7 WEAPONS 7 SHIELDS 7
TWT: 111 R

I.K.C. Pagh

K'VORT CLASS
Battle cruiser under the command of Captain Kargan. Commander William T. Riker served aboard as an exchange officer in 2365.
[SH] Cloaking Device, Tractor Beam
RANGE 8 WEAPONS 7 SHIELDS 6
Premiere: R

I.K.C. Qu'Yat

VOR'CHA CLASS (BSS)
Attack cruiser that carried Governor Torak on an investigation into the death of a Starfleet officer at Relay Station 47.
[Cmd][SH][SH] Cloaking Device, Tractor Beam
RANGE 9 WEAPONS 8 SHIELDS 8
Premiere: R

I.K.C. Rotarran

K'VORT CLASS (Dom)
Bird-of-prey stationed at Deep Space 9 during the war against the Dominion. Commanded by Martok. Led many raids into Cardassian and Dominion space.
[SH] Cloaking Device, Tractor Beam
RANGE 7 WEAPONS 7 SHIELDS 8
Dom: R

I.K.C. Toh'Kaht

VOR'CHA CLASS (BSS)
Klingon cruiser dispatched to the Gamma Quadrant on a biosurvey mission. Commanded by first officer Hor'Tihl after its captain was killed in battle.
[Cmd][SH][SH] Attributes all +1 in Gamma Quadrant. Cloaking Device, Tractor Beam
RANGE 8 WEAPONS 8 SHIELDS 8
DS9: R

I.K.C. T'Ong

K'TINGA CLASS
A Klingon sleeper ship from the 23rd century, an era when Klingons despised humans and attacked them on sight. Commanded by K'Temok.
[Cmd] Cloaking Device. Reports at end of spacetime with up to 3 personnel.
RANGE 5 WEAPONS 6 SHIELDS 6
QC: U

I.K.C. Vaq'eng

D-7 CLASS (DQ][Borg)
23rd-century battle cruiser. Believing the Empire had lost its way, the original crew set out over a century ago from the Alpha Quadrant on a quest to find the *Kwah'Magh*.
[SH] Cloaking Device, Tractor Beam [SD] Home Away From Home
RANGE 6 WEAPONS 5 SHIELDS 6
Borg: 128 R

[Univ] I.K.C. Vor'Cha

VOR'CHA CLASS
Large attack cruiser. The modern mainstay of the Klingon Defense Force.
[Cmd][SH][SH] Cloaking Device, Tractor Beam
RANGE 9 WEAPONS 8 SHIELDS 7
Premiere: C

I.K.C. Vorn

K'VORT CLASS
Klingon Bird-of-Prey used to transport Duras to meet with the Klingon Arbiter of Succession in 2367.
[SH] Cloaking Device, Tractor Beam
RANGE 8 WEAPONS 7 SHIELDS 6
Premiere: U

Regency 1

[KCA] NEG'VAR CLASS (MM][MQ)
Massive flagship of the Klingon/Cardassian Alliance. Commanded by Regent Warf. Has a stolen cloaking device installed—and sabotaged—by Rom.
[Cmd][SH][SH][KCA] Tractor Beam [SD] Stolen Cloaking Device
RANGE 10 WEAPONS 10 SHIELDS 10
MM: 127 R

NEUTRAL: FACILITIES**Colony**

Communities are commonly founded on uninhabited planets. Many are not charted by the Federation.
Build on any planet mission you completed. Any Away Team unopposed here at start of its owner's turn scores 1 point for each personnel (2 for each CIVILIAN).
STATION SHIELDS 18
QC: C

Empok Nor

[Dom]
Uncontrolled: Cardassian mining station abandoned in 2372.
Seeds (uncontrolled) during mission phase at a [Univ] mission. Dilemmas related to Empok Nor may seed beneath station. No reporting aboard. Once no dilemmas remain, any player may commandeer; then flip over. (Not duplicatable.)
STATION WEAPONS 0 SHIELDS 16

Controlled: Abandoned mining station recently repaired and activated.
When first flipped, each player may download to station any number of different compatible Site and Equipment cards. Normal reporting now allowed. (Not duplicatable.)
STATION WEAPONS 6 SHIELDS 34
Dom: R

Neutral Outpost

A common space station design used by many races for research or trade. Personnel and ships from all affiliations are frequent visitors at such facilities.
Seed one at any [S] mission OR build at any [S] mission where you have any ENGINEER. Does not repair ships.
OUTPOST SHIELDS 24
AU: C

Terraforming Station

Planets such as Velara III can be transformed to support life. The process takes many decades.
Seed one at any planet mission. If still in play at end of game, redefine that mission's requirements for next game with same opponent.
STATION SHIELDS 16
QC: R

NEUTRAL: PERSONNEL**Spot**

ANIMAL (Faj)
Feline cat who lives aboard the *U.S.S. Enterprise*. Sometimes mistaken for a male. Finicky gourmet. Has refused over 74 different feline supplements.
• Has 9 lives ("stopped" when killed first 8 times). • Once every turn, may "pounce" to disable until end of turn any one personnel present (and herself).
INTEGRITY 4 CUNNING 2 STRENGTH 4
Faj: P

NON-ALIGNED: FACILITY**Husnock Outpost**

[P]
The sudden eradication of the entire Husnock race left its many outposts vacant. Various affiliations take advantage of these available facilities.
Seed at any [NA] location. You may seed one [Univ] Husnock Ship face up here. Extends only 25% of its SHIELDS to ships.
OUTPOST SHIELDS 40
OTSD: P

[Univ] Nekrit Supply Depot

[DQ][Voy]
Trade center for mining and commercial vessels. Located on the border of the Nekrit Expanse.
Seed one at any mission that is in (or adjacent to) the Nekrit Expanse Region OR build at such a mission where you have a Non-Aligned [DQ] ENGINEER.
OUTPOST SHIELDS 32
Voy: 56 S

NON-ALIGNED: PERSONNEL**10 and 01**

[SH][SH] ENGINEER+ENGINEER (Dom)
Paired Bynars from the planet Bynaus. In the year 100100111100, upgraded weapons and holodeck systems of the *U.S.S. Enterprise* at Starbase 01001010.
10: • Computer Skill x2 [SD] Amy Bynars card
01: • Nullifies all Computer Crash cards in play.
INTEGRITY 4+4 CUNNING 8+8 STRENGTH 2+2
Dom: R

Ah-Kel and Ro-Kel

[Cmd][Cmd] OFFICER+OFFICER (HoloAdv)
Mirador 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
HoloAdv: 80 R

Ajur

[SH][AU] SECURITY
A female Vorgan criminal from the 27th century who ruthlessly sought artifacts with partner Baratus. Hunted the Tox Uhat by returning to 2366.
• Once per game, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection).
INTEGRITY 1 CUNNING 8 STRENGTH 3
AU: U

Altovar

[SH] MEDICAL (BSS)
Lethan male. Attempted to steal biomimetic gel from Deep Space 9 infirmary in 2371. Attacked Julian Bashir, causing telepathically induced coma.
• Exobiology • Empathy • Greed
INTEGRITY 2 CUNNING 8 STRENGTH 6
DS9: R

[NA][Fer] Aluura

CIVILIAN (ROA)
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

Amarie

CIVILIAN
Four-armed pianist. Information broker. Ex-wife of arms smuggler. Four times widowed. Quolor II lounge performer. Knows *Aktuh* and *Melota*. Salt sucker.
• Music
INTEGRITY 5 CUNNING 9 STRENGTH 2
Premiere: U

[Univ] Amaras

[SH][Man] ENGINEER (BSS)
Maquis terrorist. Cal Hudson's co-pilot. Helped abduct Gul Dukat, blaming him for supplying illegal weapons to Cardassians in the Demilitarized Zone.
• Navigation • Physics
INTEGRITY 6 CUNNING 6 STRENGTH 7
DS9: C

Anastasia Komananov

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

[NA][Fed][Univ] Angelo Tassoni
[SH] **SECURITY** **[DQ][Borg]**
 One of the U.S.S. *Equinox* crewmen stripped of rank by Kathryn Janeway upon joining U.S.S. *Voyager*. Fit in with his new crew without major incident.
 • **Navigation**
INTEGRITY 5 **CUNNING 6** **STRENGTH 7**
 Borg: 68* C

Anya

CIVILIAN **[Dom]**
 Female allasomorph. Shapeshifting guardian of Salia. Scouts ahead before declaring environment safe. Will do anything to protect Salia and the hope she represents.
 • **SECURITY** • **Honor** • **If present, must replace Salia just randomly selected.**
[SD] Salia
INTEGRITY 9 **CUNNING 5** **STRENGTH 8**
 Dom: U

Arachnia

[Cmd] **V.I.P.** **[DQ][HoloAdv]**
 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**
 HoloAdv: 82 R

Arandis

CIVILIAN **[ROA]**
 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] Jamahoran
INTEGRITY 7 **CUNNING 6** **STRENGTH 4**
 ROA: R

Arturis

[SH] **ENGINEER** **[Voy][DQ]**
 Gifted linguist. Built the *Davntless* to deceive and punish the *Voyager* crew. Blames them for the recent assimilation of his people, "Species 116," by the Borg.
 • **ENGINEER** • **Diplomacy** • **Anthropology** • **Computer Skill** • **Treachery**
[SD] Construct Starship
INTEGRITY 5 **CUNNING 10** **STRENGTH 6**
 Voy: 161 R

[NA][Fed][Univ] Ayala

[SH][Man] **SECURITY** **[Voy][DQ]**
 Versatile Maquis who has served exceptionally aboard U.S.S. *Voyager*. His many assignments have included tactical, ops, and guarding the brig.
 • **Astrophysics**
INTEGRITY 7 **CUNNING 7** **STRENGTH 7**
 Voy: 114* C

Balak

[Cmd][AU] **OFFICER** **[MM][DS]**
 Humanoid envoy from the First Federation. Gentle, benevolent, and mature adult male, despite his youthful appearance. Enjoys drinking tranya.
 • **Diplomacy** • **Honor** • **Leadership**
INTEGRITY 8 **CUNNING 8** **STRENGTH 4**
 MM: 100 U

Baran

[Cmd] **OFFICER**
 Male captain of a mercenary ship raiding archaeological sites to find the Stone of Gol.
 • **Greed** • **Archaeology** • **Exobiology** • **Computer Skill**
INTEGRITY 3 **CUNNING 8** **STRENGTH 6**
 Premiere: U

Barash

CIVILIAN **[HoloAdv]**
 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**
 HoloAdv: 83 R

Barry Waddle

[SH][Orb] **CIVILIAN** **[TWT]**
 Outcast Klingon agent posing as a human trader. Former alias: Arne Darwin. Plotted to destroy James T. Kirk. Envisioned his statue in the Hall of Warriors.
 • **Treachery** • **Navigation** • **Computer Skill** • **May nullify HQ: Return Orb to Bajor [SD] Tribble Bomb**
INTEGRITY 3 **CUNNING 6** **STRENGTH 2**
 TWT 85: R+

B'Elanna

[SH][Man] **ENGINEER** **[Borg]**
 An aggressive 1/2 Klingon, 1/2 human, B'Elanna Torres left Starfleet Academy during her second year. Joined the Maquis after Captain Chakotay saved her life.
 • **SECURITY** • **Computer Skill x2** • **Astrophysics**
 • **If aboard a [Maq] ship, it is attributes all +2.**
INTEGRITY 6 **CUNNING 8** **STRENGTH 8**
 Borg: 101 R

[NA][Fed] B'Elanna Torres

[SH][Man] **ENGINEER** **[Voy][DQ]**
 Former Maquis who became chief engineer of U.S.S. *Voyager*. Her Klingon and human halves are often at odds with each other. Married Tom Paris in 2377.
 • **ENGINEER** • **Computer Skill x2** • **Astrophysics** • **Cybernetics** • **Transporter Skill**
INTEGRITY 7 **CUNNING 8** **STRENGTH 8**
 Voy: 115* R

Berlingoff Rasmussen

[AU] **CIVILIAN**
 A thief from 22nd century New Jersey. Stole a time travel pod. Tried to pass as a 26th century historian to the crew of the 24th century U.S.S. *Enterprise*.
 • **Treachery** • **Archaeology** • **Greed** • **May nullify Time Travel Pod if present.**
[Discard both]
INTEGRITY 2 **CUNNING 6** **STRENGTH 4**
 AU: R

Beverly and Will

[SH][SH] **CIVILIAN + CIVILIAN** **[P]**
 When Data was lost with amnesia on Barkon IV, his human shipmates Beverly Crusher and William T. Riker disguised themselves as Barkonians to find him.
 • **Beverly:** • **MEDICAL x2** • **Biology [SD] Any tricorder**
 • **Will:** • **Navigation** • **Diplomacy** • **Anthropology**
INTEGRITY 7+7 **CUNNING 7+8** **STRENGTH 4+7**
 EP: 1 P

Bok

[Cmd] **OFFICER**
 Former Ferengi DaiMon. Son killed by Captain Jean-Luc Picard in battle. Seeks revenge at all costs.
 • **Greed** • **ENGINEER** • **Treachery** • **Computer Skill**
INTEGRITY 4 **CUNNING 9** **STRENGTH 4**
 Premiere: U

Boratus

[AU] **SECURITY**
 Male Vorgan criminal from the future. Aims to steal artifacts with partner Ajur. Once hunted the Tax Uthar discovered by Jean-Luc Picard on Risa.
 • **Once pergame, if alone with Archaeology on a planet, may destroy all but 3 seed cards there (random selection).**
INTEGRITY 1 **CUNNING 5** **STRENGTH 7**
 AU: U

Buster Kincaid

[SH] **OFFICER** **[DQ][HoloAdv]**
 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**
 HoloAdv: 84 R

[Univ] Calandra

CIVILIAN **[ROA]**
 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

Captain Chakotay

[Cmd][Man] **OFFICER** **[Borg]**
 Former Starfleet officer who resigned to defend his home colony. Chakotay leads a loyal group of Maquis rebels in raids on Cardassian targets near the Badlands.
 • **Leadership** • **Navigation** • **Anthropology** • **Honor**
 • **Your other [Maq] personnel here are attributes all +2.**
INTEGRITY 8 **CUNNING 8** **STRENGTH 8**
 Borg: 102 R

Captain Proton

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

Carlos

CIVILIAN **[HoloAdv]**
 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**
 HoloAdv: 86 R

[NA][Fed] Chakotay

[Cmd][Man] **OFFICER** **[Voy][DQ]**
 Former Maquis leader now serving as first officer on U.S.S. *Voyager*. Deeply spiritual. Honors the heritage of his grandfathers, though far from their sacred places.
 • **Leadership** • **Navigation** • **Diplomacy** • **Anthropology x2** • **Archaeology**
 • **Honor**
INTEGRITY 8 **CUNNING 8** **STRENGTH 8**
 Voy: 117* R

Chaotica

[Cmd][Holo] **V.I.P.** **[DQ][HoloAdv]**
 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**
 HoloAdv: 87 R

[NA][Fed] Chell

[SH][Man] **ENGINEER** **[Voy][DQ]**
 Talkative Bolian. Underwent field training soon after coming aboard U.S.S. *Voyager*. Has been a model — though somewhat paranoid — crewman ever since.
 • **Computer Skill** • **Anthropology** • **Biology** • **Navigation**
INTEGRITY 6 **CUNNING 5** **STRENGTH 5**
 Voy: 118* U

[Univ] Coutu

[Cmd] **CIVILIAN** **[DSB]**
 Male from Parada II. Typical of rebels who supported peace talks with the Paradan government. Rescued Miles O'Brien from government forces in 2370.
 • **Diplomacy** • **Honor** • **Exobiology**
INTEGRITY 8 **CUNNING 7** **STRENGTH 7**
 DSB: C

[Univ] Cravic Unit 122

[Cmd][Man,Org,A] **OFFICER** **[DQ][HoloAdv]**
 Standard Automated Commander built by the Cravic to wage war on the Profor. 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**
 HoloAdv: 88 C

Cyrus Redblock

[Holo] **CIVILIAN** **[HoloAdv]**
 Civil but dangerous gangster. Believes in killing when for a purpose. 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 3 **CUNNING 8** **STRENGTH 6**
 HoloAdv: 89 R

[Univ] Danderdag

[SH] **SECURITY** **[TWT]**
 "We are Pakleds. We want to be strong."
 • **Computer Skill** • **Navigation**
INTEGRITY 6 **CUNNING 3** **STRENGTH 7**
 TWT: 86 C

Data's Body

[AU][Cmd] **OFFICER**
 Soong-type android recovered from Devidia II. Disabled unless Data's Head attached. (When attached, Data's Head does not enhance ship.) • **ENGINEER** • **Computer Skill** • **Music** • **Astrophysics**
 • **Exobiology** • **During seed phase, may report for duty at your outpost.**
INTEGRITY 8 **CUNNING 2** **STRENGTH 12**
 QC: R

Dathon

[Cmd] **OFFICER**
 "Darmok and Jalad at Tanagra. The beast of Tanagra. Rosani, his army. Picard and Dathon at E!-Adrel. Sokath, his eyes uncovered!"
 • **Diplomacy x2** • **Leadership** • **Honor** • **Nullifies Tamarian-related dilemmas where present.**
INTEGRITY 9 **CUNNING 8** **STRENGTH 6**
 AU: R

Deputy Rozhenko

SECURITY **[HoloAdv]**
 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**
 HoloAdv: 90 U

Devinoni Rai

V.I.P.
1/2 Betazoid, 1/2 Human. Skilled negotiator. Abused his empathic powers to gain advantage. Had a dangerous liaison with Counselor Deanna Troi.
• **Empathy** • **Diplomacy** • **Treachery**
INTEGRITY 3 CUNNING 9 STRENGTH 3
Premiere: U

Dixon Hill

CIVILIAN (HoloAdv)
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.** [SD] Dixon Hill's Business Card
INTEGRITY 8 CUNNING 8 STRENGTH 6
HoloAdv: 91 UR

[Univ] Dr. Farek

(Cmd) MEDICAL
Dr. Farek is representative of a male Ferengi trained in medicine. Seized control of the D'Kora class Ferengi Marauder, *Krayton*, in 2366.

• **Greed**
INTEGRITY 2 CUNNING 8 STRENGTH 3
Premiere: C

Dr. Ma'Bar Jetrel

(SH) SCIENCE (Voy][DQ])
Haakonian who developed the metreon cascade weapon. Deeply regretful of the hundreds of thousands of Talaxians killed by his invention. Dying of metremia.
• **MEDICAL** • **Exobiology** • **Physics** • **Honor**
INTEGRITY 7 CUNNING 9 STRENGTH 4
Voy: 162 R

Dr. Neria

(SH) MEDICAL (Voy][DQ])
Vhnori thanatologist. Studied Hany Kim in the hopes of learning more about his people's afterlife. Believes the truth is out there.
• **Anthropology** • **Biology** • **Physics**
INTEGRITY 6 CUNNING 7 STRENGTH 4
Voy: 163 U

Dr. Noah

(Holo) CIVILIAN (HoloAdv)
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
HoloAdv: 92 R

[Univ] Dr. Nydom

(SH) MEDICAL (DSS)
Male T'Loni. Typical medical technician. Worked on harvester virus elimination project in 2370.
• **Biology** • **Honor**
INTEGRITY 8 CUNNING 7 STRENGTH 6
DSS: C

Dr. Reyga

(SH) SCIENCE
Ferengi male scientist. Inventor of the revolutionary, but controversial, metaphasic shield technology. Endured skepticism from the scientific community.
• **ENGINEER** • **Stellar Cartography** • **Astrophysics**
INTEGRITY 6 CUNNING 9 STRENGTH 5
Premiere: U

Dr. Roger Karby

(AU) MEDICAL (MM][DSS)
"The Pasteur of archaeological medicine." Christine Chapel's missing fiancé. Disappeared on *Exo III*. Before dying, placed his consciousness in this android body.
• **Archaeology** • **Computer Skill** • **Cybernetics** [SD] Scorched Hand
INTEGRITY 5 CUNNING 9 STRENGTH 8
MM: 101 U

Dr. Soong

(SH)(Nom,R,Yellow) SCIENCE (Fajin)
Reclusive genius who perfected the positronic brain originally proposed in the 20th century. Ex-husband of Juliana. "Father" of the androids Data and Lore.
• **Cybernetics x2** • **Computer Skill** • **ENGINEER** • **Once each turn, may reprogram any androids present.**
INTEGRITY 6 CUNNING 12 STRENGTH 1
Fajin: P

Duchamps

(Holo) CIVILIAN (HoloAdv)
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 Wolf.
• **At start of battle, may stun up to three adversaries present (your choice).**
• **SECURITY** • **Treachery**
INTEGRITY 4 CUNNING 7 STRENGTH 8
HoloAdv: 93 R

Durango

CIVILIAN (HoloAdv)
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 Wolf, both are STRENGTH +3.**
INTEGRITY 6 CUNNING 8 STRENGTH 6
HoloAdv: 94 R

Eli Hollander

(Holo) CIVILIAN (HoloAdv)
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** [SD] Prisoner Exchange
• **Opponent may not use SECURITY skill where present.**
INTEGRITY 3 CUNNING 6 STRENGTH 12
HoloAdv: 95 U

[NA][Fed] Equinox Doctor

(Holo) MEDICAL (DQ][Borg)
E.M.H. on *U.S.S. Equinox*. Designed and performed criminal experiments on alien life after his ethical subroutines were deleted by the ship's crew.
• **Exobiology x2** • **Treachery x2** • **Computer Skill** [SD] Medical Kit OR Starfleet Type II Phaser
NO INTEGRITY CUNNING 8 STRENGTH 5
Borg: 70* R

Etana Jal

(Cmd) SCIENCE
Ktarian female. Attempted to use a psychotropically addictive game to gain control of the Federation in 2368.
• **Treachery** • **Biology**
INTEGRITY 2 CUNNING 8 STRENGTH 3
Premiere: U

E'Tyshra

(Cmd) V.I.P. (DSS)
Female T'Loni ambassador. Worked with Sharat to end the war with the Kellerun. Schemed to eliminate everyone with knowledge of the harvester virus.
• **MEDICAL** • **Leadership** • **Treachery**
INTEGRITY 2 CUNNING 8 STRENGTH 4
DSS: U

Evek

(Cmd) OFFICER
Gul Evek, Cardassian male officer. Administers area ceded to Cardassians in a treaty with the Federation.
• **Diplomacy** • **Leadership** • **Anthropology**
INTEGRITY 7 CUNNING 5 STRENGTH 7
Premiere: U

Ezri

(SH)(NGA)[TE] CIVILIAN (MM][MQ])
Trill mercenary in the mirror universe. Unlike *Ezri Dax*, this Ezri is not joined to a symbiont. Partners with Mr. Brunt. Romantically involved with the Intendant.
• **SCIENCE** • **Transporter Skill** • **Leadership** • **Geology** • **Stellar Cartography** [SD] Crossover
INTEGRITY 4 CUNNING 7 STRENGTH 6
MM: 102 R+

Falcon

(Holo) SECURITY (HoloAdv)
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
HoloAdv: 96 R

Felix Leech

(Holo) CIVILIAN (HoloAdv)
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.** [SD] Cyrus Redblock (if opponent attacked you this game).
INTEGRITY 3 CUNNING 6 STRENGTH 5
HoloAdv: 97 U

Fennim

(SH) SCIENCE (DQ][Borg)
One of only two humanoid members of the Think Tank. Instrumental in the mercenary group's discovery of a cure for the Vidian Phage.
• **MEDICAL x2** • **Exobiology** • **Anthropology**
• **Your Vidiens are immune to The Phage.**
INTEGRITY 4 CUNNING 10 STRENGTH 6
Borg: 103 R

[Enigma] Fontaine

(SH) CIVILIAN (MM][MQ])
Enigmatic Terran rebel. In the mirror universe, *Vic Fontaine* inexplicably fights other Terran rebels. Even more inexplicably, he is not a hologram.
• **Navigation** • **Astrophysics** • **MEDICAL** • **Music** [SD] Two disruptors (each must add STRENGTH +2).
INTEGRITY 3 CUNNING 6 STRENGTH 5
MM: 103 R+

Frank Hollander

(Holo) CIVILIAN (HoloAdv)
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** [SD] Captured
• **Hologram: Deadwood here is suspended.**
INTEGRITY 2 CUNNING 8 STRENGTH 12
HoloAdv: 98 R

Galen

(Cmd) SCIENCE
Jean-Luc Picard went undercover in 2370 posing as a mercenary and artifact smuggler.
Does not work with [Fed] affiliation. • **Archaeology** • **Computer Skill.**
• **Treachery** • **Leadership** • **Navigation** • **Music**
INTEGRITY 5 CUNNING 8 STRENGTH 6
QC: R

[Car][NA] Garak

(SH)(AU) CIVILIAN (Name or [Dom])
Cardassian male. Virtual player in the Vorta scenario testing the resolve of Alpha Quadrant species. Risked his life in the defense of his comrades.
• **SECURITY** • **Computer Skill** • **Honor** • **May replace anyone randomly selected to die here.**
INTEGRITY 7 CUNNING 8 STRENGTH 6
TA: P (WB) or Dom: R (BB)

Gem

(AU) CIVILIAN (TWT)
Female. Minaran empath. Tested by the Vians as a representative of her planet. Saved Dr. McCoy. Her willingness to sacrifice her own life saved her people.
• **Empathy x2** • **Honor**
INTEGRITY 9 CUNNING 6 STRENGTH 2
TWT: 87 U

[Univ] Gorta

ENGINEER
Male of Dopetian race. Representative of non-aligned agents. An opportunist. Had an encounter with the sisters of Duras in 2370.
• **Physics** • **Greed**
INTEGRITY 3 CUNNING 7 STRENGTH 4
Premiere: C

Grebndlog

(Cmd) OFFICER (TWT)
"We are Pakleds. Our ship is the *Mondor*. We look for things. We want to be nothing if not persistent."
• **Greed** • **Anthropology** [SD] We Look for Things • **Once per game, may capture one ENGINEER here.**
INTEGRITY 3 CUNNING 6 STRENGTH 8
TWT: 88 R+

Hagath

(Cmd) CIVILIAN (ROA)
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][Hir] Hajur

(Cmd) CIVILIAN (DQ][Borg)
Hirogen captured by Penk on his son's first hunt. Has fought at Tsunkatse for nearly two decades. Trained Seven of Nine, hoping she could end his captivity.
• **Leadership** • **Biology** • **MEDICAL** • **Anthropology** • **Geology** • **Archaeology**
INTEGRITY 7 CUNNING 9 STRENGTH 9
Borg: 80 R

[NA][Fed] [Univ] Hogan

(SH)(Man) ENGINEER (DQ][Borg)
Maquis crewman who thought briefly of rebelling against Captain Janeway after a close friend's death in 2372. Ultimately found his place in the *Voyager* crew.
• **Transporter Skill**
INTEGRITY 6 CUNNING 7 STRENGTH 7
Borg: 71* C

[NA][Fed] Icheb

(SH)(Nav) CIVILIAN (DQ][Borg)
Borg rescued from the collective and his own people, the Brnuali. Protege of Seven of Nine. Is taking Starfleet Academy's core classes, taught by *Voyager's* senior staff.
• **ENGINEER** • **Astrophysics** • **Physics** • **Youth** • **Stellar Cartography** • **Biology**
INTEGRITY 7 CUNNING 8 STRENGTH 6
Borg: 104 R

Ira Graves

[SH] **CIVILIAN** **[Voy]DQ**
A mentor of Dr. Soong and thus Lt. Commander Data's "grandfather." Arguably one of the greatest minds of the age. Has Darnay's Disease.
• **Cybernetics** • **Computer Skill** • **SCIENCE** • **Treachery** and **Biology** if **Kareen Brianon** in play.
INTEGRITY 4 **CUNNING 12** **STRENGTH 2**
QC: R

Ishara Yar

[SH] **CIVILIAN** **[DQ]Borg**
Sister of Lieutenant Natasha Yar. Once betrayed the U.S.S. Enterprise crew in an attempt to aid the rebels on Turkana IV.
• **Treachery** • **Youth**
INTEGRITY 3 **CUNNING 7** **STRENGTH 8**
Premiere: U

[Univ] Jaheal

[Cmd] **CIVILIAN** **[BBS]**
Male humanoid. Typical transport captain operating around Deep Space 9. Attempted to violate the aphasia virus quarantine issued in 2369.
• **Navigation** • **Computer Skill** • **SCIENCE**
INTEGRITY 5 **CUNNING 6** **STRENGTH 5**
DS9: C

Janice Manheim

[SH] **CIVILIAN**
Dedicated wife of Paul Manheim. Once romantically involved with Jean-Luc Picard.
• **Ressikan Flute** is limited to 4 **Music** personnel. • **One male** present is attributes +2 (+4 if **Paul Manheim**).
INTEGRITY 6 **CUNNING 7** **STRENGTH 3**
QC: U

Jo'Bril

[Cmd] **SCIENCE**
Takaran male. Attempted to steal Dr. Reyga's metaphasic shield technology to claim as his own.
• **Treachery** • **Astrophysics** • **Physics** • **Greed**
INTEGRITY 3 **CUNNING 8** **STRENGTH 7**
Premiere: U

John Doe

CIVILIAN
A Zalkonian male with amnesia and the ability to heal by touch alone. Romantically involved with Dr. Crusher. Later evolved into a pure energy being.
• **Once per turn**, may prevent one other personnel from being killed on a ship where present.
INTEGRITY 7 **CUNNING 7** **STRENGTH 4**
QC: U

John Watson

MEDICAL **[HoloAdv]**
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**
HoloAdv: 99 R

[Univ] Kalita

[SH]Man **OFFICER** **[BBS]**
Longtime Maquis member. Helped Thomas Riker commandeer the U.S.S. Defiant. Helped Ro Laren steal medical supplies from the U.S.S. Enterprise.
• **Anthropology** • **Computer Skill** • **Navigation**
INTEGRITY 5 **CUNNING 6** **STRENGTH 5**
DS9: C

Kareen Brianon

[SH] **CIVILIAN**
Technical assistant to Dr. Ira Graves. Admitted to having been attracted to him, despite decades of age difference.
• **Computer Skill** • **ENGINEER** • **Youth** • May nullify **Male's Love Interest** where present.
INTEGRITY 7 **CUNNING 6** **STRENGTH 2**
QC: U

[NA][Baj] Kasidy Yates

[Cmd]Man **CIVILIAN** **[RDA]**
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**
RDA: R

Kathleen Tonnell

[AU] **CIVILIAN** **[FC]**
Inspired in 2063 with a new view of humanity's place in the cosmos, her work helped end post-atomic horror and led to world government in 2113.
• **Anthropology**
INTEGRITY 7 **CUNNING 6** **STRENGTH 3**
FC: U

[NA][Fed] Kes

[SH] **CIVILIAN** **[Voy]DQ**
Four-year-old Ocampo. Mentored by The Doctor and Tuvok. Has begun to tap latent abilities few others of her species have. Was romantically involved with Neelix.
• **MEDICAL** • **Exobiology** • **Biology** • **Empathy** [SD] **The Gift** OR **Beyond the Subatomic**
INTEGRITY 8 **CUNNING 8** **STRENGTH 4**
Voy: 164 R

Kes

[SH] **CIVILIAN** **[DQ]Borg**
In 2376, a vengeful Kes returned to Voyager, an outcast with powers far beyond any other Ocampo. Angry with Janeway, who encouraged her to unlock these abilities.
• **Empathy** x2 • **Physics** • **Navigation** • **Treachery** • **MEDICAL**
• May not be stunned.
INTEGRITY 3 **CUNNING 9** **STRENGTH 4**
Borg: 105 R

Kivas Fajo

[Cmd] **CIVILIAN** **[Fajn]**
Unscrupulous, murderous, concited Zibalian trader. Collector. Notorious member of Stacius Trade Guild.
• **Greed** x2 • **Acquisition** • **Treachery** • Each unduplicated artifact present is worth 5 points. • **Makes** parallel use of opponent's **Palor Toff** cards.
NO INTEGRITY **CUNNING 10** **STRENGTH 4**
Fajo: P

Kova Tholl

CIVILIAN
A male from Mizar II. Mizarians value peace above all else and employ passive resistance. They have been conquered six times in 300 years.
• **Scores** bonus points if killed by an attack in which you do not retaliate.
• **Diplomacy** **[10 PTS]**
INTEGRITY 8 **CUNNING 6** **STRENGTH 2**
QC: U

[Univ] Krozh

[SH] **SECURITY** **[ROA]**
Typical Nausicaan bodyguard. Protects FCA Liquidator Brunt. Doesn't mind working for Ferengi cowards 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

Kurros

[Cmd] **SCIENCE** **[Voy]DQ**
Humanoid leader of the Think Tank, an elite group that solves problems—for a price. Brilliant tactician. Often does the exact opposite of what an adversary expects.
• **SCIENCE** • **Treachery** x2 • **Diplomacy** • **Acquisition** • **Leadership**
INTEGRITY 3 **CUNNING 12** **STRENGTH 5**
Voy: 165 R

Lakanta

[SH]AU **CIVILIAN**
Male of American Indian descent. Actually The Traveler in disguise. Wesley Crusher left Starfleet Academy to study transcendence of thought with him.
• **Ship** he is on can leave one end of spaceline and enter other end. • **Wesley Crusher** attributes +4, if present.
INTEGRITY 8 **CUNNING 12** **STRENGTH 3**
AU: U

Lansor

[Det] **SCIENCE** **[DQ]Borg**
Humanoid mathematician once assimilated as the Borg, Two of Nine. Still linked with Marika and P'Chan.
Discard at end of turn if **Marika** and **P'Chan** not in play.
• **When reported**, may download **Marika** and **P'Chan** (if not in play). • **Physics** • **SECURITY**
INTEGRITY 4 **CUNNING 7** **STRENGTH 8**
Borg: 106 U

Leonardo da Vinci

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

Liam Bilby

[SH] **CIVILIAN** **[TWT]**
Low-ranking Orion Syndicate member. Obeys Raimus, his superior, in order to protect his wife and children. Holds that family is "the most important thing."
• **Honor** • **Treachery** • **Geology** • **Leadership** • **Orion Syndicate**
INTEGRITY 6 **CUNNING 7** **STRENGTH 6**
TWT: 89 U

Lily

[AU] **CIVILIAN** **[HoloAdv]**
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**
HoloAdv: 101 R

Lily Sloane

[SH]AU **CIVILIAN** **[FC]**
Structural design engineer of Phoenix. Took first steps into the new frontier. Helped overcome Borg in 2063. Said, "Jean-Luc, blow up the damned ship!"
• **ENGINEER** • **Physics** [SD] **Auto-Destruct** Sequence • **If on Phoenix**, meets two [SH] staffing requirements.
INTEGRITY 6 **CUNNING 6** **STRENGTH 5**
FC: R

[NA][Fed] Lon Suder

[SH]Man **ENGINEER** **[Voy]DQ**
Dangerous, violent Betazoid. Unable to sense even his own emotions. Murdered Crewman Darwin. Sought to atone after a mindmeld with Tuvok. Skilled floriculturist.
• **Physics** • **Biology** • **Treachery** • **Honor** • May initiate personnel battle, against any affiliation.
INTEGRITY 6 **CUNNING 8** **STRENGTH 7**
Voy: 123* R

Lonzak

[SH]Holo **SECURITY** **[DQ]HoloAdv**
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**
HoloAdv: 102 U

Lore

[Cmd]Mem_L_Gold **CIVILIAN** **[Fajn]**
Evil Saong-type android. Data's "elder brother."
Does not work with [Fed] affiliation. • **ENGINEER** • **Computer Skill**
• **Treachery** x2 • **SECURITY** • **Transporter Skill** • **Leadership** • **Doubles** all **Rogue Borg** and **Crystalline Entities** in play.
INTEGRITY 1 **CUNNING 13** **STRENGTH 12**
Fajo: P

Mabus

[Cmd] **V.I.P.** **[DQ]Borg**
Trabe governor. Constantly plotting vengeance on the Kazon sects that killed his parents, continuing a cycle of hatred and persecution between their peoples.
• **Treachery** x2 • **Diplomacy** • **SECURITY**
• **Once per game**, may kill one **Maje** present.
INTEGRITY 3 **CUNNING 8** **STRENGTH 7**
Borg: 107 U

Madam Guinan

[SH]AU **CIVILIAN**
Adventurous E1-Aurion who spent time exploring worlds such as Earth. Met a time-traveling crew from the U.S.S. Enterprise in the 19th century.
• **Once per turn**, may nullify any [AU] icon interrupt, event or dilemma where present. • **Anthropology**
INTEGRITY 8 **CUNNING 9** **STRENGTH 6**
QC: R

Madam Pulaski

CIVILIAN **[HoloAdv]**
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**
HoloAdv: 103 U

Madred

[Cmd] **OFFICER**
Gul Madred, Cardassian officer in the Obsidian Order. Specializes in prisoner interrogation. Tortured Jean-Luc Picard time after time in 2369.
• **Once per turn**, may add 1 to **Interrogation** or **Torture** if at your outpost.
• **SECURITY** x2
INTEGRITY 1 **CUNNING 8** **STRENGTH 6**
QC: R

Magistrate Drang

V.I.P. **[Voy]DQ**
Nechani official and chairman of his planet's judicial committee. Though his people divide spiritual matters from government, his faith is quite strong.
• **Diplomacy** • **Archaeology** • **Law** • **Anthropology**
INTEGRITY 8 **CUNNING 7** **STRENGTH 5**
Voy: 166 S

Maques

V.I.P.
Male leader of the Caim, a telepathic species who had no concept of spoken language until Federation contact was initiated by Lwaxana Trai in 2370.
• **Empathy x2 • Diplomacy**
INTEGRITY 8 CUNNING 7 STRENGTH 4
AU: U

[NA][Fed][Univ] Mariah Henley [Voy][DQ] [Officer] [Man] [SH] [Cmd]
Typical of Maquis who initially had difficulty fitting in aboard U.S.S. Voyager. Her home colony was ceded to Cardassia in the formation of the Demilitarized Zone.
• **Geology • Computer Skill**
INTEGRITY 5 CUNNING 7 STRENGTH 5
Voy: 124* C

[NA][Fed] Marika [DQ][Borg] [SH] [Nav] [Eng] [Sht]
Bajoran assimilated as a Borg while on U.S.S. *Excalibur*. Became Three of Nine. She escaped the Borg in 2375.
Discard at end of turn if Lansor and P'Chan not in play.
• **When reported, may download Lansor and P'Chan (if not in play).**
• **Astrophysics • Stellar Cartography**
INTEGRITY 5 CUNNING 7 STRENGTH 5
Borg: 108 R

[NA][Fed] Marla Gilmore [Voy][DQ] [SH] [Sht] [Eng] [Senior] [Engineer]
Senior engineer on U.S.S. *Equinox*. Frequent attacks by the Ankari "spirits" have made her claustrophobic. Eventually became part of the U.S.S. *Voyager* crew.
• **Physics • Computer Skill • Transporter Skill**
INTEGRITY 6 CUNNING 7 STRENGTH 4
Voy: 125* U

Marouk

V.I.P.
Chancellor of Acamar III. With the help of Captain Picard, she completed an amnesty agreement to return the Gatherers to Acamar in 2366.
• **Leadership • Diplomacy • May nullify Yuta where present, scoring 3 points.**
INTEGRITY 7 CUNNING 8 STRENGTH 3
QC: U

Martus Mazur

CIVILIAN [DSS]
El-Aurian con artist. Proprietor of Club Martus. Rival of Quark. Replicated a gambling device which changes the laws of probability. Always knows when they're bluffing.
• **Greed • Astrophysics • Anthropology • If Alien Gambling Device in play, duplicates its text here.**
INTEGRITY 4 CUNNING 8 STRENGTH 5
DS9: R

[NA][Fed] Maxwell Burke [Voy][DQ] [Cmd] [Officer] [Sht]
First officer of U.S.S. *Equinox*. Almost dropped out of Starfleet. Was once romantically involved with B'Elanna Torres. Still the *p'tak* she claimed him to be.
• **SECURITY • Leadership • Treachery • Computer Skill x2**
INTEGRITY 3 CUNNING 8 STRENGTH 7
Voy: 126* R

[NA][Fed] Mezoti [DQ][Borg] [Def] [Civ] [Sht]
Norcadian girl being raised on *Voyager*. Of the four Borg children rescued from a damaged cube, was quickest in reclaiming her individuality. Likes sculpting and bugs.
• **Youth • Computer Skill • Biology**
• **Once each turn, may "unstop" your Borg present.**
INTEGRITY 6 CUNNING 7 STRENGTH 4
Borg: 109 R

Mickey D.

[AU] **CIVILIAN**
Villain of *Hotel Royale*, an early 21st century pulp novel written by Todd Matthews about shady casino characters. Made real by an unknown intelligence.
• **Treachery • Automatically wins Royale Casino side games, if present.**
INTEGRITY 1 CUNNING 5 STRENGTH 8
AU: U

Minuet

[Holo] **CIVILIAN** [HoloAdv]
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
HoloAdv: 104 R

Mona Luvsitt

[SH][Holo] **CIVILIAN** [HoloAdv]
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 8 CUNNING 8 STRENGTH 4
HoloAdv: 105 R

Morn

[Cmd] **CIVILIAN** [BDA]
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 Latium
INTEGRITY 5 CUNNING 8 STRENGTH 9
ROA: R

Mortal Q

[SH] **CIVILIAN**
Mortalized, Q was evicted from the Continuum due to selfish antics. He retained his other fine qualities.
Once in play, your Q-Continuum is inactive. • **Physics x10 • Geology x10**
• **Leadership -1 • Discard the Q dilemma if you encounter it.**
INTEGRITY 2 CUNNING Q STRENGTH 2
QC: R

Mr. Garak

CIVILIAN [HoloAdv]
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
HoloAdv: 106 R

Mr. Sisko

[Cmd][KCA][TE] **SECURITY** [MM][DQ]
After years collecting duties for (and being romantically involved with) the Intendant, the mirror Benjamin Sisko became leader of the Terran Rebellion.
• **Leadership x2 • Biology • Navigation • Honor • Your [TE] personnel (except [AU]) are attributes all +1.**
INTEGRITY 6 CUNNING 8 STRENGTH 8
MM: 104 R+

[Univ] Narik

[SH] **ENGINEER**
Representative of male mercenaries operating throughout the galaxy. Worked with Baran to find the Stone of Gol.
• **Computer Skill**
INTEGRITY 2 CUNNING 7 STRENGTH 6
Premiere: C

[NA][Fed] Neelix

[SH] **CIVILIAN** [Voy][DQ]
Talexian jack-of-all-trades. Has served on a Trabolian freighter, mining colony, and *Voyager*. Serves as cook, morale officer, guide, and sometimes ambassador.
• **Anthropology • Navigation • Diplomacy • ENGINEER • Geology**
INTEGRITY 6 CUNNING 7 STRENGTH 5
Voy: 167 R

Nick Locarno

[Cmd] **CIVILIAN**
Natural leader kicked out of Starfleet Academy after the Nova Squadron accident and cover-up of 2368.
Does not work with [Fed] affiliation. • **Navigation x2 • Computer Skill**
• **Leadership • Youth • Transporter Skill**
INTEGRITY 7 CUNNING 8 STRENGTH 7
QC: R

Nicki the Nose

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

Nimira

[SH] **SECURITY** [Voy][DQ]
Telepathic Mari. Chief Examiner of the Constabulary. The unusual laws of her species have reduced crime, but created a black market for illicit violent thoughts.
• **Empathy • Law • MEDICAL**
INTEGRITY 7 CUNNING 6 STRENGTH 5
Voy: 168 S

[NA][Fed] Noah Lessing

[SH] **SCIENCE** [Voy][DQ]
Acting science officer of U.S.S. *Equinox*. Fiercely loyal to Rudolph Ransom. Demoted to crewman by Kathryn Janeway when he joined U.S.S. *Voyager*.
• **Computer Skill • Geology • Biology**
INTEGRITY 6 CUNNING 7 STRENGTH 7
Voy: 129* U

Ocett

[Cmd] **OFFICER**
Gul Ocett, Cardassian female officer. Commander of a *Galer*-class warship. Pursuer of DNA program.
• **Archaeology • Navigation • Honor**
INTEGRITY 6 CUNNING 8 STRENGTH 6
Premiere: U

Odo

[SH] **CIVILIAN** [TW][DSS]
Odo donned civilian clothes and went aboard Deep Space Station K-7 in 2267 to search for an explosive nitro. Recently made human by the Great Link.
• **SECURITY x2 • Computer Skill • Honor [SD] Classic Communicator**
INTEGRITY 9 CUNNING 7 STRENGTH 7
TWT: 90 R+

One

[Cmd][Nav][Def] **SCIENCE** [DQ][Borg]
Futuristic Borg created when The Doctor's halo-emitter accidentally fused with nanoprobes. His unique systems include reactive body armor and internal transporters.
• **Youth • May beam himself through any SHIELDS.**
• **Shares all regular skills from all Borg at this location.**
INTEGRITY 8 CUNNING 6 STRENGTH 10
Borg: 110 R

[NA][Rom] Orum

[Cmd][Com] **CIVILIAN** [DQ][Borg]
Romulan medic. Borg, liberated in 2368. Since then has worked with Riley Frazier, trying to forge cooperation among warring factions of Borg from his former cube.
• **MEDICAL • Cybernetics • Computer Skill • Exobiology • Anthropology**
INTEGRITY 7 CUNNING 8 STRENGTH 6
Borg: 111 R

Paul Manheim

[SH] **SCIENCE**
Reclusive scientist who experimented with nonlinear time. Traveled to other dimensions, of which he said words paled "because the images are so vibrant."
• **Where present, may nullify Manheim's Dimensional Door OR double its effect. • Astrophysics x2**
INTEGRITY 7 CUNNING 9 STRENGTH 2
QC: R

[Univ] Paxim

[Cmd] **OFFICER** [Voy][DQ]
Talexian commander of a squadron garrisoned at the mining colony on Preme II. Tom Paris enlisted his help to reclaim *Voyager* from the Kazoon-Nistrim in 2373.
• **Navigation • Astrophysics • Exobiology**
INTEGRITY 7 CUNNING 7 STRENGTH 6
Voy: 169 C

P'Chan

[Cmd] **CIVILIAN** [DQ][Borg]
Humanoid who cared for his parents, Damar and Ansha, until the Borg assimilated him as Four of Nine.
Discard at end of turn if Lansor and Marika in play.
• **When reported, may download Lansor and Marika (if not in play).**
• **Computer Skill • Honor • MEDICAL**
INTEGRITY 7 CUNNING 7 STRENGTH 6
Borg: 112 U

Penk

[Cmd] **CIVILIAN** [Voy][DQ]
Norcadian entertainment producer. Arrogant. Corrupt. Abducts aliens from all over the sector and forces them to fight in the Tsunkatse matches.
• **Acquisition • SECURITY • Treachery x2 • Greed [SD] Any other card that has "Tsunkatse" in title or lore**
INTEGRITY 2 CUNNING 8 STRENGTH 5
Voy: 170 R

Pralor Unit 3947

[SH][Mem,Gray,R] **ENGINEER** [DQ][HoloAdv]
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
HoloAdv: 108 U

[Univ] Pralor Unit 6263

[Cmd][Mem,Gray,A] **OFFICER** [DQ][HoloAdv]
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
HoloAdv: 109 C

Professor Honey Bore

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

Professor Moriarty

[Holo] **CIVILIAN** [HoloAdv]
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 Hologram: 221B Baker Street.**
INTEGRITY 5 CUNNING 12 STRENGTH 5
HoloAdv: 111 R

Professor Sisko

[SH][CA][TE] **SCIENCE** **[MM][MO]**
 Scientist who abandoned her work for the Alliance to join the Rebellion at the urging of Benjamin Sisko. Bonded with Jake, the son she would never have.
 • **ENGINEER** • **Astrophysics** • **Physics** • **Any Sisko may report where present (for free if Jake).**
INTEGRITY 6 **CUNNING 8** **STRENGTH 5**
 MM: 105 R+

[Univ] Rax'Na

[SH] **SCIENCE** **[BSS]**
 Typical male Kressari. Trader of botanical DNA. Aspires to become a weapon supplier.
 • **Astrophysics** • **Biology** • **Treachery**
INTEGRITY 3 **CUNNING 6** **STRENGTH 6**
 DS9: C

[NA][Fed] Rebi and Azan

[Cmd][Com] **CIVILIAN + CIVILIAN** **[DQ][Borg]**
 Wyanthi twins living under Seven of Nine's guidance. Freed from the Borg in 2376. Can still use their neural interfaces to share information — and cheat at Kadis-Kot.
Rebi: • **Youth** • **Exobiology** • **Computer Skill**
Azan: • **Youth** • **SCIENCE** • **Transporter Skill**
INTEGRITY 6+6 **CUNNING 7+7** **STRENGTH 5+5**
 Borg: 113 R

Regina Bartholomew

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

Reginod

[SH] **ENGINEER** **[TWT]**
 "We are Pakleds. We have an engineer. His name is Reginod."
 • **Greed** • **Geology** • **Physics [SD] Plasmadyne Relay** • **Once per game, may steal one hand weapon present.**
INTEGRITY 5 **CUNNING 4** **STRENGTH 7**
 TWT: 91 U

Retaya

[SH] **CIVILIAN** **[BSS]**
 Flaxian. Posed as a perfume salesman. In reality an assassin who mixed his "fragrances" to create deadly toxins. Hired to kill Garak in 2371.
 • **SCIENCE** • **Biology** • **Treachery** • **Physics**
INTEGRITY 2 **CUNNING 8** **STRENGTH 4**
 DS9: R

[NA][Fed] Riley Frazier

[Cmd][Com] **SCIENCE** **[DQ][Borg]**
 Human science officer of U.S.S. *Roosevelt*. Assimilated as a Borg at Wolf 359. Freed a year later when her ship was damaged. Romantically involved with Chakotay.
 • **Computer Skill** • **Astrophysics** • **Geology**
 • **Your other Borg present are each CUNNING +2.**
INTEGRITY 6 **CUNNING 8** **STRENGTH 5**
 Borg: 114 R

[Univ] Rionoj

[Cmd] **CIVILIAN** **[BSS]**
 Female Botic freighter captain. Delivered the earring of Li Nalos to Quark in 2370. Suspected of trafficking in stolen Ferengi diamonds.
 • **ENGINEER** • **Greed** • **Navigation**
INTEGRITY 4 **CUNNING 6** **STRENGTH 6**
 DS9: C

Roga Danar

[Cmd] **SECURITY**
 Angostan male. Biochemically altered into a formidable perfect warrior ranked *Subhadar*.
 • **ENGINEER** • **Computer Skill** • **Biology** • **Leadership**
INTEGRITY 5 **CUNNING 9** **STRENGTH 12**
 Premiere: R

[NA][Fed] Rudolph Ransom

[Cmd] **OFFICER** **[Voy][DQ]**
 Accomplished exobiologist and diplomat. Captain of U.S.S. *Equinox*. Called "Rudy" by his crew. Lost in Delta Quadrant, has relaxed Starfleet protocols and principles.
 • **Leadership** • **Exobiology** • **SCIENCE** • **Diplomacy** • **Transporter Skill**
 • **Treachery**
INTEGRITY 5 **CUNNING 8** **STRENGTH 7**
 Voy: 131* R

Ruk

[SH][AU] **SECURITY** **[MM][DS]**
 Android created millennia ago by the Old Ones of Exo III. Used by Roger Karby as a bodyguard. Occasionally circumvents his programming. Mysterious and spooky.
 • **ENGINEER** • **Exobiology** • **Geology**
INTEGRITY 6 **CUNNING 6** **STRENGTH 16**
 MM: 106 R

Sakana

[SH][Man] **ENGINEER** **[BSS]**
 Female Vulcan. Gunrunner. Bought weapons from Quark in 2370. Helped the Maquis abduct Gul Dukat, but failed to establish a forced mindmeld with him.
 • **Treachery** • **Mindmeld** • **Physics** • **Acquisition**
INTEGRITY 5 **CUNNING 8** **STRENGTH 7**
 DS9: R

Salia

V.I.P. **[Dom]**
 Allasomorph leader of Daled IV. Shape-shifter. Parents killed in civil war. Raised by Anya on Klavdia III. Expected to unite her people. Likes Wesley Crusher.
 • **Diplomacy** • **Leadership** • **Anthropology** • **Youth** • **Exobiology**
INTEGRITY 8 **CUNNING 8** **STRENGTH 7**
 Dom: R

Samuel Clemens

[AU] **CIVILIAN**
 Crotchety 19th Century author popularly known as Mark Twain. Visited the U.S.S. *Enterprise* in 2369 during the Devidian time travel incident.
 • **Once per game, may leave play when Devidian Door is "shown" and score points.** • **Diplomacy**
INTEGRITY 7 **CUNNING 5** **STRENGTH 3**
 QC: U

Secret Agent Julian Bashir

[AU] **OFFICER** **[HoloAdv]**
 Bashir ... **Julian Bashir**. Role in a hologram 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 [SD] '45 Dom Perignon**
 • **Your personnel may not be captured where present.**
INTEGRITY 7 **CUNNING 9** **STRENGTH 7**
 HoloAdv: 113 R

Sevek

[SH][AU] **MEDICAL** **[FC]**
 Male Vulcan scientist. An expert in planetary development and ecological systems. Served on Solkar's survey vessel.
 • **Biology** • **Geology** • **Mindmeld**
INTEGRITY 7 **CUNNING 6** **STRENGTH 7**
 FC: U

[NA][Fed] Seven of Nine

[SH][Com][Nav][Det] **ENGINEER** **[Voy][DQ]**
 Borg freed from the Collective. Slowly reclaiming her human past and individuality, guided by Kathryn Janeway, The Doctor, and the rest of the *Voyager* crew.
 • **SCIENCE** • **Stellar Cartography x2** • **Physics** • **Exobiology** • **Computer Skill x2** • **Music**
INTEGRITY 7 **CUNNING 9** **STRENGTH 9**
 Voy: 171 R

Sharat

[SH] **V.I.P.** **[BSS]**
 Kelloran ambassador. Helped negotiate cease fire with the T'Loni. Worked on project to eliminate harvester virus and associated technology in 2370.
 • **Diplomacy** • **Exobiology** • **Treachery** • **Computer Skill x2** • **Music**
INTEGRITY 4 **CUNNING 5** **STRENGTH 7**
 DS9: U

Sheriff Wolf

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

Sherlock Holmes

[Holo] **CIVILIAN** **[HoloAdv]**
 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**
 HoloAdv: 115 R

Sigmund Freud

[Holo] **MEDICAL** **[HoloAdv]**
 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 [SD] Alternate Universe Door**
INTEGRITY 6 **CUNNING 8** **STRENGTH 4**
 HoloAdv: 116 R

Solkar

[Cmd][AU] **OFFICER** **[FC]**
 Initiated Vulcan/Earth contact in 2063. The first Vulcan to wish Zefram Cochrane peace and long life.
 Does not work with personnel who have **Treachery**. • **Honor** • **Archaeology**
 • **Exobiology** • **Mindmeld [SD] Live Long and Prosper**
INTEGRITY 9 **CUNNING 8** **STRENGTH 8**
 FC: R

[Univ] Soong-Type Android

[SH]
 A recently produced Soong-type android ready to select its gender and appearance. Replicated using a method developed by Lt. Commander **Data**.
 • **Computer Skill** • **Youth** • * **Select classification and gender when reporting.**
INTEGRITY 7 **CUNNING 10** **STRENGTH 10**
 QC: C

[Univ] Soto

[SH] **SECURITY** **[Dom]**
 Typical Lethetan mercenary. Telepathically extracted Kor's knowledge of the Shroud of the Sword. Tried to help Toral steal the Sword of Kahless.
 • **Empathy** • **Treachery** • **May nullify Lethetan Telepathic attack where present.**
INTEGRITY 4 **CUNNING 6** **STRENGTH 7**
 Dom: U

Sullin

[Cmd] **SCIENCE** **[DQ][Borg]**
 Female, coelenterate life-form. Regarded by Kurros as perhaps the most gifted member of the Think Tank. Expert on temporal physics and tectonic instabilities.
 • **SCIENCE** • **ENGINEER** • **Geology x2** • **Physics x2**
INTEGRITY 5 **CUNNING 12** **STRENGTH 1**
 Borg: 115 R

[Univ] Suna

[Cmd] **SECURITY** **[P]**
 Military officer of Tilonus IV. Typical of treacherous government interrogators. Twisted William Riker's mind using neurosomatic techniques.
 • **MEDICAL** • **Treachery** • **Once per game, may download Reflection Therapy**
INTEGRITY 3 **CUNNING 7** **STRENGTH 4**
 OTSD: P

Tanis

[Cmd] **CIVILIAN** **[Voy][DQ]**
 Unusually old Ocampa with strong psychokinetic powers. Follower of Suspiro. Delivered *Voyager* to her so she could avenge the death of her mate, the Caretaker.
 • **Empathy x2** • **SCIENCE** • **Biology** • **Leadership** • **Treachery**
INTEGRITY 4 **CUNNING 8** **STRENGTH 5**
 Voy: 172 R

Tarmin

V.I.P.
 An Ullian "telepathic historian" who uses empathic skills to recall detailed historical information from his volunteers' memories.
 • **Once per game, may glance at the cards in any one side deck for 10 seconds.** • **Empathy**
INTEGRITY 6 **CUNNING 6** **STRENGTH 3**
 QC: R

The Albino

[Cmd][Mem_L,Head] **CIVILIAN** **[BOG]**
 Infamous humanoid criminal. Mercenary captain of a spacefaring group of bandits. Engineered genetic virus that killed firstborn sons of Kor, Kang and Koloth.
 • **Greed** • **Treachery** • **Leadership** • **MEDICAL** • **Exobiology x2**
INTEGRITY 1 **CUNNING 9** **STRENGTH 7**
 BOG: R

The Artificial Intelligence

[Cmd] **SCIENCE** **[DQ][Borg]**
 Inorganic, genderless Think Tank member. Has the mind of a mathematician and the soul of an artist. Interviewed Seven of Nine to assess her worthiness as a recruit.
 • **SCIENCE** • **Biology** • **Stellar Cartography** • **Computer Skill x2**
INTEGRITY 6 **CUNNING 15** **NO STRENGTH**
 Borg: 116 U

The Pendari Champion

[Cmd] **SECURITY** **[Voy][DQ]**
 Crowd favorite in the Tsunkatse matches broadcast by Penk. Electrifying Pendari known for his superior strength, bad temper, and keen sense of smell.
 • **Leadership** • **Geology** • **In battle, may pair first (and select his adversary).**
INTEGRITY 5 **CUNNING 7** **STRENGTH 15**
 Voy: 173 UR

The President of Earth

[Cmd][Holo] **V.I.P.** **[DQ][HoloAdv]**
 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**
 HoloAdv: 117 R

The Traveler

[SH][AU] **V.I.P.** **{AT}**
 Tau Alpha C native able to transcend space. Phases out from exertion. Appeared to Wesley as **Lakanta**.
 • **If aboard your ship with Youth, allows ship to move from one spaceline location to any other spaceline location, then "phases out" (returns to hand.)**
INTEGRITY 7 **CUNNING 12** **STRENGTH 3**
 AT: P

The Twin Mistresses of Evil
[SH][SH] SCIENCE + SCIENCE **[DQ][HoloAdv]**
 Captain Proton villains portrayed by the Delaney sisters, Megan and Jenny. Threatened to use their Brain Probe to make Buster Kincoid 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
 HoloAdv: 118 U

Thomas Paris
[SH][AU] CIVILIAN **Name OR [MM]**
 Convicted traitor. Maquis sympathizer. Best pilot Harry Kim has ever seen. In an alternate reality, a bar fight cost Tom Paris his future aboard the U.S.S. Voyager.
 • Navigation x2 • Transporter Skill • SECURITY • Treachery (May convert to Honor for rest of game.)
INTEGRITY 5 CUNNING 6 STRENGTH 7
 IA: P
 MM: 107 R

[NA][Fed][Univ] Thompson
[SH] SCIENCE **[Voy][DQ]**
 Typical U.S.S. Equinox crewman corrupted by Ransom and Burke's leadership. Science department head. Has also managed tactical since the security chief's death.
 • Archaeology • Treachery • Physics
INTEGRITY 5 CUNNING 7 STRENGTH 6
 Voy: 135 C

Timicin
[SH] CIVILIAN
 Kaelonian. Romantically involved with Lwaxana Troi. Must submit to The Resolution at age 60.
 Discarded when you reach 60 or more points. • ENGINEER • Astrophysics
 • Physics • Scores 10 points if helps solve Test Mission.
INTEGRITY 6 CUNNING 8 STRENGTH 3
 QC: U

T'Shonra
[SH][AU] SCIENCE **[FC]**
 Vulcan scientist. In 2063, on an extended survey far from Vulcan, her scanning instruments detected a warp signature emanating from an uncharted system.
 • Navigation • Mindmeld • Music • Stellar Cartography
INTEGRITY 7 CUNNING 8 STRENGTH 4
 FC: U

[Univ] Ty Kajada
[Cmd] OFFICER **[BDS]**
 Female Kobalid security officer. Representative of law enforcement agents found on non-aligned worlds. Pursued the criminal Rao Vanitka for 20 years.
 • SECURITY • Leadership
INTEGRITY 7 CUNNING 7 STRENGTH 7
 DS9: C

[Univ] Vekor
[Cmd] SCIENCE
 Representative of female mercenaries operating throughout the galaxy. Worked with Baran to find the Stone of Gol.
 • MEDICAL • Navigation • Geology
INTEGRITY 2 CUNNING 7 STRENGTH 6
 Premiere: C

Ves Alkar
 V.I.P.
 Treacherous Lumerian ambassador. Uses receptacle stones to deposit his negative emotions in others in order to enhance his negotiation skills.
 • Diplomacy x2 if female empath(s) at same location (they are Empathy -1).
 • Empathy • Treachery
INTEGRITY 1 CUNNING 6 STRENGTH 3
 QC: U

Vic Fontaine
[Holo] CIVILIAN **[HoloAdv]**
 Self-aware hologram of a 20th-century Las Vegas singer. His keen insights helped Bashir, Odo, Kira, Wolf, 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
 HoloAdv: 119 R

Wolf
[SH] CIVILIAN **[TWT][BDS]**
 24th-century Klingon disguised as a 23rd-century trader. Brought back in time by Barry Waddle. Refused to discuss the mystery of the Klingon forehead ridges.
 • SECURITY • Navigation • Anthropology • Once per game, may capture Barry Waddle if present.
INTEGRITY 7 CUNNING 6 STRENGTH 10
 TWT: 92 R+

Wyatt Earp
[AU] SECURITY **[MM][BDS]**
 Famous lawman, gunslinger, and gambler. Reportedly never passed up an opportunity to earn money. Killed only when he had to. Recreated by the Melkotans.
 • Low • Leadership • Acquisition [SD] Captured (immediately target a Treachery personnel).
INTEGRITY 6 CUNNING 7 STRENGTH 8
 MM: 108 U

[Univ] Yint
[SH] CIVILIAN **[TWT]**
 Typical arms dealer. Humanoid who sold three defective Klingon disruptor rifles to Liam Bilby. Refused refund.
 Does not work with [Fed] affiliation. • Treachery • Stellar Cartography
 • Transporter Skill [SD] Any Disruptor Rifle
INTEGRITY 3 CUNNING 6 STRENGTH 7
 TWT: 93 C

Zef'No
[Cmd] CIVILIAN **[BDS]**
 Kressari male. Commander of the *Calndon*. Agent who supplied Cardassian weapons to the Circle in 2370.
 Does not work with [Baj] and [Fed] affiliations. • Computer Skill • SECURITY
 • Treachery • Smuggling • Stellar Cartography
INTEGRITY 3 CUNNING 7 STRENGTH 7
 DS9: R

Zefram Cochrane
[Cmd][AU][CD] CIVILIAN **[FC]**
 Inventor of warp drive. Reluctant hero. First human to make contact with an alien species. Likes tequila, rock 'n' roll, money and naked women.
 • ENGINEER x2 • Computer Skill • Astrophysics • May play Visit Cochrane Memorial on same planet.
INTEGRITY 5 CUNNING 8 STRENGTH 6
 FC: R

Zon
[Cmd][AU] SECURITY
 Nausicaan officer who stabbed young Jean-Luc Picard through the heart in a brawl at Starbase Earhart in 2327. Dom-jot player.
 • OFFICER • Treachery • Guramba • May nullify Nausicaans dilemma where present.
INTEGRITY 2 CUNNING 4 STRENGTH 11
 QC: R

NON-ALIGNED: SHIPS

Baxial
TALAXIAN FREIGHTER **[DQ][HoloAdv]**
 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
 HoloAdv: 127

[Univ] Bothan Vessel
UNKNOWN CLASS **[Voy][DQ]**
 Standard ship design used by a reclusive, territorial race with powerful psionic abilities. Possesses technology which allows it to seem invisible to enemy vessels.
 [Cmd] Cloaking Device, Tractor Beam
RANGE 7 WEAPONS 6 SHIELDS 7
 Voy: 198 U

[Univ] Combat Vessel
COMBAT CLASS
 A little-known class of attack craft. One such vessel attacked the U.S.S. *Enterprise* in 2368 at Surplus Depot Zed-15.
[SH][Stf]
RANGE 8 WEAPONS 8 SHIELDS 6
 Premiere: C

[Univ] Cravic Warship
[New, Grey, L] WARSHIP CLASS **[DQ][HoloAdv]**
 Powerful ship built decades ago by the Cravic. Still used by their androids to continue war on the Praetor Units.
 Attributes all -3 unless Cravic Unit in crew.
 [Cmd][SH][Stf] Tractor Beam
 Your Cravic Units may report aboard.
RANGE 7 WEAPONS 10 SHIELDS 9
 HoloAdv: 128 U

[Univ] Darmok
DARMOK CLASS **[P]**
 "Picard and Dathon, trading knives at El-Adrel. Children at Tama's knee. Sokath, forging knives for his brothers."
 [Cmd][SH] When reporting, choose Tractor Beam OR Holodeck OR Particle Scattering Device.
RANGE 7 WEAPONS 8 SHIELDS 7
 OTSD: P

Edo Vessel
[AU] UNKNOWN CLASS
 A ship discovered in 2364 by the U.S.S. *Enterprise* to be protecting the peaceful society on Rubicon III. It was described as "half in, half out of our universe."
[SH][AU][AU] X=8 However, there is always a 50/50 chance that any attack is nullified
RANGE 5 WEAPONS 10 SHIELDS X
 AU: R

Fesarius
[AU] UNKNOWN CLASS **[MM][BDS]**
 Immense spherical vessel. Flagship of the First Federation. Commanded by Balok.
 Has [Fed] attack restriction.
 [Balok] Your Balok may report aboard (for free). Tractor Beam
RANGE 9 WEAPONS 12 SHIELDS 18
 MM: 128 R

[Univ] Flaxian Scout Vessel
SCOUT CLASS **[BDS]**
 Scout ship of Flaxian registry. Retova commanded one in 2371 during a Tal Shiar assignment to assassinate Garak.
RANGE 8 WEAPONS 3 SHIELDS 5
 DS9: C

Gomtuu
LIVING SHIP
 Lifeform that normally exists in symbiotic empathic connection with its crew.
 [Empathy x2] If staffed, immune to Supernova. *If target has SHIELDS<9, hurl it up to 9 span.
RANGE 7 WEAPONS * SHIELDS 6
 AU: R

[Univ] Husnock Ship
UNKNOWN CLASS
 With a single thought, Kevin Uxbridge killed the entire Husnock race (50 billion lives) everywhere in the universe. Their powerful ships remain.
 [Cmd][SH][Stf] Holodeck, Tractor Beam
RANGE 6 WEAPONS 9 SHIELDS 12
 Premiere: U

Jovis
ZIBALIAN CLASS **[ROA]**
 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.
[SH] Once per game, you may capture an android on an undocked ship here.
[SD] Kivas Fajo
RANGE 7 WEAPONS 3 SHIELDS 6
 ROA: R

Liberty
[Maq] ANTARES CLASS **[Borg]**
 Maquis ship commanded by Captain Chakotay in 2371. 30-year-old vessel — with a 39-year-old engine that has been rebuilt and modified many times over.
 [Maq] Your [Maq] personnel may report aboard.
 May be your seed at Caretaker's Array.
RANGE 8 WEAPONS 6 SHIELDS 6
 Borg: 129 R

[Univ] Mercenary Ship
UNKNOWN CLASS
 Little-known ship. Difficult to track due to a unique hull design that renders it invisible to long-range scans. Baran captained one in 2370.
[SH][Stf] Long-Range Scan Shielding
RANGE 7 WEAPONS 7 SHIELDS 7
 Premiere: C

[Univ] Miradorn Raider
UNKNOWN CLASS **[BDS]**
 Representative of Miradorn vessels. Alternately commanded by Al-Kel and Ro-Kel.
 Hull design impervious to most scans.
 [Cmd][SH] Long-Range Scan Shielding
RANGE 8 WEAPONS 7 SHIELDS 7
 DS9: U

Mondor
PAKLED SHIP **[TWT]**
 Commanded by Grebnedlog. Uses technology stolen from Romulans, Jaroda, other races — and Geordi La Forge. "We are strong now. We have better weapons."
 Pakled | Cloaking Device, Holodeck, Particle Scattering Device, Tractor Beam
RANGE 8 WEAPONS 8 SHIELDS 8
 TWT: 112 U

[NA][Hir] Ollara
LIGHT CRUISER **[DQ][HoloAdv]**
 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][SH] Holodeck, Tractor Beam
 Your [Holo] cards may report aboard.
RANGE 8 WEAPONS 9 SHIELDS 8
 HoloAdv: 129 R

Phoenix

[AU] **PROTOTYPE WARP VESSEL** **[FC]**
Earth's first faster-than-light ship. Launched via a Titan missile. Commanded by Zefram Cochrane.
[SH][SH][CD] Holds three personnel. Has no transporters. May take off and land once per game. Worth points while in orbit. **[10 PTS]**
RANGE 1 **WEAPONS NO** **SHIELDS 1**
FC: R

[Univ] Pralor Warship

[Non,Gray,A] **WARSHIP CLASS** **[DQ][HoloAdv]**
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][SH][SH] Tractor Beam
Your Pralor Units may report aboard.
RANGE 7 **WEAPONS 10** **SHIELDS 9**
HoloAdv: 130 U

[Univ] Rigelian Freighter

MERCHANT FREIGHTER **[BSS]**
Large-volume ship typically used by various planetary consortiums. Primary energy supply optimized for defensive shielding.
[Cmd] Tractor Beam
RANGE 6 **WEAPONS 6** **SHIELDS 9**
DS9: C

Tama

DARMOK CLASS
"Children of Tama. Vorath's sword raised high. Dathon, speaking first. Tama and Enterprise at El-Adrel. Tama's tears, shivering in the wind."
[Cmd][SH] Particle Scattering Device
RANGE 7 **WEAPONS 9** **SHIELDS 8**
AU: U

The Think Tank's Ship

UNKNOWN CLASS **[DQ][Borg]**
Advanced ship boasting technology designed by its crew, including a neutronium alloy hull, isomorphic projectors, and subspace cloaking device. Commanded by Kurros.
[Think Tank personnel] Cloaking Device, Holodeck, Tractor Beam
RANGE 9 **WEAPONS 6** **SHIELDS 18**
Borg: 130 R

[NA][Fed] U.S.S. Dauntless

DAUNTLESS CLASS **[DQ][Borg]**
Unique ship constructed and commanded by Arturis. Equipped with an operational quantum slipstream drive. Designed to appear as an experimental Starfleet vessel.
[Cmd][SH][SH] May be fully staffed by Arturis. Holodeck **[SD]** Quantum Slipstream Drive
RANGE 10 **WEAPONS 7** **SHIELDS 8**
Borg: 131 R

[NA][Fed] U.S.S. Equinox

NOVA CLASS **[Voy][DQ]**
NCC-72381. Science vessel pulled from Alpha Quadrant by the Caretaker. Its rogue crew designed an enhanced warp drive, killing nucleogenic life-forms for fuel.
[SH][SH] X=4 if any crew member has "U.S.S. Equinox" in lore. Holodeck, Tractor Beam
RANGE 7+X **WEAPONS 6** **SHIELDS 7**
Voy: 192* R

[Univ] Vulcan Lander

[AU] **VULCAN SURVEY VESSEL** **[FC]**
Tri-lateral symmetry. Entered the Sol system at 11 a.m. on April 5, 2063. Commanded by Solkar.
Has no transporters. May take off or land (uses 1 RANGE). Your Vulcans may report for duty here.
RANGE 7 **WEAPONS 1** **SHIELDS 7**
FC: U

[Univ] Xepolite Freighter

MERCHANT FREIGHTER **[BSS]**
Xepolite merchants are suspected as fronts for secret Cardassian operations. They maintain their privacy via particle-diffusing hull alloys.
[Cmd][SH] Long-Range Scan Shielding, Tractor Beam
RANGE 9 **WEAPONS 5** **SHIELDS 7**
DS9: C

[Univ] Yridian Shuttle

SHUTTLECRAFT
Common shuttlecraft used by Yridian agents and others for covert activities.
RANGE 6 **WEAPONS 1** **SHIELDS 3**
Premiere: C

[Univ] Zalkonian Vessel

DESTROYER CLASS
Typical Zalkonian defense vessel. One commanded by Sunad traveled at warp 9.72, hunting the fugitive known as John Doe in the Zeta Gelis Cluster.
[Cmd][NA][NA] Kills untransfigured John Doe if at same location at end of your turn.
RANGE 9 **WEAPONS 8** **SHIELDS 6**
QC: C

[Univ] Zibalian Transport

ZIBALIAN CLASS
Common class of merchant vessel used by traders such as Kivas Fejo.
RANGE 6 **WEAPONS 2** **SHIELDS 4**
Premiere: C

ROMULAN: FACILITIES**Continuing Committee** **[BDA]**

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.)
ROA: R

Romulan Outpost

Romulus is one of the two homeworlds for the Romulans. The Romulan Star Empire establishes outposts throughout its territory.
Seed one OR build later where you have a Romulan ENGINEER.
OUTPOST **SHIELDS 32**
Premiere: C

Office of the Proconsul **[Dom]**

The Proconsul heads the Romulan Senate. Neral was Proconsul during the 2368 Vulcan Unification ruse.
Seeds or plays on Romulus. Once per turn, one Romulan General, Admiral, Senator or Proconsul OR Sela or Tomalak OR one HQ card may play for free here. (Not duplicatable.)
HEADQUARTERS **SHIELDS 44**
Dom: R

ROMULAN: PERSONNEL**Alidar Jarok**

[Cmd] **OFFICER**
Conscientious admiral who questioned Romulan policy. Eventually stole a scout ship and defected to the Federation in 2366.
• Navigation • Leadership
INTEGRITY 2 **CUNNING 8** **STRENGTH 8**
Premiere: R

Ambassador Tomalak

[Cmd][AU][Bar] **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 8 **CUNNING 7** **STRENGTH 7**
BOG: R

Bachra

[SH] **OFFICER**
Centurion serving the Romulan Star Empire. Once marooned on Galomdon Core with Lt. Commander Geordi La Forge.
• Navigation • Youth
INTEGRITY 7 **CUNNING 7** **STRENGTH 6**
Premiere: U

[Univ] Chief O'Brien

[SH][Holo] **ENGINEER** **[BOG]**
Holographic re-creation of U.S.S. Enterprise transporter chief. Used to aid mental reprogramming. Taibok 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**
BOG: R

Commander Charvaneq

[Cmd][AU] **OFFICER** **[MM][DS]**
Female commander of a fleet that intercepted starship Enterprise in 2268. Sought the heart of Mr. Spock.
• SCIENCE • Diplomacy • Physics • Archaeology • Once in play, X = 3 on every Patrol Neutral Zone mission (even if already solved).
INTEGRITY 6 **CUNNING 7** **STRENGTH 5**
MM: 109 R+

Commander Tomalak

[Cmd][AU] **OFFICER**
In an alternate future, the nemesis of the U.S.S. Enterprise confronted Captain Picard but cooperated to investigate an anomaly in the Neutral Zone.
• Diplomacy • Leadership
INTEGRITY 7 **CUNNING 7** **STRENGTH 9**
AU: R

[Rom][Fed] Data and Picard

[SH][SH] **CIVILIAN+CIVILIAN** **[P]**
To search for Spock on Romulus, the Soong-type android Data and his human captain, Jean-Luc Picard, disguised themselves as Romulan citizens.
Data: • ENGINEER • Astrophysics • Computer Skill
Picard: • Diplomacy • Anthropology • Archaeology
INTEGRITY 8+8 **CUNNING 12+8** **STRENGTH 12+6**
EP: 2 P

Dr. Karamar

[SH] **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**
BOG: U

Dr. Telek R'Mor

[Cmd][AU] **SCIENCE** **Name OR [Voy]**
Romulan Astrophysical Academy member on deep space duty in 2351. Beamed to the present via a micro-wormhole to the U.S.S. Voyager.
• Astrophysics x2 • Stellar Cartography • Honor • ENGINEER • May report directly to any ship.
INTEGRITY 7 **CUNNING 7** **STRENGTH 7**
TA: P OR Voy: 174 R

D'Tan

CIVILIAN
Romulan boy. A bright and active member of Spock's underground. Once showed Spock Romulan artifacts depicting the syllabic nucleus of the Vulcan alphabet.
• Youth • Archaeology • Where present, Romulans without Treachery are
INTEGRITY +1 **CUNNING 6** **STRENGTH 3**
INTEGRITY 7 **CUNNING 6** **STRENGTH 3**
AU: U

[Univ] D'vano

[SH][AU] **MEDICAL** **[MM][DS]**
Typical of mid-23rd century Romulan medical staff. Authored several papers studying the effects of cloaking fields and other technology on Romulan physiology.
• Computer Skill • Transporter Skill • Biology
INTEGRITY 7 **CUNNING 7** **STRENGTH 5**
MM: 110 C

[Univ] D'Vin

[SH] **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**
BOG: C

[Univ] Galathon

[Cmd] **OFFICER**
Romulan officer representative of those serving the Romulan Star Empire. Pursuer of DNA program in 2369.
• Archaeology • Greed • Treachery
INTEGRITY 3 **CUNNING 7** **STRENGTH 9**
Premiere: C

[Rom][Hir] [Univ] Garren

[SH][Holo] **SCIENCE** **[DQ][HoloAdv]**
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**
HoloAdv: 120 C

[Univ] Gorrus

[SH][AU] **SECURITY** **[MM][DS]**
Representative security officer serving in the Romulan military, circa 2268. One of two men sent to starship Enterprise in exchange for Captain Kirk and Mr. Spock.
• Navigation
INTEGRITY 6 **CUNNING 6** **STRENGTH 8**
MM: 111 C

[Univ] Jaran

[SH] **SECURITY**
Romulan trained in the field of security. A former member of the Tal Shiar intelligence service.
• Geology • Youth
INTEGRITY 4 **CUNNING 7** **STRENGTH 9**
Premiere: C

[Univ] Jenok

SCIENCE **[TWT]**
Representative of young Romulan scientists trained in frontier exploration. Cited for his work in exploring uninhabited planets.
• Geology • Exobiology • Youth
INTEGRITY 6 **CUNNING 8** **STRENGTH 5**
TWT: 94 C

[Univ] Jera

[Holo] **MEDICAL**
Re-creation of a female Romulan. Alien entity assumed this body in 2369.
• Biology • Youth
INTEGRITY 4 **CUNNING 7** **STRENGTH 6**
Premiere: C

Kalenna

[SH] **SECURITY** **[TWT]**
Female Romulan. Member of task force sent to destroy the Founders. Helped Julian Bashir, Worf, and Elim Garak escape from Internment Camp 371.
• Anthropology • Biology • Honor
INTEGRITY 7 **CUNNING 7** **STRENGTH 6**
TWT: 95 U

Karina
[SH] V.I.P. [BSS]
Female Romulan "delegate" and saboteur. Assistant to Ruwon. Planned to help him sabotage the Bajoran wormhole and Deep Space 9.
• **Treachery** • **Transporter Skill** • **SCIENCE**
INTEGRITY 4 CUNNING 8 STRENGTH 8
DS9: R

Keras
[Cmd][AU] OFFICER [TWT][DS]
Expert strategist. Followed orders despite misgivings about provoking another war with the Federation. In a different reality, he could have called Kirk friend.
• **Leadership x2** • **Astrophysics** • **Geology** • **Honor [SD]** Engage Cloak [SD] Auto-Destruct Sequence
INTEGRITY 8 CUNNING 9 STRENGTH 8
TWT: 96 R+

[Fed][Rom] Koval
[Cmd] V.I.P. [P]
Chairman of the Tal Shiar. Seeks appointment to the Continuing Committee. Suffers from Tuvan Syndrome. Conspired with Sloan to bring down Senator Cretak.
• **SECURITY** • **Treachery** • **Tal Shiar x2** (if Romulan) • **Exobiology** • **Your Tal Shiar may report here.**
INTEGRITY 3 CUNNING 9 STRENGTH 6
2A: P

La Forge Impersonator
[SH]-[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
BOG: R

Lovok
[Cmd] OFFICER [Dom]
High-ranking colonel in the Tal Shiar. Proponent of a temporary alliance with the Obsidian Order to destroy the foundation of the Dominion.
• **Tal Shiar** • **Computer Skill** • **Navigation** • **SCIENCE** • **Transporter Skill**
INTEGRITY 6 CUNNING 8 STRENGTH 7
Dom: R

[Rom][Fed] Major Rakal
[Cmd][AU] V.I.P.
Physically altered, the half-Betazoid, half-human **Deanna Troi** was coerced to assume the identity of a Tal Shiar major in the 2369 *M'ret* defection plot.
• **Romulan: Tal Shiar, Empathy, Treachery** • **Federation: Empathy, Diplomacy,**
INTEGRITY +4, CUNNING -1
INTEGRITY 4 CUNNING 8 STRENGTH 4
AU: R

Mendak
[Cmd] OFFICER
Commander of the warbird *Devoraz*. Aided the escape of Romulan operative Selok from the Federation.
• **Treachery** • **Exobiology**
INTEGRITY 4 CUNNING 7 STRENGTH 7
Premiere: R

Mirak
[SH] SCIENCE
Scientist in charge of developing and testing the interphase generator in 2368.
• **ENGINEER** • **Astrophysics** • **Physics**
INTEGRITY 3 CUNNING 8 STRENGTH 7
Premiere: U

[Univ] Mopak
[SH] 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
BOG: C

Movar
[Cmd] OFFICER
Romulan general who secretly provided military supplies to Duras family forces during the Klingon Civil War in 2368.
• **Treachery** • **Anthropology**
INTEGRITY 5 CUNNING 7 STRENGTH 7
Premiere: U

[Univ] Navok
[SH] 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
BOG: C

Neral
V.I.P.
Proconsul Neral of the Romulan Senate plotted with Sela and Pardek to invade Vulkan.
• **Treachery** • **Youth**
INTEGRITY 4 CUNNING 7 STRENGTH 7
Premiere: U

Nevala
[SH] ENGINEER [Voy]
Skilled pilot serving under Rekar. Her family's brushes with the Tal Shiar have left her highly suspicious and distrustful of others — even by Romulan standards.
• **Navigation** • **Computer Skill x2** • **Physics** • **Astrophysics [SD]** Romulan PADD
INTEGRITY 6 CUNNING 7 STRENGTH 6
Voy: 175 R

N'vek
[Cmd] SCIENCE
Member of the Romulan underground. Spearheaded defection of Vice-Proconsul *M'ret* to the Federation.
• **Honor** • **Biology** • **Computer Skill**
INTEGRITY 6 CUNNING 8 STRENGTH 8
Premiere: U

[Rom][MA] Orum
[Cmd][Com] CIVILIAN [DQ][Borg]
Romulan medic. Borg, liberated in 2368. Since then has worked with Riley Frazier, trying to forge cooperation among warring factions of Borg from his former cube.
• **MEDICAL** • **Cybernetics** • **Computer Skill** • **Exobiology** • **Anthropology**
INTEGRITY 7 CUNNING 8 STRENGTH 6
Borg: 111 * R

[Univ] Palteht
[SH] ENGINEER
Romulan trained in the field of engineering. A specialist in artificial quantum singularity. Served aboard the *Khazara* in 2369.
• **Computer Skill**
INTEGRITY 3 CUNNING 8 STRENGTH 7
Premiere: C

Pardek
V.I.P.
Male senator from the Kracton Segment of Romulus. Delegate at the 2293 Khitomer conference. Betrayer of Spock.
• **Diplomacy x2** • **Treachery**
INTEGRITY 4 CUNNING 8 STRENGTH 6
Premiere: U

Parem
[SH] OFFICER
Romulan officer accidentally phased by interphase generator experiment.
• **Treachery**
INTEGRITY 4 CUNNING 8 STRENGTH 9
Premiere: U

Parthok
[SH] 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
BOG: R

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

Praetor Neral
[Cmd] V.I.P. [HoloAdv]
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
HoloAdv: 121 R

Rekar
[Cmd] OFFICER [Voy]
Seized and commanded the *U.S.S. Prometheus*. Planned to deliver it to the Tal Shiar. Didn't anticipate the resourcefulness of two Starfleet holograms.
• **SECURITY** • **Treachery** • **Exobiology** • **Leadership** • **Geology**
[SD] Commander Ship
INTEGRITY 5 CUNNING 7 STRENGTH 8
Voy: 176 R

[Univ] R'Mal
[SH] SCIENCE [BOG]
Typical Romulan scientist. Led team of archaeologists on an unsuccessful mission to locate an Ictonian gateway in Romulan territory.
• **Archaeology**
INTEGRITY 7 CUNNING 7 STRENGTH 6
BOG: C

Ruwon
[Cmd] V.I.P. [BSS]
Led Romulan delegation to DS9 to receive Starfleet's intelligence dossier on the Dominion. Had secret orders to destroy the station and nearby wormhole.
• **Diplomacy** • **Anthropology** • **Treachery** • **SECURITY**
INTEGRITY 4 CUNNING 7 STRENGTH 7
DS9: R

Sela
[Cmd] V.I.P.
1/2 Romulan, 1/2 Human female. Daughter of alternate timeline Lieutenant Natasha Yar. Powerful operative and key figure in the Romulan hegemony.
• **Diplomacy** • **Leadership** • **Treachery** • **Youth**
INTEGRITY 6 CUNNING 9 STRENGTH 8
Premiere: R

[Univ] Selok
[SH] V.I.P.
Subcommander Selok is a female Romulan agent. Successfully posed as Vulcan Ambassador T'Pol.
• **Treachery**
INTEGRITY 4 CUNNING 8 STRENGTH 5
Premiere: C

Selveth
[SH] ENGINEER [BSS]
Female Romulan. Piloted a warbird in the secret Tal Shiar/Obsidian Order operation to destroy Dominion homeworld in 2371. Served under Colonel Lovok.
• **Navigation x2** • **Stellar Cartography** • **Geology**
INTEGRITY 6 CUNNING 7 STRENGTH 5
DS9: R

Senator Cretak
[Cmd] V.I.P. [BOA]
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 WEAPONS +2.**
INTEGRITY 7 CUNNING 7 STRENGTH 5
ROA: R

Senator Letant
[Cmd] 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
BOG: R

Senator Vreenak
V.I.P. [Dom]
Vice-Chairman of the Tal Shiar. Secretary of War Plans Council. Key Romulan senator for over 14 years. Negotiated non-aggression pact with the Dominion.
• **Diplomacy** • **Tal Shiar x2** • **Anthropology** • **Leadership** • **Law [SD]** Any Romulan treaty
INTEGRITY 7 CUNNING 8 STRENGTH 5
Dom: R

Siral
[Cmd] OFFICER
Commander of the Imperial Romulan Warbird *Terix* during the Pegasus incident of 2370.
• **Diplomacy** • **Leadership** • **Navigation** • **ENGINEER** • **Treachery**
INTEGRITY 7 CUNNING 8 STRENGTH 7
QC: U

[Rom][Klg] Sisters of Duras
[SH][SH] V.I.P. + V.I.P. [Foin]
Lursa and B'Etor, like their father before them, collaborated with the Romulan Star Empire.
Do not work with Klingons who have Honor.
Lursa: • **Treachery** • **Leadership** • **Geology** • **Greed.**
B'Etor: • **Treachery** • **Physics** • **Youth** • **Greed**
INTEGRITY 2+2 CUNNING 8+8 STRENGTH 8+7
Fajo: P

Sorus
[SH] ENGINEER [BSS]
Technician who accompanied a Romulan delegation, led by Ruwon and Karina, to Deep Space 9 in 2369.
• **Cybernetics** • **Computer Skill** • **Physics** • **Treachery**
INTEGRITY 5 CUNNING 8 STRENGTH 7
DS9: R

[Rom][Fed] Stefan Deseve

[SH][AU] **V.I.P.**
Former Federation officer who defected to Romulus in 2349. Later, apparently had second thoughts. Joined Spock's Romulan underground in 2369.
• **Romulan: Treachery, Greed • Federation: OFFICER, Treachery, INTEGRITY -1**
INTEGRITY 5 CUNNING 8 STRENGTH 5
AU: R

Subcommander Tal

[Cmd][AU] **OFFICER** **[MM][DS]**
First officer serving under Commander Charvonek. Traced a communication signal that led to the discovery of Federation spies aboard his ship.
• **SECURITY • Computer Skill • Anthropology [SD] Intruder Alert! OR Classic Disruptor**
INTEGRITY 7 CUNNING 8 STRENGTH 7
MM: 112 U

[Univ] Tagus

[SH] **SECURITY** **[MM]**
Representative security officer serving in the Romulan military. Assigned to bodyguard duties in the capital city on Romulus.
• **Treachery**
INTEGRITY 5 CUNNING 7 STRENGTH 8
MM: 113 C

Taibak

[SH] **SCIENCE**
Scientist who developed a mind control device using E-band emissions. Controlled Lt. Commander Geordi La Forge through his VISOR.
• **Treachery • Biology • Computer Skill**
INTEGRITY 2 CUNNING 8 STRENGTH 8
Premiere: U

[Univ] Takket

[Cmd] **MEDICAL**
Romulan male trained in anatomy and medicine. Extensively trained in exobiology.
• **Exobiology**
INTEGRITY 4 CUNNING 7 STRENGTH 7
Premiere: C

[Rom][Fed][NA] Tallera

[Cmd] **SECURITY** **[Faj]**
Female Romulan mercenary. In reality a physically altered Vulcan isolationist seeking the Stone of Gol.
Does not work with other [Fed] affiliation personnel. • Computer Skill
• **SCIENCE • Mindmeld • Leadership • Treachery**
INTEGRITY 3 CUNNING 7 STRENGTH 7
Faja: P

[Univ] Tallus

[Cmd] **OFFICER**
Romulan officer representative of those serving the Romulan Star Empire. Former commander of private forces under Commander Sala.
• **Leadership**
INTEGRITY 3 CUNNING 7 STRENGTH 7
Premiere: C

Tamarith

[Cmd] **CIVILIAN** **[BOG]**
Female nurse. Member of Romulan underground. Supported Ambassador Spock's efforts to unify Romulus and Vulcan.
• **MEDICAL • Biology • Honor • Music • X=2 if with another Romulan underground member.**
INTEGRITY 8 CUNNING 7+X STRENGTH 4+X
BOG: U

Taris

[Cmd] **OFFICER**
Female subcommander. Captain of the Warbird *Haakona*. Investigated the Federation incursion of the Neutral Zone in the vicinity of Iconia.
• **Archaeology • MEDICAL • Music • Transporter Skill**
INTEGRITY 6 CUNNING 8 STRENGTH 7
QC: R

[Univ] Tarus

[SH] **SCIENCE**
Representative of male Romulans trained in the field of science. Specialist in the study of extra-dimensional life-forms.
• **Stellar Cartography**
INTEGRITY 4 CUNNING 8 STRENGTH 7
Premiere: C

[Univ] Taul

[SH] **SECURITY**
Romulan male trained in the field of security. Assistant to Commander Kongsab of the Romulan Intelligence Academy.
• **Treachery • Archaeology**
INTEGRITY 4 CUNNING 7 STRENGTH 8
Premiere: C

Tebok

[Cmd] **OFFICER**
Commanding officer of the Romulan warbird that crossed the Romulan Neutral Zone in 2364.
• **Diplomacy • Leadership • Navigation**
INTEGRITY 5 CUNNING 7 STRENGTH 9
Premiere: U

Telak

[SH] **SECURITY**
Male bodyguard of Sela. Stationed on Romulus. Lieutenant operative in the Tal Shiar's new Android Research section.
• **Treachery • Tal Shiar • Cybernetics**
INTEGRITY 5 CUNNING 6 STRENGTH 9
QC: U

Tharket

[SH] **SECURITY** **[BOG]**
Associate of Teibok. 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
BOG: U

The Centurian

[Cmd][AU] **SCIENCE** **[TWT][DS]**
Senior adviser and science officer aboard *Gal Gath'thong* during 2266 Neutral Zone incursion. Cautioned Keras to proceed carefully against the starship *Enterprise*.
• **Exobiology • Stellar Cartography • Honor • Other Romulans at this location are attributes all +1.**
INTEGRITY 7 CUNNING 8 STRENGTH 5
TWT: 97 R+

[Univ] Thei

[Cmd] **OFFICER**
Subcommander Thei is representative of officers serving in the Romulan Star Empire. Ally of the sisters of Duras during the Klingon Civil War.
• **Geology • Physics**
INTEGRITY 4 CUNNING 6 STRENGTH 8
Premiere: C

[Univ] Thelak

[SH] **ENGINEER** **[BOG]**
Romulan female who assisted in the capture of *U.S.S. Prometheus*. Majored in warp theory at an academy located on a colony world 31 light-years from Romulus.
• **Physics**
INTEGRITY 5 CUNNING 7 STRENGTH 5
Bog: 117 C

Tokath

[SH] **OFFICER**
Established a secret prison camp in the Carraya system for dishonored Klingon survivors of the Khitomer massacre.
• **Anthropology • Honor**
INTEGRITY 6 CUNNING 7 STRENGTH 6
Premiere: U

Tomalak

[Cmd] **OFFICER**
Commander of a D'deridex-class warbird. Frequent nemesis of the *U.S.S. Enterprise*.
• **Diplomacy • Leadership**
INTEGRITY 6 CUNNING 7 STRENGTH 9
Premiere: R

[Univ] Tomek

[Halo] **ENGINEER**
Re-creation of a male Romulan. Alien entity assumed this body in 2369.
• **Astrophysics**
INTEGRITY 4 CUNNING 7 STRENGTH 6
Premiere: C

Toreth

[Cmd] **OFFICER**
Female captain of Imperial Romulan warbird, *Khazara*. Father killed by Tal Shiar. Uncovered M'ret defection plot.
• **Leadership • Honor • Navigation**
INTEGRITY 5 CUNNING 8 STRENGTH 7
Premiere: R

T'Rul

[SH] **ENGINEER** **[Dom]**
Romulan female assigned to install, safeguard and operate the cloaking device loaned to Starfleet for use on board the *U.S.S. Defiant*.
• **Physics • SECURITY • Exobiology • Ship she is aboard is RANGE +1 when cloaked.**
INTEGRITY 6 CUNNING 7 STRENGTH 6
Dom: U

Vakis

[Cmd] **V.I.P.** **[OSS]**
Tal Shiar agent. Aware of assassination plot against Elim Garak. Unhappy to discover that her records mischaracterized him as a cobbler, not a tailor.
• **Tal Shiar • MEDICAL • Biology • Treachery**
INTEGRITY 5 CUNNING 8 STRENGTH 6
DS9: R

[Univ] Varel

[SH] **SCIENCE**
Representative of female Romulans trained in the field of science. Assigned to assist with interphase generator project.
• **Physics • Computer Skill • Youth**
INTEGRITY 4 CUNNING 7 STRENGTH 5
Premiere: C

Velal

[Cmd] **OFFICER** **[TWT]**
Romulan general. Commander of the Romulan fleet at the close of the Dominion war. Committed the Romulan Star Empire to the final attack on Cardassia.
• **SECURITY • Transporter Skill • Archaeology • Captain's Log is +1 on your D'deridex-class ships.**
INTEGRITY 7 CUNNING 8 STRENGTH 7
TWT: 98 R+

ROMULAN: SHIPS**Apnex**

[AU] **SCIENCE CLASS** **[ROA]**
Named for a sea on Romulus. Has a cloaking device prototype based on a phase inverter. Commanded by Mirak after the death of the ship's captain.
Cloaking Device, Phasing Cloak (RANGE +4 while phased).
RANGE 7 WEAPONS 4 SHIELDS 5
ROA: R

[Rom][Klg] [Univ] Battle Cruiser

[AU] **D-7 CLASS** **[MM][DS]**
Klingon battle cruiser, circa 2267. Some were provided to the Romulan Star Empire in exchange for cloaking technology. Commander Charvonek captained one.
[AU] Cloaking Device, Tractor Beam [SD] Any [Univ][OS] Klingon or Romulan
RANGE 6 WEAPONS 5 SHIELDS 5
MM: 129 C

[Rom][Klg] Cha'Joh

[AU] **CLASS D-12 SCOUT VESSEL** **[OSS]**
Small, obsolete, twenty-year-old Bird-of-Prey commanded by Lursa and B'Elor, the Sisters of Duras.
May not be carried aboard Birds-of-Prey. May benefit from two matching commanders. Cloaking Device
RANGE 7 WEAPONS 5 SHIELDS 5
DS9: R

[Univ] D'deridex

[AU] **D'DERIDEX CLASS**
Imperial Romulan Warbird. A massive ship significantly larger than a Galaxy class starship.
[Cmd][Shf][Shf] Cloaking Device, Tractor Beam
RANGE 8 WEAPONS 9 SHIELDS 7
Premiere: C

[Univ] D'deridex Advanced

[AU] **D'DERIDEX CLASS** **[Dom]**
Upgraded by the Tal Shiar near Orias II. Used in Tal Shiar/Obsidian Order attack of the Dominion in 2371.
[Cmd][Shf][Shf] Attributes all -3 unless Tal Shiar in crew. Cloaking Device, Tractor Beam
RANGE 9 WEAPONS 10 SHIELDS 9
Dom: R

Decius

[AU] **D'DERIDEX CLASS**
Powerful ship created in Barash's illusion. Commanded by Tomalak. Transported Admiral Picard and Deanna Troi to a Romulan peace conference.
[Cmd][Shf][AU] Cloaking Device, Holodeck, Tractor Beam
RANGE 10 WEAPONS 9 SHIELDS 8
AU: R

Devoras

[AU] **D'DERIDEX CLASS**
Warbird used to accomplish the escape of Romulan spy Selok from the Federation in 2367. Commanded by Admiral Mendak.
[Cmd][Shf][Shf] Cloaking Device, Tractor Beam
RANGE 9 WEAPONS 8 SHIELDS 8
Premiere: R

Gal Gath'thong

[AU] **ROMULAN BIRD-OF-PREY** **[TWT][DS]**
Commanded by Keras during incursion of Neutral Zone in 2266. Possibly the first Romulan ship with a cloaking device. Named for the firefalls on Romulus.
[AU] Cloaking Device, Tractor Beam [SD] Any [OS] Romulan personnel
RANGE 5 WEAPONS 7 SHIELDS 6
TWT: 113 R

Goraxus

D'DERIDEX CLASS (BOG)

Warbird commanded by Sala. Used to intercept Geordi La Forge's shuttle en route to Risa in 2367, and to mentally reprogram the engineer.

[Cmd][SH][Sf] Cloaking Device, Holodeck, Tractor Beam [SD] Romulan Ambush
RANGE 8 WEAPONS 8 SHIELDS 8
BOG: R**Haakona**

D'DERIDEX CLASS

Subcommander Tavis' warbird. Responded to the Federation incursion of the Neutral Zone, near Icania.

[Cmd][SH][Sf] Cloaking Device, Tractor Beam
RANGE 8 WEAPONS 9 SHIELDS 8
Premiere: R**Khazara**

D'DERIDEX CLASS

Commander Toreth's Warbird. Covertly used by N'Vek and Counselor Deanna Troi to accomplish the defection of Vice-Proconsul M'ret in 2369.

[Cmd][SH][Sf] Cloaking Device, Tractor Beam
RANGE 9 WEAPONS 9 SHIELDS 7
Premiere: R**Pi**

SCOUT CLASS

Ship suspected of attempting a covert mission to Galomdon Core in Federation territory.

RANGE 9 WEAPONS 4 SHIELDS 4
Premiere: R**[Univ] 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
BOG: C**[Univ] Science Vessel**

SCIENCE CLASS

Specialized science ship used for an Interphase Generator experiment in 2368.

RANGE 8 WEAPONS 5 SHIELDS 6
Premiere: C**[Univ] Scout Vessel**

SCOUT CLASS

Class of small, versatile ships used by the Romulan Star Empire for reconnaissance and science missions.

RANGE 9 WEAPONS 3 SHIELDS 3
Premiere: C**Terix**

D'DERIDEX CLASS

Warbird commanded by Siroi. "Accidentally" sealed the U.S.S. *Enterprise* inside an asteroid in 2370.[Cmd][SH][Sf] Cloaking Device, Tractor Beam
RANGE 9 WEAPONS 7 SHIELDS 9
QC: R**T'Pau**

MERCHANT CLASS

Vulcan merchant vessel named for the only person ever to turn down a seat on the Federation Council. Stolen from surplus depot Zed-15 at Quolor II.

[Sf] May report for duty at Quolor II. Tractor Beam
RANGE 8 WEAPONS 7 SHIELDS 6
QC: U**[Rom][Fed] U.S.S. Prometheus**

PROMETHEUS CLASS (BOG)

Prototype Starfleet vessel, NX-59650. Boasts ablative armor, regenerative shielding, and multivector assault mode. Captured by Romulans during a test flight.

[Cmd][Cmd][Sf] May download Multivector Assault Mode when in battle.
Holodeck, Tractor Beam
RANGE 10 WEAPONS 9 SHIELDS 9
Borg: 124* R**VIDIIAN: FACILITY****[Univ] Vidian Outpost**

[DQ][Voy]

The Vidian Sodality establishes outposts throughout its territory, often hiding them inside barren planetoids.

Seed one at a [Vid] or [NA] location OR build at such a location where you have a Vidian ENGINEER. [SD] The Vidian Sodality
OUTPOST SHIELDS 34
Voy: 57 C**VIDIIAN: PERSONNEL****Danara Pel**[SH] MEDICAL [Voy][DQ]
Hematologist who treated a phage outbreak on Fina Prime. Became romantically involved with The Doctor when she spent nearly three weeks on U.S.S. *Voyager*.
• Biology x2 • Computer Skill • Honor • Navigation • Stellar Cartography
INTEGRITY 8 CUNNING 8 STRENGTH 2
Voy: 177 R**Dereh**[Cmd] MEDICAL [Voy][DQ]
Vidian *honatto* to Matura. Tasked with obtaining new organs for his charge's survival. Duty-bound to take them from the living if a dead "donor" is unavailable.
• Navigation x2 • ENGINEER • Geology • Exobiology [SD] Organ Theft OR Vidian Harvester
INTEGRITY 3 CUNNING 8 STRENGTH 6
Voy: 178 R**[Univ] Dilanum**[SH] ENGINEER [DQ][Borg]
Representative of maintenance workers assigned to Avery III. Alien prisoners made to assist him often wish they had instead been put to work digging tunnels.
• SCIENCE • Stellar Cartography • Treachery
INTEGRITY 3 CUNNING 7 STRENGTH 5
Borg: 118 C**[Univ] Drenol**[Cmd] OFFICER [Voy][DQ]
Planned to ambush U.S.S. *Voyager* in 2371 in a region filled with subspace vacuoles. A vengeful version of Kes from five years in the future tried to aid his efforts.
• Treachery • Diplomacy • Stellar Cartography
INTEGRITY 4 CUNNING 7 STRENGTH 6
Voy: 179 C**[Univ] Hophalin**[SH] ENGINEER [Voy][DQ]
Representative of technicians serving the Vidian Sodality. Posted to the Avery III installation. Confident in the sophistication of his data encryption routines.
• Computer Skill • Archaeology • Physics • Treachery
INTEGRITY 6 CUNNING 7 STRENGTH 5
Voy: 180 C**[Univ] Losaruz**[SH] SCIENCE [Voy][DQ]
Typical Vidian researcher of astronomical and planetary sciences. Has a cardiovascular system highly susceptible to the phage. Has had 17 heart replacement surgeries.
• Geology • Astrophysics • Stellar Cartography
INTEGRITY 5 CUNNING 7 STRENGTH 4
Voy: 181 C**[Univ] Maleth**[SH] SECURITY [DQ][HolAdv]
Typical chief of security for large Vidian bases. Head of perimeter defense for the Avery III installation. Captured Tom Paris, B'Elanna Torres, and Peter Durt in 2371.
• Leadership • Physics • Transporter Skill
• Opposing personnel are STRENGTH -1 where present.
INTEGRITY 4 CUNNING 8 STRENGTH 4
HolAdv: 122 C**Matura**[SH] CIVILIAN [Voy][DQ]
Vidian sculptor. Would have died of the phage if not for lungs stolen from Neelix. Willing to be punished. When shown mercy instead, responded in kind to save Neelix.
• Diplomacy x2 • SCIENCE • Honor • Anthropology • Music [SD] Dereh
INTEGRITY 8 CUNNING 7 STRENGTH 5
Voy: 182 R**[Univ] Nadirum**[Cmd] OFFICER [Voy][DQ]
Commanded a Vidian Cruiser. Attempted to harvest organs from the U.S.S. *Voyager* crew in 2372. Dozens like him are on the same single-minded mission.
• Leadership • Computer Skill • Navigation [SD] Organ Theft
INTEGRITY 5 CUNNING 7 STRENGTH 5
Voy: 183 C**[Univ] Nirata**[SH] MEDICAL [Voy][DQ]
Representative of Vidian general medical practitioners. Chose to enter military service rather than pledge himself as *honatto* to a single individual.
• Exobiology • Biology
INTEGRITY 5 CUNNING 7 STRENGTH 4
Voy: 184 C**[Univ] Sethis**[Cmd] SECURITY [Voy][DQ]
Overseer typical of Vidians in charge of slave labor at large facilities like that on Avery III. Gets the most from his captives before sending them to Organ Processing.
• Archaeology • Exobiology • Leadership
INTEGRITY 3 CUNNING 7 STRENGTH 6
Voy: 185 C**[Univ] Sinaren**[SH] MEDICAL [DQ][Borg]
Vidian researcher. Among many who believe a cure for the phage might be found by scrutinizing extinct civilizations who were wiped out by plague.
• Biology • Geology • Archaeology
INTEGRITY 6 CUNNING 7 STRENGTH 4
Borg: 119 C**[Univ] Sorum**[SH] SECURITY [Voy][DQ]
Typical prison worker and bodyguard serving aboard Vidian ships and installations. Fears the phage will soon leave him too weak to continue in his duties.
• Anthropology • Biology • Geology [SD] Lower Decks
INTEGRITY 5 CUNNING 5 STRENGTH 6
Voy: 186 C**Sulan**[Cmd] MEDICAL [Voy][DQ]
Chief Surgeon of the Vidian Sodality. Divided B'Elanna Torres into two beings—fully human and fully Klingon—to study the phage's effects on Klingon genetic material.
• MEDICAL • Transporter Skill • Exobiology x2 • Treachery • Computer Skill x2 • Physics
INTEGRITY 2 CUNNING 8 STRENGTH 5
Voy: 187 R**[Univ] Telari**[SH] MEDICAL [Voy][DQ]
Medical aide aboard a Vidian Cruiser. When not assisting in surgery or harvesting, serves as relief science officer.
• SCIENCE • Anthropology • Physics [SD] Vidian Harvester
INTEGRITY 5 CUNNING 6 STRENGTH 5
Voy: 188 C**[Univ] Thaden**[SH] MEDICAL [Voy][DQ]
Representative of surgical technicians on Vidian ships. Well versed in medical procedures and ship systems; supervises both repairs and organ harvesting missions.
• ENGINEER • Astrophysics • Navigation • Transporter Skill
INTEGRITY 5 CUNNING 6 STRENGTH 4
Voy: 189 C**VIDIIAN: SHIPS****[Univ] Vidian Cruiser**[Voy][DQ]
Largest starship in the Vidian fleet. Capable of grappling onto an enemy ship, subduing it for boarding. Drenol commanded one.
[Cmd][SH][Sf] Tractor Beam [SD] Vidian Boarding Claw
RANGE 9 WEAPONS 10 SHIELDS 10
Voy: 199 R**[Univ] Vidian Interceptor**[Voy][DQ]
Formidable ship favored for agility in battle. Suited to hit-and-fade attacks. Sulan commanded one prior to his promotion to Chief Surgeon of the Sodality.
[Sf][Sf] Tractor Beam
RANGE 8 WEAPONS 8 SHIELDS 9
Voy: 200 C**[Univ] Vidian Scout Vessel**[Voy][DQ]
Small, non-military Vidian ship, still powerfully equipped in case of urgent medical needs. Both Dereh and Danara Pel have commanded one.
[Sf]
RANGE 8 WEAPONS 7 SHIELDS 7
Voy: 201 C