

Name	Type	Affil	Reports	Text
BETAZOID GIFT BOX	ARTIFACT			Immediately look through your draw deck for up to 30 seconds and choose 3 cards to place in your hand.
BLADE OF TKON	ARTIFACT			Immediately relocate one planet location, and all cards there, to another place on the spaceline. Discard artifact.
CANAR	ARTIFACT			Immediately play on one female personnel. Specify one male personnel at a different location. If those two personnel are ever present together, discard both.
CRYOSATELLITE	ARTIFACT			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.
DATA'S HEAD	ARTIFACT			Use as Equipment card. Head has CUNNING=10 and Computer Skill. While on a ship, RANGE, WEAPONS and SHIELDS are +2. (Not Cumulative.)
ICONIAN GATEWAY	ARTIFACT			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).
INTERPHASE GENERATOR	ARTIFACT			Use as Equipment card. Nullifies: Chalnths, Archers, Rebels, Impassable Doors, Phased Matter, Crystalline Entities, Armus, and Nausicaans.
KURLAN NAISKOS	ARTIFACT			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.)
MONA LISA	ARTIFACT			Use as Equipment card. If destroyed, the player directly causing the destruction (if any) loses points. (Not duplicatable.)
Off-Zel Vase	ARTIFACT			Place in your point area. Z changes, where Z=the number of quadrants in which you have completed a mission (beyond the first).
OPHIDIAN CANE	ARTIFACT			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.
RECEPTACLE STONES	ARTIFACT			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.
SAMUEL CLEMENS' POCKETWATCH	ARTIFACT			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.
THOUGHT MAKER	ARTIFACT			Place in hand until played once as an Interrupt card. Look at opponent's draw deck for 10 seconds and rearrange as desired.
TIME TRAVEL POD	ARTIFACT			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.
TOX UTHAT	ARTIFACT			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.
VARON-T DISRUPTOR	ARTIFACT			Use as Equipment. Doubles your personnel's STRENGTH where present. (Not cumulative.)
VULCAN STONE OF GOL	ARTIFACT			Place in hand until played as an Event card. Kills everyone in an Away Team without Youth OR CUNNING>7. Discard artifact.
ALIEN ABDUCTION	DILEMMA	Planet		Most CUNNING Away Team member (owner's choice if tie) is held by aliens until mission completed OR 3 Leadership present.
ALIEN LABYRINTH	DILEMMA	Planet		To get through this maze-like structure and continue, Away Team must have a Tricorder OR 2 ENGINEER
ALIEN PARASITES	DILEMMA	Planet		Unless INTEGRITY>32, Away Team infected. They beam back and opponent immediately controls ship and crew until "stopped". Then turn resumes.
ANAPHASIC ORGANISM	DILEMMA	Planet		If Female(s) in Away Team, the one with highest total attribute numbers resigns (discarded), unless SECURITY + MEDICAL present. Discard dilemma.
ARCHER	DILEMMA	Planet		Away Team member with highest total attribute numbers is shot and dies unless SECURITY + MEDICAL present. Discard dilemma.
ARMUS-SKIN OF EVIL	DILEMMA	Planet		Kills one Away Team member (random selection). Discard dilemma.
ARMUS-STICKY SITUATION	DILEMMA	Planet		Strongest Away Team member is "stopped" if another personnel present has Diplomacy and CUNNING>7, killed otherwise. Discard dilemma only if any personnel remain.
BLENDED *HMF	DILEMMA	Planet		To get past requires Empathy, Diplomacy, Mom or any Scotty. All such personnel are "stopped," but if two or more present, one must continue (random selection).
CHALNOTH	DILEMMA	Planet		Kills one Away Team member (opponent's choice) unless 3 SECURITY OR STRENGTH>40 present. Discard dilemma.
Damaged Reputation	DILEMMA	Planet		If INTEGRITY>50, lose 5 points. To get past requires 2 Diplomacy OR any Intelligence and 2 Treachery OR STRENGTH>30 (STRENGTH>50 if this is a [DQ] mission).
EL-ADREL CREATURE	DILEMMA	Planet		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.
FEMALE'S LOVE INTEREST	DILEMMA	Planet		Female Away Team member (random selection) runs off with lover to furthest planet. Can be rescued later. Discard dilemma.
FERengi ATTACK	DILEMMA	Planet		Kills one Away Team member (opponent's choice) unless total CUNNING + STRENGTH>68 OR Greed present. Discard dilemma.
FIRESTORM	DILEMMA	Planet		Kills all Away Team members with INTEGRITY<5 (but Away Team may escape using Emergency Transporter Armbands). Discard dilemma.
Flim-Flam Artist *HMF	DILEMMA	Planet		Your opponent may immediately draw a card. To get past requires Diplomacy and 2 Computer Skill OR Law and CUNNING>32 (CUNNING>50 if this is a mission).
GOD *HMF	DILEMMA	Planet		Unless two Away Team members each have INTEGRITY>7, place on mission; destroys one ship here (opponent's choice). You must have a ship here to attempt mission.
HIDDEN ENTRANCE	DILEMMA	Planet		To continue, Away Team must have Geordi La Forge OR ENGINEER + CUNNING>32
HOLOGRAM RUSE	DILEMMA	Planet		Experience enemy hologram trick. You are tempted to divulge secrets. Impassable unless INTEGRITY>30 and CUNNING>30.
HUNTER GANGS	DILEMMA	Planet		Two Away Team members (random selection) are chased. Examine cards separately. Personnel escapes if CUNNING even, killed if odd. Discard dilemma.
HYPER-AGING	DILEMMA	Planet		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.
IMPASSABLE DOOR	DILEMMA	Planet		To get through this door, Away Team must have Computer Skill present.
MALE'S LOVE INTEREST	DILEMMA	Planet		Male Away Team member (random selection) runs off with lover to furthest planet. Can be rescued later. Discard dilemma.

MALFUNCTIONING DOOR	DILEMMA	Planet		To get through door, must have Soong-Type Android present OR a combined STRENGTH>27 from up to four Away Team members.
MATRIARCHAL SOCIETY	DILEMMA	Planet		Cannot get past unless at least 2 female Away Team members present.
Medical Crisis	DILEMMA	Planet		Randomly select a MEDICAL personnel. Killed if [Kaz] or [Vid] , "stopped" otherwise. To get past requires 2 Biology and (2 MEDICAL OR a Nurse).
MICROVIRUS	DILEMMA	Planet		Kills one Away Team member (opponent's choice), unless MEDICAL + SECURITY present. Discard dilemma.
NAUSICAANS	DILEMMA	Planet		Three Nausicaans pick a fight. One Away Team member is killed (random selection) unless STRENGTH>44. Discard dilemma.
NEW ESSENTIALISTS *HMF	DILEMMA	Planet		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.
NOW WOULD BE A GOOD TIME *HMF	DILEMMA	Planet		Unless Transporter Skill aboard your ship or facility here beams up entire Away Team, one personnel present (opponent's choice) is captured. Discard dilemma.
PARALLEL ROMANCE	DILEMMA	Planet		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.
PHASED MATTER	DILEMMA	Planet		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.
Picking Up the Pieces *HMF	DILEMMA	Planet		To get past requires Geology or Computer Skill. All such personnel are "stopped," but if two or more present, one must continue (random selection).
PORTAL GUARD	DILEMMA	Planet		Unless at least one Away Team member has CUNNING>7 OR Honor, the entire Away Team must abort mission and beam up or die.
PUNISHMENT BOX *HMF	DILEMMA	Planet		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.
PUNISHMENT ZONE	DILEMMA	Planet		One Away Team member (random selection) is killed OR beam up that personnel at a penalty. Double penalty if Federation.
Q'S VICIOUS ANIMAL THINGS	DILEMMA	Planet		Unless 22<STRENGTH<55, one Away Team member is killed (random selection) and opponent re-seeds dilemma under a different unsolved planet mission.
Q'S VICIOUS ANIMAL THINGS *HMF	DILEMMA	Planet		Unless 22<STRENGTH<55, one Away Team member is killed (random selection) and opponent re-seeds dilemma under a different unsolved planet mission.
REBEL ENCOUNTER	DILEMMA	Planet		Kills one Away Team member (random selection) unless STRENGTH>44 OR you bribe rebels first by discarding an Equipment card, if present. Discard dilemma.
ROYALE CASINO: BLACKJACK	DILEMMA	Planet		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.
ROYALE CASINO: CRAPS	DILEMMA	Planet		Show a personnel from hand. If CUNNING=7 or 11 OR opponent cannot match your number, win points. Otherwise, opponent wins points.
SARJENKA	DILEMMA	Planet		Primitive alien begs for help. Ignore her (discard dilemma) OR help her and earn points, but all Away Teams here are "stopped".
SECURITY PRECAUTIONS	DILEMMA	Planet		To get past, Away Team must have Jenice Manheim OR android OR phaser OR disruptor OR 3 SECURITY.
THE GATHERERS	DILEMMA	Planet		Unless Marouk OR INTEGRITY>36 present, discard all Equipment and Artifacts in Away Team, plus one card (random selection) from your hand. Discard Dilemma.
WIND DANCER	DILEMMA	Planet		To get past, Lwaxana Troi must be present OR at least one Away Team member must have, Youth OR Music OR STRENGTH>9.
WORSHIPER	DILEMMA	Planet		If Away Team's Greed-Honor, score bonus points. Otherwise, Away Team is stopped unless Edo Vessel or Anthropology present. Discard Dilemma.
ZALDAN	DILEMMA	Planet		kills two Away Team members who have Diplomacy (random selection).
ABANDON SHIP!	DILEMMA	Space		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.
ANCIENT COMPUTER	DILEMMA	Space		Cannot get past unless 2 Computer Skill OR 3 SCIENCE or 3 ENGINEER present.
BIRTH OF "JUNIOR"	DILEMMA	Space		Place on ship. End of each turn, RANGE reduced by 1; if reduced to 0, ship destroyed. Nullify with 3 ENGINEER.
CONUNDRUM	DILEMMA	Space		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.
COSMIC STRING FRAGMENT	DILEMMA	Space		Ship is sucked in and destroyed unless Astrophysics OR ENGINEER OR Navigation aboard. Discard dilemma.
CYTHERIANS	DILEMMA	Space		Place on ship. Ship must do nothing but travel to far end of spaceline at normal speed, When reached, discard dilemma. Score points.
Displaced	DILEMMA	Space		One personnel present (random selection) relocated to nearest planet. To get past requires CUNNING>30 (CUNNING>50 if this is a [DQ] mission).
GRAVITIC MINE	DILEMMA	Space		Ship damaged unless SCIENCE + Navigation aboard. Discard dilemma.
ICONIAN COMPUTER WEAPON	DILEMMA	Space		Unless SCIENCE present, re-boot by discarding all non-personnel cards in hand and replenish from top of draw deck. Discard dilemma.
KTARIAN GAME	DILEMMA	Space		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.
MAGLOCK *HMF	DILEMMA	Space		To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.
MAMAN PICARD	DILEMMA	Space		If this is a Federation ship, transport it to any end of spaceline (opponent's choice).
MENTHAR BOOBY TRAP	DILEMMA	Space		Place on ship; it cannot move. Unless MEDICAL present, one crew member killed (random selection). Discard with 2 ENGINEER aboard.
MICROBIOTIC COLONY	DILEMMA	Space		Ship damaged unless SCIENCE, ENGINEER + OFFICER aboard. Discard dilemma.
NAGILUM	DILEMMA	Space		Half of crew is killed (random selection, round down) unless 3 Diplomacy OR STRENGTH>40 aboard. Discard dilemma.
NANITES	DILEMMA	Space		Damages ship unless 2 SCIENCE or Diplomacy present. Discard dilemma.
NITRIUM METAL PARASITES	DILEMMA	Space		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.
NULL SPACE	DILEMMA	Space		Ship hits null space turbulence and is damaged unless 2 Navigation aboard. Discard dilemma.
Personal Duty	DILEMMA	Space		To get past requires Leadership OR Officer. All such personnel are stopped, but if two or more present, one must continue (random selection).

QUANTUM SINGULARITY LIFEFORMS	DILEMMA	Space		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.
RADIOACTIVE GARBAGE SCOW	DILEMMA	Space		Place on spaceline here. Mission cannot be attempted where present. Ships with tractor beam and 2 ENGINEER can tow scow to a different location.
RASCALS	DILEMMA	Space		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.
SUBSPACE SHOCK WAVE *HMF	DILEMMA	Space		Ship damaged and two crew members killed (random selection) unless a Navigation personnel who has CUNNING>7 aboard. Discard dilemma.
Tactical Disadvantage	DILEMMA	Space		Players show their hands and examine revealed ships. Unless your total SHIELDS > opponent's total WEAPONS, kill one personnel (random selection). Discard dilemma.
TARELLIAN PLAGUE SHIP	DILEMMA	Space		Entire crew immediately dies from plague unless MEDICAL "beams over" (discarded) to Tarellians. Discard dilemma.
TEMPORAL CAUSALITY LOOP	DILEMMA	Space		Unless SCIENCE + CUNNING>35, undo your last 2 actions of this turn and end turn. Discard dilemma.
THE WHALE PROBE *HMF	DILEMMA	Space		Place on mission. End of every turn, moves one location toward and off spaceline's long end. All ships, personnel, and facilities are in stasis while here. (Unique.)
TSIOLKOVSKY INFECTION	DILEMMA	Space		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.)
TWO-DIMENSIONAL CREATURES	DILEMMA	Space		Place on ship. Empaths aboard are disabled. Ship can't move until SCIENCE and ENGINEER aboard, discarding dilemma and curing empaths.
Vastly Outnumbered	DILEMMA	Space		If STRENGTH>55, lose 5 points. To get past requires Anthropology and 2 Honor OR two hand weapons OR INTEGRITY>28 (INTEGRITY>48 if this is a [DQ] mission).
Virus	DILEMMA	Space		Unless you have 4 Computer Skill present, place on ship. This ship, and all your other ships of the same class, are attributes all -2. Cure with 6 Computer Skill.
ANDROID NIGHTMARES	DILEMMA	Space/Planet		If android present, one non-android personnel (random selection) killed (three if Interphasic Plasma Creatures affecting you) unless Empathy OR Dr. Soong present.
BANDCLAY'S PROTOMORPHOSIS DISEASE	DILEMMA	Space/Planet		Entire crew or Away Team (except androids) de-evolves (dies) unless MEDICAL, SCIENCE and SECURITY present. Discard dilemma.
BENDII SYNDROME	DILEMMA	Space/Planet		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.
CARDASSIAN TRAP	DILEMMA	Space/Planet		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.
CHINESE FINGER PUZZLE	DILEMMA	Space/Planet		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.
CHULA: THE CHANDRA *HMF	DILEMMA	Space/Planet		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.
CHULA: THE LIGHTS *HMF	DILEMMA	Space/Planet		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.
COALESCENT ORGANISM	DILEMMA	Space/Planet		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.
CRYSTALLINE ENTITY	DILEMMA	Space/Planet		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.
DAL ROK *HMF	DILEMMA	Space/Planet		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.
DEAD END *HMF	DILEMMA	Space/Planet		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.)
Distracted By Thoughts Of Home	DILEMMA	Space/Planet		Place on mission. All personnel here are attributes all -1. Any player must discard a card from hand to attempt this mission. X=4 if this is a [DQ] mission, otherwise 2.
EDO PROBE	DILEMMA	Space/Planet		Abandon mission attempt until any player completes a different mission OR continue but lose points if you do not solve mission this turn.
EMPATHIC ECHO	DILEMMA	Space/Planet		One personnel present with Empathy (random selection) is killed unless SECURITY and MEDICAL present. Cyrus Redblock/Murder related.
FRAME OF MIND	DILEMMA	Space/Planet		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.
FRIENDLY FIRE *HMF	DILEMMA	Space/Planet		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. Empok Nor related.
HIPPOCRATIC OATH	DILEMMA	Space/Planet		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.
Important Guests	DILEMMA	Space/Planet		To get past requires V.I.P OR CIVILIAN. For each of your V.I.P.s and CIVILIANS present, randomly select an OFFICER OR SECURITY personnel to be stopped.
INTERPHASIC PLASMA CREATURES	DILEMMA	Space/Planet		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.)
MAKE US GO	DILEMMA	Space/Planet		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.
Murder Investigation *HMF	DILEMMA	Space/Planet		Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has SECURITY, all of them are "stopped."
Oh No!	DILEMMA	Space/Planet		If CUNNING>60, lose 5 points. To get past requires 3 Astrophysics OR any PADD and any tricorder OR INTEGRITY>30 (INTEGRITY>50 if this is a [DQ] mission).
OUTPOST RAID	DILEMMA	Space/Planet		If at your outpost: 2 personnel are killed (opponent's choice) unless STRENGTH>81. Discard dilemma. OR Elsewhere: requires STRENGTH>18 to pass.
REM FATIGUE HALLUCINATIONS	DILEMMA	Space/Planet		Entire crew or Away Team dies in three of your full turns unless 3 MEDICAL present OR ship returns to outpost first.
Restricted Area *HMF	DILEMMA	Space/Planet		If nine or fewer personnel in crew or away team, one is "stopped" (random selection). If more than nine personnel in crew or away team, three are captured (random selection).
SHAKA, WHEN THE WALLS FELL	DILEMMA	Space/Planet		Must have 2 Diplomacy + CUNNING>30 to communicate and proceed.
Skeleton Crew	DILEMMA	Space/Planet		Place on mission. You may not begin a mission attempt here with fewer than six personnel.

SYSTEM-WIDE CASCADE FAILURE	DILEMMA	Space/Planet		Mission continues, but one android present (your choice) dies at end of turn unless Dr. Soong OR Ira Graves present. Discard dilemma.
The Arsenal: Separated	DILEMMA	Space/Planet		Divide your unique personnel into two face-down piles. One pile is "stopped" (opponent's choice). To get past requires CUNNING>27 remaining.
The Caretaker's "Guests"	DILEMMA	Space/Planet		One personnel present (opponent's choice) is placed atop draw deck. You may place a different personnel of the same affiliation from your discard pile with this crew or Away Team.
The Clown: Bitter Medicine	DILEMMA	Space/Planet		Place on mission. Now and start of each mission or scouting attempt here, opponent names a skill. All your personnel with that skill are attributes -2 until end of turn.
THE HIGHER ... THE FEWER	DILEMMA	Space/Planet		Subtract X from your total score, where X=the number of personnel in this crew or Away Team.
THOUGHT FIRE	DILEMMA	Space/Planet		If The Traveler:Transcendence is affecting you, all crew or Away Team members with (CUNNING+INTEGRITY)<12 are killed unless Empathy present.
UNSCIENTIFIC METHOD	DILEMMA	Space/Planet		Assassin kills the most CUNNING SCIENCE personnel present who does not have Greed or Treachery. To get past requires CUNNING>24 remaining.
YUTA	DILEMMA	Space/Planet		Opponent chooses a number X. Randomly examine crew or Away Team one by one. If (INTEGRITY + CUNNING - STRENGTH)=X, discard that personnel and dilemma.
Cargo Pirates	DILEMMA			One personnel (random selection) is "stopped." Then, if you have a [DQ] personnel in play OR if your opponent has three thieves, one personnel (opponent's choice) is "stopped."
Dial-Up	DILEMMA			All personnel with DU/ in Away Team are "stopped." Place this dilemma on this mission; you may not download cards. Nullify with 3 Computer Skill and Anthropology.
Difference of Opinion	DILEMMA			All [NA] personnel in crew or Away Team are "stopped" until end of your next turn. Discard dilemma.
Mimetic Symbiot	DILEMMA			To get past requires 3 MEDICAL OR INTEGRITY>30. Then, choose two personnel (random selection). One of those personnel dies (your choice).
Rumplestiltskin	DILEMMA			X personnel are "stopped" (random selection), where X = the number of personnel in Away Team with five or more [] icons. Discard dilemma.
Topological Anomaly 4747	DILEMMA			Borg and [Holo] personnel, androids, and one ENGINEER here (random selection) are placed in stasis. Cure on your next turn with new SCIENCE arriving or when countdown expires.
ALTERNATE UNIVERSE DOOR	DOORWAY			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.
Bajoran Wormhole *VP	DOORWAY			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).
Bajoran Wormhole:Mirror Universe *VP	DOORWAY			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).
MANHEIM'S DIMENSIONAL DOOR	DOORWAY			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.
Q-FLASH	DOORWAY			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 dilemmas. 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.
Q'S TENT	DOORWAY			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.
SPACEDOOR	DOORWAY			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 % ship that is compatible with outpost. Then close (flip over or add token) 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 or remove token) this Spacedoor by discarding any card from hand.
SPACEDOOR*	DOORWAY			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 % ship that is compatible with outpost. Then close (flip over or add token) 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 or remove token) this Spacedoor by discarding any card from hand.
SPACE-TIME PORTAL	DOORWAY			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.
TEMPORAL VORTEX	DOORWAY			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.

ANTI-MATTER POD	EQUIPMENT			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.)
Body Armor	EQUIPMENT			While present with your SECURITY-classification personnel, all hand weapons present lose cumulative. (Immune to Disruptor Overload.)
ECHO PAPA 607 KILLER DRONE	EQUIPMENT			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.
ENGINEERING KIT	EQUIPMENT			Gives all your OFFICER-classification personnel the skill of ENGINEER where present.
ENGINEERING PADD	EQUIPMENT			Gives all your SCIENCE-classification personnel the skill of ENGINEER where present.
FEDERATION PADD	EQUIPMENT			Federation use only. Each of your personnel CUNNING +2 where present. (Cumulative.)
Grappler	EQUIPMENT			Plays aboard your NX-class ship. Adds Tractor Beam. When crew completes a space mission that requires an attribute, discard to score points.
I.P. SCANNER	EQUIPMENT			Where present, nullifies Interphasic Plasma Creatures, Brain Drain and Phased Matter.
KLINGON DISRUPTOR	EQUIPMENT			Klingon and Non-Aligned use only. Each of your personnel STRENGTH +2 where present. (Cumulative.)
KLINGON PADD	EQUIPMENT			Klingon use only. Each of your personnel CUNNING +2 where present. (Cumulative.)
MEDICAL KIT	EQUIPMENT			Gives all your OFFICER-classification personnel the skill of MEDICAL where present.
MEDICAL TRICORDER	EQUIPMENT			Gives all your SCIENCE-classification personnel the skill of MEDICAL where present.
PLASMADYNE RELAY	EQUIPMENT			While on a ship, RANGE and SHIELDS are +2. While at a station or outpost, SHIELDS are +4. (Cumulative.)
ROMULAN DISRUPTOR	EQUIPMENT			Romulan and Non-Aligned use only. Each of your personnel STRENGTH +2 where present. (Cumulative.)
ROMULAN PADD	EQUIPMENT			Romulan use only. Each of your personnel CUNNING +2 where present. (Cumulative.)
STARFLEET TYPE II PHASER	EQUIPMENT			Federation and Non-Aligned use only. Each of your personnel STRENGTH +2 where present. (Cumulative.)
TRICORDER	EQUIPMENT			Gives all your ENGINEER-classification personnel the skill of SCIENCE where present.
Vulcan Tricorder	EQUIPMENT			Your [22] personnel who have ENGINEER-classification or SCIENCE-classification all add Biology OR Geology OR SCIENCE. (May re-select once each turn.)
45th Rule Of Acquisition	EVENT			Plays on your [Fer] ship. Once per turn, your Gold-Pressed Latinum may report aboard (for free). Each time your [Fer] personnel aboard is killed by an opponent's dilemma you may download one Gold-Pressed Latinum aboard or draw a card.
ALIEN PROBE	EVENT			Plays on table. Both players continue the game with their hands (cards) exposed, face up on the table.
ATMOSPHERIC IONIZATION	EVENT			Plays crosswise on any planet location. Maximum of three personnel per turn can be beamed up or down at this location.
BARBER POLE	EVENT			Plays on table.
BRAINWASH	EVENT			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.
CALAMARAIN	EVENT			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.)
CAPTAIN'S LOG	EVENT			Plays on table. Each of your ships with its matching commander aboard is SHIELDS +3 and WEAPONS +3. (Not cumulative. Captain's Order)
DISCOMMENDATION	EVENT			Plays on any Klingon who survived a losing battle. That Klingon is now Non- Aligned, has no Honor and loses points.
DISTORTION FIELD	EVENT			Plays crosswise face up on any planet location. Once each turn, flip card over. While face up, prevents all beaming down/up here. (Cumulative.)
DOPPELGANGER	EVENT			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.
DRAG NET	EVENT			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.
DROUGHT TREE	EVENT			Plant on a planet mission you completed to score bonus points. Points may be nullified by any unopposed Away Team.
ENGAGE SHUTTLE OPERATIONS	EVENT			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).
ESPIONAGE: FEDERATION ON KLINGON	EVENT			Plays on any Klingon mission. Your Federation personnel may now attempt this mission. Discard after mission completed.
ESPIONAGE: KLINGON ON FEDERATION	EVENT			Plays on any Federation mission. Your Klingon personnel may now attempt this mission. Discard after mission completed.
ESPIONAGE: ROMULAN ON FEDERATION	EVENT			this mission. Discard after mission completed.
ESPIONAGE: ROMULAN ON KLINGON	EVENT			mission. Discard after mission completed.
FAIR PLAY	EVENT			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.
FAIR PLAY *VOY	EVENT			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.
Finally Ready to Swim	EVENT			Seeds on table. Once every turn, when you play a [22] card, you may draw a card. When you play a non-[22] personnel or ship, you must discard a card from hand.
Friction	EVENT			Plays on table if you control three [Dom] personnel. Each non-Jem'Hadar personnel enters play stopped.
GAPS IN NORMAL SPACE	EVENT			Place between two Mission cards. Creates a gap with a span of 4. Ships stopping on the gap kill one personnel (random selection).
Getting Under Your Skin	EVENT			Plays on table if you control three [Rom] personnel. Once each turn, when you play an event on table, opponent reveals top card of deck. If it is a personnel, score 5 points. (Unique.)
GODDESS OF EMPATHY	EVENT			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.
HEISENBERG COMPENSATORS	EVENT			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).
HOLO-PROJECTORS	EVENT			Plays on a planet mission. [Holo] cards may exist on this planet.
I AM NOT A MERRY MAN!	EVENT			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.)
IMMORTAL AGAIN	EVENT			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.

INTERMIX RATIO	EVENT			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.)
INTERROGATION	EVENT			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.
INTRUDER FORCE FIELD	EVENT			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.
KIVAS FAJO - COLLECTOR	EVENT			Choose any player to immediately draw three new cards from the top of their draw deck. Discard event after use.
KLINGON CIVIL WAR	EVENT			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.)
LORE RETURNS	EVENT			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.
LORE'S FINGERNAIL	EVENT			Plays on table. While in play, all Soong-type androids (including Lt. Cmdr. Data) and Exocomps lose their affiliation and are non-aligned personnel.
LOWER DECKS	EVENT			Plays on table. While in play, all your non-holographic universal personnel are each CUNNING +2, INTEGRITY +2, and STRENGTH +2. (Not cumulative. Captain's Order.)
MASAKA TRANSFORMATIONS	EVENT			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.
METAPHASIC SHIELDS	EVENT			Plays on your ship. SHIELDS +2 for each SCIENCE classification personnel aboard.
MIRROR IMAGE	EVENT			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.)
MOT'S ADVICE	EVENT			Plays on any one personnel. While in play, that personnel gains the skill of Barbering.
NEURAL SERVO DEVICE	EVENT			Plays on any non-aligned ship. Unless 2 SECURITY aboard, use ship and crew for one turn as your own. Discard event.
NUTATIONAL SHIELDS	EVENT			Plays on your ship. SHIELDS +2 for each ENGINEER classification personnel aboard.
PARTICLE SCATTERING FIELD	EVENT			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.
PATTERN ENHANCERS	EVENT			Plays on table. Allows your personnel and equipment unlimited beaming through atmospheric ionization or distortion fields.
PLASMA FIRE	EVENT			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.
Prison Compound	EVENT			Plays if you control three [Carl] personnel to score points. X=the total number of δ on all your captives.
Q-NET	EVENT			Plays between two adjacent spaceline locations. No ship may pass the Q-Net unless 2 Diplomacy aboard.
RES-Q	EVENT			Regenerates a card. Exchange this event for any one card from your discard pile.
RISHON UXBRIDGE	EVENT			Plays atop one Event card in play. Protects the underlying event from Kevin Uxbridge. However, Kevin Uxbridge may remove (discard) Rishon. (Not cumulative.)
Romulan Reunification	EVENT			Plays to report a [Rom] SECURITY personnel to Vulcan if you have an unopposed [Rom] ship in orbit (discard event). OR Plays on Vulcan; worth points if your opponent has fewer personnel here than you have [Rom] personnel here.
Secondary Market	EVENT			Plays to return a ship that you have commandeered to its owner's hand. Score points and draw up to five cards.
SPACEDOCK	EVENT			Plays on outpost. Instantly repairs your damaged ships if they stop here. Also repairs non-aligned ships.
SUBSPACE WARP RIFT	EVENT			Plays crosswise on any spaceline location. Any ship passing over here without stopping incurs damage.
SUPERNOVA	EVENT			You must have Tox Uthat on table. Place atop any mission. Everything there is destroyed (discarded), but leave Mission card underneath for span reference.
TETRYON FIELD	EVENT			Plays crosswise on any spaceline location. All ships must stop here before proceeding on next turn, unless Navigation aboard.
THE BIG PICTURE	EVENT			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.)
THE BIG PICTURE *VOY	EVENT			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.)
THE CHARYBDIS	EVENT			Plays on table. Artifacts at completed missions cannot be acquired until Archaeology present. (If Charybdis destroyed, anyone present may acquire artifact.)
THE MASK OF KORGANO	EVENT			Plays on one of your personnel. While in play, changes it from normal to [AU] icon personnel, or vice-versa.
THE TRAVELER: TRANSCENDENCE	EVENT			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.)
THERMAL DEFLECTORS	EVENT			Plays on table. While in play, nullifies Firestorm, Thought Fire, Plasma Fire, Fire Sculptor, and Phaser Burns.
TRANSFIGURATION	EVENT			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.)
TREATY: FEDERATION/KLINGON	EVENT			Plays on table. Your Federation and Klingon affiliations recognize this treaty. They can now mix and cooperate.
TREATY: FEDERATION/ROMULAN	EVENT			Plays on table. Your Federation and Romulan affiliations recognize this treaty. They can now mix and cooperate.
TREATY: FEDERATION/ROMULAN/KLINGON	EVENT			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.
TREATY: ROMULAN/KLINGON	EVENT			They can now mix and cooperate.
Treaty: Starfleet/Klingon	EVENT			Plays on table (for free if you have {Antaak} or {Phlox} in play). Your [Sta] cards and your [Kli][22] cards recognize this treaty. They can now mix and cooperate.
WARP CORE BREACH	EVENT			Plays on any ship, except Borg ship. Ship explodes at end of owner's next turn, unless ENGINEER aboard by then. Discard after use.
WARTIME CONDITIONS	EVENT			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.
We're Ready	EVENT			Plays on table if you have three [Sta] personnel in play. At the end of each of your turns, if you do not have a [Non] card in play, you may draw an additional card.
Where No Man Has Gone Before	EVENT			Plays on table. At start of turn, your undocked ships at any spaceline end are RANGE +3 until end of turn. Once per turn, when your ship moves from one spaceline to another, you may draw a card OR report an card aboard.

WHERE NO ONE HAS GONE BEFORE VILLAGERS WITH TORCHES	EVENT		Plays on table. Allows all your ships to leave one end of the spaceline and enter the other end.
YELLOW ALERT	EVENT		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.
ZALKONIAN STORAGE CAPSULE	EVENT		Plays on table. While in play, cancels (discard) and prevents Red Alerts AND all your Personnel are each CUNNING +1 (Not cumulative, Captain's Order.)
Chamber of Ministers *HMF	FACILITY	BAJORAN	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.
# Unicomplex *HMF	FACILITY	BORG	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.)
Central Command *HMF	FACILITY	CARDASSIAN	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.
% Klaestron Outpost*	FACILITY	CARDASSIAN/FEDERATION	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.)
The Great Link *HMF	FACILITY	DOMINION	Seed one OR build where you have a Klaestron ENGINEER.
Federation Outpost	FACILITY	FEDERATION	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.)
Office of The President *HMF	FACILITY	FEDERATION	Seed one OR build where you have a Federation ENGINEER.
Terran Rebellion HQ *HMF	FACILITY	FEDERATION	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.)
Tower of Commerce *HMF	FACILITY	FERENGI	Seeds or plays on Ferenginar. Once per turn, one Ferengi V.I.P., CIVILIAN or Hupyrian OR one HQ card may play for free here. (Not duplicatable.)
Klingon Outpost	FACILITY	KLINGON	Seed one OR build where you have a Klingon ENGINEER.
The Great Hall *HMF	FACILITY	KLINGON	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.)
Neutral Outpost	FACILITY	NEUTRAL	Seed one at any [S] mission OR build at any [S] mission where you have any ENGINEER. Does not repair ships.
Husnock Outpost	FACILITY	NON-ALIGNED	Seed at any [NA] location. You may seed one % Husnock Ship face up here. Extends only 25% of its SHIELDS to ships.
Continuing Committee *HMF	FACILITY	ROMULAN	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.)
Office of the Proconsul *HMF	FACILITY	ROMULAN	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.)
Romulan Outpost	FACILITY	ROMULAN	Seed one OR build later where you have a Romulan ENGINEER.
ACCESS DENIED	INCIDENT		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.
CONTAINMENT FIELD	INCIDENT		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.
FEEDBACK SURGE	INCIDENT		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.
For The Sisko	INCIDENT		Plays on table if you have three [Baj] personnel in play. In place of a card play, discard a non-personnel card from hand to place two [Baj] personnel in your discard pile on top of your draw deck.
Handshake *VP	INCIDENT		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.
HQ: ORBITAL WEAPONS PLATFORM	INCIDENT		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 = \$\$ for each platform that targets it, and you may exclude that ship from the battle.
IN THE ZONE	INCIDENT		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).
Inspection	INCIDENT		Plays on table. Your ships native to the Alpha Quadrant (and each personnel aboard) are attributes all +1 while three Admirals and/or V.I.P.s aboard. At the start of each of your turns, you may exchange an OFFICER personnel aboard your staffed ship with an Admiral or V.I.P. in your discard pile.
INTRUDER ALERT!	INCIDENT		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).
IT'S ONLY A GAME	INCIDENT		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.

OBELISK OF MASAKA	INCIDENT			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.
Out of Time	INCIDENT			Plays for free at any time to take up to three temporal agents in your discard pile into hand OR to allow your temporal agent, any number of your personnel present, and/or your ship he or she is aboard to time travel between a time location and the corresponding spaceline location. Discard incident OR "stop" your temporal agent to place this on top of your draw deck.
PANEL OVERLOAD	INCIDENT			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.
Q THE REFEREE	INCIDENT			Seeds or plays on table. 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.
REACTOR OVERLOAD	INCIDENT			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.
STRATEGEMA	INCIDENT			Seeds or plays on table. Launch Portal, Ooby Dooby, Revolving Door, and Rogue Borg Mercenaries are nullified. Q's Planet may not be played. Your opponent may not initiate battle against your card at a homeworld matching that card's affiliation. For each personnel or ship card a player reports using Barzan Wormhole or Caretaker's Array, that player loses 10 points (even if playing Borg).
The Genesis Effect	INCIDENT			Plays on your unexamined mission. When you play this incident, name a dilemma. When attempting this mission with >2 and <8 personnel and your personnel face that dilemma at this mission, prevent and overcome it. (Unique.)
Tribunal of Q	INCIDENT			Seeds on table. You may download [Ref] cards from your discard pile. While you are downloading or playing a [Ref] card, you may ignore any effect and no action may suspend play. In place of a card draw you may download a [Ref] card (once per game per card title) OR Q the Referee (limit once every turn). At the start of the first turn, if it is not your turn, you may download a [Ref] card.
WHITE DEPRIVATION	INCIDENT			Seeds or plays on table. At start of every players'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).
WRIT OF ACCOUNTABILITY	INCIDENT			Seeds or plays on table. Once per game, downloads an FCA personnel; discard incident. OR Seeds or plays on table. Place on your [Fer] FCA personnel. If opponent has used Subspace Schism, Brain Drain or Horga'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.
Absolute Power	INTERRUPT			Once per game, kill your personnel to "unstop" all your augments of the same affiliation as that personnel. OR Once each turn, kill your augment to draw three cards.
ALIEN GROUPIE	INTERRUPT			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.
AMANDA ROGERS	INTERRUPT			Nullifies any one Interrupt played OR any other card just played as an Interrupt card. (Immune to Amanda Rogers.)
ANTI-MATTER SPREAD	INTERRUPT			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.
ARBITER OF SUCCESSION	INTERRUPT			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.)
ASTEROID SANCTUARY	INTERRUPT			Plays on any ship. If 2 Navigation aboard, hides ship to prevent any battle initiated against that ship for this turn.
AUTO-DESTRUCT SEQUENCE	INTERRUPT			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.
BARCLAY TRANSPORTER PHOBIA	INTERRUPT			Plays during transport by beaming, Dimensional Shifting or Iconian Gateway. One personnel (random selection) refuses all transport until cured with Plexing.
COUNTERMANDA	INTERRUPT			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.
Critical Assistance	INTERRUPT			Once per turn, stop your Nurse to download a MEDICAL-related equipment to his or her location OR unstops a MEDICAL-classification personnel present.
CROSIS	INTERRUPT			Plays on Rogue Borg. Doubles their STRENGTH, including his. 2 Borg=4 STRENGTH each, 3 Borg=6 STRENGTH each, etc. (Not cumulative.)
DATA'S MEDALS	INTERRUPT			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.)
DEAD IN BED	INTERRUPT			Kills any one personnel currently in stasis.
DEVIDIAN FORAGERS	INTERRUPT			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.
DISRUPTOR OVERLOAD	INTERRUPT			Plays on any ship or Away Team. Where present, destroys one Equipment card or one card used as an Equipment card (random selection.)
Diverse Experiences	INTERRUPT			Once each turn, when you complete a mission, draw a card for each [22] personnel in crew or Away Team (maximum 5).
Driven	INTERRUPT			When your /OS\ OFFICER is facing a dilemma, discard an /OS\ OFFICER from hand to make him or her attributes all +5 until the end of that dilemma.
EMERGENCY TRANSPORTER ARMBANDS	INTERRUPT			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.
ENERGY VORTEX	INTERRUPT			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.

ESCAPE POD	INTERRUPT			Plays on ship being destroyed. Escape pod saves entire crew. Unseen by enemy ships, crew remains in pod until rescued. Discard after use.
EYES IN THE DARK	INTERRUPT			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).
FIRE SCULPTOR	INTERRUPT			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.
HAIL	INTERRUPT			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.
HONOR CHALLENGE	INTERRUPT			Plays just after an Away Team battle is initiated. Each Klingon with Honor immediately kills one opponent with Treachery. Battle continues.
HOWARD HEIRLOOM CANDLE	INTERRUPT			Plays to double effects of Anaphasic Organism or Empathic Echo OR nullifies Coalescent Organism OR prevents Anya or Salia from morphing this turn.
HUGH	INTERRUPT			Nullifies attack by Borg Ship for this turn OR destroys (discard) all Rogue Borg at one location.
HUMUHUMUNUKUNUKUAPUA'A	INTERRUPT			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.
I Feel Young	INTERRUPT			Adds Youth to one /Films\ personnel until end of turn. OR Downloads any /Films\ Kirk if any Spock was just discarded from play.
INCOMING MESSAGE: ATTACK AUTHORIZATION	INTERRUPT			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.
INCOMING MESSAGE: FEDERATION	INTERRUPT			Your ship must immediately return to the nearest Federation outpost, full speed. Place on one Federation ship until outpost reached, then discard.
INCOMING MESSAGE: KLINGON	INTERRUPT			Your ship must immediately return to the nearest Klingon outpost, full speed. Place on one Klingon ship until outpost reached, then discard.
INCOMING MESSAGE: ROMULAN	INTERRUPT			Your ship must immediately return to the nearest Romulan outpost, full speed. Place on one Romulan ship until outpost reached, then discard.
ISABELLA	INTERRUPT			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 Worshipper.
JAGLOM SHREK - INFORMATION BROKER	INTERRUPT			Look at opponent's draw deck for 20 seconds, then replace unshuffled.
JAMAHARON	INTERRUPT			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.
KEVIN UXBRIDGE	INTERRUPT			Nullifies any one Event card in play (except for Treaty cards) OR any other card played as an Event card. (Immune to Amanda Rogers.)
KEVIN UXBRIDGE: CONVERGENCE	INTERRUPT			Destroys all Event cards in play at any one spaceline location (including those on ships).
KLINGON DEATH YELL	INTERRUPT			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.
KLINGON PAINSTIK	INTERRUPT			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.
KLINGON RIGHT OF VENGEANCE	INTERRUPT			If any Klingon is killed in an away team battle, all other Klingons present may immediately re-attack with double STRENGTH.
LA FORGE MANEUVER	INTERRUPT			Plays to expose any one cloaked ship at a planet location. It is vulnerable (as if it were decloaked) if the next action is an attack against that ship.
LATINUM PAYOFF	INTERRUPT			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.
LIFE-FORM SCAN	INTERRUPT			Glance at the cards in your opponent's hand for ten seconds.
LONG-RANGE SCAN	INTERRUPT			Glance at the cards aboard any ship for ten seconds.
LOSS OF ORBITAL STABILITY	INTERRUPT			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.
NEAR-WARP TRANSPORT	INTERRUPT			Allows beaming from ship to a neighboring spaceline location. Transport a maximum of six of your personnel and/or your equipment.
OFF SWITCH	INTERRUPT			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.
OOF!	INTERRUPT			Nullifies Fightin' Words. OR Places each Q2, Amanda Rogers and Kevin Uxbridge card in opponent's point area out-of-play; opponent loses 5 points for each (immune to Amanda Rogers).
PARALLAX ARGUERS	INTERRUPT			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).
PARTICLE FOUNTAIN	INTERRUPT			If 2 ENGINEER present in Away Team, play particle fountain (maximum of one) on just completed planet mission for bonus points.
PHASER BURNS	INTERRUPT			If you have phasers or disruptors present during a personnel battle, before a winner is determined randomly select two opposing stunned cards to die.
PLEXING	INTERRUPT			Nullifies Empathic Echo OR Parallax Arguers OR Frame of Mind OR System- Wide Cascade Failure OR Thought Maker. (May not be nullified.)
Q2	INTERRUPT			Nullifies any Amanda Rogers OR Kevin Uxbridge just played, OR nullifies any Q-related dilemma.
RESCUE CAPTIVES	INTERRUPT			All your personnel currently held captive are returned to your outpost(s), nullifying Interrogation, Brainwash and Torture, if any or all are in progress.
ROMULAN AMBUSH	INTERRUPT			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.
SCORCHED HAND	INTERRUPT			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.)
SECURITY SACRIFICE	INTERRUPT			One SECURITY personnel present may sacrifice (substitute) for another personnel who has been randomly selected to die.
SEIZE WESLEY	INTERRUPT			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.
SHIP SEIZURE	INTERRUPT			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).
SUBSPACE INTERFERENCE	INTERRUPT			Prevents (nullifies) reception of Incoming Message OR Hail OR Subspace Schism. Both cards are discarded.

TACHYON DETECTION GRID	INTERRUPT			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.
TEMPORAL NARCOSIS	INTERRUPT			Plays when opponent is using Horga'h'n, Revolving Door, Emergency Transporter Armbands or Energy Vortex. Your next turn take a double turn.
THE DEVIL	INTERRUPT			Destroys any one Treaty card on table OR one Horga'h'n on table OR one Wind Dancer.
THE JUGGLER	INTERRUPT			Choose any player to re-shuffle the cards in their draw deck.
THE WAKE OF THE BORG	INTERRUPT			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.)
THINE OWN SELF	INTERRUPT			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.
TRANSWARP CONDUIT	INTERRUPT			Select a ship. It can move double range for this turn.
WOLF	INTERRUPT			Saves any personnel with Empathy who has been randomly selected to die or to be captured. OR Nullifies Barclay Transporter Phobia.
VORGON RAIDERS	INTERRUPT			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.
WORMHOLE	INTERRUPT			Requires two wormholes. Play one on your ship. Play the other at any location. Ship relocates to that location (and then is ??Astopped??n).
WRONG DOOR	INTERRUPT			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.
VULCAN MINDMELD	INTERRUPT			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.
VULCAN NERVE PINCH	INTERRUPT			Plays at start of personnel battle. Your Vulcans and Soong-Type Androids may each place opposing personnel or Rogue Borg (random selection) in stasis until end of your next turn.
Find Hidden Base	MISSION	(Planet), [CARDASSIAN][DOMINION]		SECURITY x3 + Leadership x2 + 2 hand weapons *10 if no [Maq] in Badlands Region.
Aftermath II	MISSION	(Planet), [FEDERATION][KAZON][ROMULAN][NON ALIGNED]		ENGINEER + Physics x2 + (Honor OR Treachery) 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.
Changeling Research II	MISSION	(Planet), [ROMULAN][CARDASSIAN][BAJORAN][FERENGII]		SCIENCE x3 + Exobiology x2 + Geology Each Seismic Quake here affects two personnel. 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.
MAINTENANCE OVERHAUL	MISSION	Planet, Any Away Team may attempt mission.		Landed ship + ENGINEER + Computer Skill When you solve, you may download Divert Power.
ORB NEGOTIATIONS	MISSION	Planet,[BAJORAN]		Diplomacy x3 + [Baj] V.I.P. OR [Ob] personnel Any number of Orb artifacts may seed here.
ORB NEGOTIATIONS *HMF	MISSION	Planet,[BAJORAN]		Diplomacy x3 + [Baj] V.I.P. OR [Ob] personnel Any number of Orb artifacts may seed here.
RELOCATE SETTLERS	MISSION	Planet,[BAJORAN]		V.I.P. + Diplomacy + SECURITY x2 OR SECURITY x2 + Treachery OR Kira Nerys
ALTER RECORDS	MISSION	Planet,[CARDASSIAN]		Computer Skill x2 + Obsidian Order x2 OR Computer Skill x2 + Treachery x4
ALTER RECORDS *HMF	MISSION	Planet,[CARDASSIAN]		Computer Skill x2 + Obsidian Order x2 OR Computer Skill x2 + Treachery x4
BIOWEAPON RUSE	MISSION	Planet,[CARDASSIAN]		ENGINEER + Strength>35 + no Honor + (SECURITY x3 + Obsidian Order OR Madred)
ESTABLISH STATION	MISSION	Planet,[CARDASSIAN]		SCIENCE + ENGINEER + SECURITY + CUNNING>35 Cloaking Devices do not function here.
SEARCH FOR SURVIVORS	MISSION	Planet,[CARDASSIAN][BAJORAN]		OFFICER x2 + Computer Skill x2 + STRENGTH>30 May seed % [Car] and % [Baj] personnel under here.
SECURITY BRIEFING	MISSION	Planet,[CARDASSIAN][BAJORAN][DOMINION]		SECURITY + Diplomacy x2 + V.I.P. x3 You may play System-5 Disruptors for free here.
UNCOVER DNA CLUES	MISSION	Planet,[CARDASSIAN][BAJORAN][FERENGII]		SCIENCE + Archaeology + (Leadership x2 OR Ocett) Hunt for DNA Program adds [Car][Baj][Fer].
COVERT INSTALLATION II	MISSION	Planet,[CARDASSIAN][ROMULAN]		ENGINEER + Leadership + Treachery --- 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 or add token. --- Back: If you have a staffed ship here, you may play Long-Range Scan here to detect "Wormhole" (flip mission over or add token).
COVERT INSTALLATION II*	MISSION	Planet,[CARDASSIAN][ROMULAN]		ENGINEER + Leadership + Treachery --- 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 or add token. --- Back: If you have a staffed ship here, you may play Long-Range Scan here to detect "Wormhole" (flip mission over or add token).
BETAZED INVASION	MISSION	Planet,[DOMINION]		OFFICER x3 + SECURITY x5 + 2 hand weapons + STRENGTH>100
RESCUE FOUNDER	MISSION	Planet,[DOMINION]		Diplomacy x2 + MEDICAL + Strength>45 + Cunning>35
AID CLONE COLONY	MISSION	Planet,[FEDERATION]		Biology + Diplomacy + MEDICAL x2 + CUNNING>36 When you solve, may download a copy of a personnel in play.
AVERT DISASTER	MISSION	Planet,[FEDERATION]		Geology + Honor + INTEGRITY>35
CULTURAL OBSERVATION	MISSION	Planet,[FEDERATION]		Anthropology + Leadership + STRENGTH>30
DIPLOMACY MISSION	MISSION	Planet,[FEDERATION]		Diplomacy + INTEGRITY>30 + CUNNING>30
EVACUATION	MISSION	Planet,[FEDERATION]		Diplomacy x 3 + STRENGTH>35
EVALUATE TERRAFORMING	MISSION	Planet,[FEDERATION]		MEDICAL + Biology + Exobiology OR Geordi La Forge + MEDICAL x 2
FIRST CONTACT	MISSION	Planet,[FEDERATION]		Diplomacy + Empathy
GRAVESWORLD	MISSION	Planet,[FEDERATION]		MEDICAL + OFFICER + Physics
HOMEWARD	MISSION	Planet,[FEDERATION]		Anthropology + Computer Skill
INSURRECTION	MISSION	Planet,[FEDERATION]		the Ba'ku race.Leadership x2 + Diplomacy + STRENGTH>50 Ba'ku may report on planet (for free).
INVESTIGATE TIME CONTINUUM	MISSION	Planet,[FEDERATION]		Guinan OR Data OR Time Travel Pod
OBSERVE RITUAL	MISSION	Planet,[FEDERATION]		Vulcan + Diplomacy + Anthropology Vulcans and Amanda Grayson may report on planet.
RESTORE ERRANT MOON	MISSION	Planet,[FEDERATION]		ENGINEER + Astrophysics + Leadership
REUNION	MISSION	Planet,[FEDERATION]		Miracle Worker OR Cantankerousness OR Spock X=15 if 1 present, 40 if all 3
RISA SHORE LEAVE	MISSION	Planet,[FEDERATION]		Music + Youth + CIVILIAN x 2 + Male + Female
SURVEY INSTABILITY	MISSION	Planet,[FEDERATION]		Geology + STRENGTH>35
SYMBIONT DIAGNOSIS	MISSION	Planet,[FEDERATION]		Trill with symbiont + MEDICAL x3 + OFFICER + Diplomacy x2 + Anthropology + CUNNING>45
CURE BLIGHT	MISSION	Planet,[FEDERATION][BAJORAN]		MEDICAL x3 + SCIENCE + Anthropology * +5 if MEDICAL-related Equipment card present.
RESCUE PRISONERS	MISSION	Planet,[FEDERATION][BAJORAN]		STRENGTH>40 + (Transporter Skill OR landed ship) May seed % [Baj] personnel under here.
SEARCH AND RESCUE	MISSION	Planet,[FEDERATION][BAJORAN]		Navigation x2 + Honor + OFFICER + CUNNING>35
ELIMINATE VIRUS	MISSION	Planet,[FEDERATION][CARDASSIAN]		MEDICAL + Exobiology + Computer Skill * Points do not count when Harvester Virus in play.
CAMPING TRIP	MISSION	Planet,[FEDERATION][CARDASSIAN][FERENGII]		SCIENCE + Youth x2 + CUNNING>35. (GQ) Vorta and Jem'Hadar may report here.
AVERT DANGER	MISSION	Planet,[FEDERATION][KLINGON]		Stellar Cartography + CUNNING>35 OR Astrophysics + CUNNING>35

DISTRESS MISSION	MISSION	Planet,[FEDERATION][KLINGON]		Youth x 3 + CUNNING>32 OR Honor x 3 + STRENGTH>36
ESTABLISH SETTLEMENT	MISSION	Planet,[FEDERATION][KLINGON]		Diplomacy + Anthropology + Honor OR Miral Paris * Discard up to five [DQ] Klingons for +5 each.
EXPLORE BLACK CLUSTER II	MISSION	Planet,[FEDERATION][KLINGON]		Stellar Cartography + Leadership OR CUNNING>50 --- If destroyed, flip mission over (add token). --- Back: If your Klingon ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
EXPLORE BLACK CLUSTER II*	MISSION	Planet,[FEDERATION][KLINGON]		Stellar Cartography + Leadership OR CUNNING>50 --- If destroyed, flip mission over (add token). --- Back: If your Klingon ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
HOSTAGE SITUATION	MISSION	Planet,[FEDERATION][KLINGON]		SECURITY x 2 + MEDICAL + INTEGRITY>32
REPORTED ACTIVITY	MISSION	Planet,[FEDERATION][KLINGON]		Navigation + Honor x 2 OR Navigation + ENGINEER x2
% SEARCH FOR WEAPONS	MISSION	Planet,[FEDERATION][KLINGON][CARDASSIAN][BAJORAN][FERENGII]		OFFICER + Navigation + Treachery May seed hand weapons under here.
% BOTANICAL RESEARCH	MISSION	Planet,[FEDERATION][KLINGON][DOMINION]		Ionized atmosphere.SCIENCE + MEDICAL + CUNNING>35 Atmospheric Ionization may seed here.
DELIVER MESSAGE	MISSION	Planet,[FEDERATION][KLINGON][DOMINION]		V.I.P. + Diplomacy + Acquisition OR Quark Son of Keldar OR Nog
DELIVER MESSAGE *HMF	MISSION	Planet,[FEDERATION][KLINGON][DOMINION]		V.I.P. + Diplomacy + Acquisition OR Quark Son of Keldar OR Nog
CONTACT RESISTANCE	MISSION	Planet,[FEDERATION][KLINGON][NON-ALIGNED][BAJORAN]		SECURITY + Leadership + STRENGTH>40 OR Resistance + CUNNING>30
UNSEAT DICTATOR	MISSION	Planet,[FEDERATION][KLINGON][NON-ALIGNED][BAJORAN]		MEDICAL + SECURITY + (Empathy OR Mindmeld OR STRENGTH>55)
STUDY INTERMENT SITE	MISSION	Planet,[FEDERATION][KLINGON][NON-ALIGNED][BAJORAN][VIDIAN]		SCIENCE + Astrophysics + Honor + Anthropology OR Harry Kim
MINE DILITHIUM	MISSION	Planet,[FEDERATION][KLINGON][NON-ALIGNED][CARDASSIAN]		Geology + Transporter Skill Solving player's ships are RANGE +1.
STOP BOMBARDMENT	MISSION	Planet,[FEDERATION][NON-ALIGNED]		Astrophysics + ENGINEER + Geology + Leadership
% ESTABLISH RELATIONS	MISSION	Planet,[FEDERATION][NON-ALIGNED][BAJORAN]		Diplomacy +INTEGRITY>32 + (Leadership OR V.I.P.) When you solve, download a [NA] personnel here.
% GEOLOGICAL SURVEY	MISSION	Planet,[FEDERATION][NON-ALIGNED][BAJORAN][FERENGII]		SCIENCE + Geology + Computer Skill * + 10 if 3 Geology or 3 Greed present.
PREVENT ANNIHILATION	MISSION	Planet,[FEDERATION][NON-ALIGNED][CARDASSIAN]		ENGINEER x2 + Leadership x2 + Computer Skill x2 OR B'Elanna Torres
ACQUIRE TECHNOLOGY	MISSION	Planet,[FEDERATION][NON-ALIGNED][CARDASSIAN][FERENGII][KAZON]		ENGINEER + Physics + (Acquisition OR Diplomacy x3 OR Treachery x2 OR Pakled)
DISRUPT ALLIANCE	MISSION	Planet,[FEDERATION][NON-ALIGNED][FERENGII]		SECURITY + CUNNING>30 + 2 [TE] leaders OR Captain Bashir When seeded, you may download one Emblem card.
TAK TAK NEGOTIATION	MISSION	Planet,[FEDERATION][NON-ALIGNED][FERENGII]		Diplomacy x3 + CUNNING>35 OR Neelix
LIBERATION	MISSION	Planet,[FEDERATION][NON-ALIGNED][KAZON]		desert planet. SECURITY + (Transporter Skill OR Neelix) Ocampa may report on planet (for free).
REVIVE SETTLERS	MISSION	Planet,[FEDERATION][NON-ALIGNED][VIDIAN]		Computer Skill + Diplomacy + CUNNING>35 + ([Holo] personnel OR discard one unique personnel)
EXCAVATION	MISSION	Planet,[FEDERATION][ROMULAN]		Archaeology OR CUNNING>32
INVESTIGATE MASSACRE	MISSION	Planet,[FEDERATION][ROMULAN]		Diplomacy + INTEGRITY>35 + CUNNING>35
INVESTIGATE COUP	MISSION	Planet,[FEDERATION][ROMULAN][BAJORAN]		OFFICER + Leadership x2 + SECURITY + Navigation OR Benjamin Sisko OR Tomalak OR General Krin
EXCAVATION II	MISSION	Planet,[FEDERATION][ROMULAN][FERENGII]		Archaeology OR CUNNING>32 --- 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 or add token. --- Back: If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over or add token).
EXCAVATION II*	MISSION	Planet,[FEDERATION][ROMULAN][FERENGII]		Archaeology OR CUNNING>32 --- 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 or add token. --- Back: If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over or add token).
% STUDY PULSAR	MISSION	Planet,[FEDERATION][ROMULAN][KLINGON]		Navigation + Astrophysics + Computer Skill
AGRICULTURAL ASSESSMENT	MISSION	Planet,[FEDERATION][ROMULAN][KLINGON]		Geology + Biology OR any Spock OR any Chekov
DIPLOMATIC CONFERENCE	MISSION	Planet,[FEDERATION][ROMULAN][KLINGON]		One V.I.P. from each of three aligned affiliations + one Non-Aligned V.I.P.
HUNT FOR DNA PROGRAM	MISSION	Planet,[FEDERATION][ROMULAN][KLINGON]		Archaeology x 3 + Computer Skill + Biology + Leadership + STRENGTH>40
INVESTIGATE LEGEND	MISSION	Planet,[FEDERATION][ROMULAN][KLINGON]		Youth x 3 + (Diplomacy x2 OR discard 2 Youth) Cloaks or decloaks each time points are scored.
PLAGUE PLANET	MISSION	Planet,[FEDERATION][ROMULAN][KLINGON]		MEDICAL + Biology + Archaeology Player: If you solve, you automatically overcome Plague Ships. Opponent: If you solve, all Plague Ships score no points.
SENSITIVE SEARCH	MISSION	Planet,[FEDERATION][ROMULAN][KLINGON]		Computer Skill + CUNNING>28.
ACCESS RELAY STATION	MISSION	Planet,[FEDERATION][ROMULAN][KLINGON][CARDASSIAN]		OFFICER + SCIENCE + ENGINEER + Computer Skill x2 + CUNNING>34
AFTERMATH	MISSION	Planet,[FEDERATION][ROMULAN][NON-ALIGNED]		ENGINEER + Physics x2 + (Honor OR Treachery)
EXPOSE PLOT	MISSION	Planet,[FEDERATION][ROMULAN][NON-ALIGNED][CARDASSIAN]		Diplomacy + Computer Skill + Exobiology x2 OR Law + Mindmeld
PURCHASE MOON	MISSION	Planet,[FERENGII]		Greed + Acquisition + Geology + Astrophysics + discard 1 to 4 Gold-Pressed Latinum (X = number discarded) Opponent must discard 3.
COMBAT TRAINING	MISSION	Planet,[KAZON]		STRENGTH>50 + any Maje * +5 for each Kazon-Ogla present, up to four.
KAZON CONFERENCE	MISSION	Planet,[KAZON]		OFFICER x3 + SECURITY + Diplomacy * +5 for each different Maje present.
% BAT'LETH TOURNAMENT	MISSION	Planet,[KLINGON]		Honor + any Bat'leth *+10 if Bat'leth is Sword of Kahless.
A GOOD DAY TO LIVE	MISSION	Planet,[KLINGON]		(Kor OR Kang OR Koloth) + STRENGTH>40 * +5 for each [Nem,R,Red] personnel in Away Team.
A GOOD PLACE TO DIE	MISSION	Planet,[KLINGON]		Physics + STRENGTH>33 OR Biology + Honor
BRUTE FORCE	MISSION	Planet,[KLINGON]		STRENGTH>10 x number of Away Team members (minimum of 3)
CLOAKED MISSION	MISSION	Planet,[KLINGON]		Navigation + Diplomacy + Honor
CLOAKED MISSION *HMF	MISSION	Planet,[KLINGON]		Navigation + Diplomacy + Honor
FEVER EMERGENCY	MISSION	Planet,[KLINGON]		MEDICAL x 3 OR Biology + OFFICER
GAULT	MISSION	Planet,[KLINGON]		Exobiology + OFFICER + Honor x 2
INVESTIGATE DISTURBANCE	MISSION	Planet,[KLINGON]		Honor + Leadership + INTEGRITY>30 OR Gowron + Biology
KRIOS SUPPRESSION	MISSION	Planet,[KLINGON]		Honor + Diplomacy + STRENGTH>35
MEDICAL RELIEF	MISSION	Planet,[KLINGON]		Biology + Exobiology + MEDICAL
REOPEN DIG	MISSION	Planet,[KLINGON]		Archaeology + OFFICER x 2
% COLONY PREPARATIONS	MISSION	Planet,[KLINGON][BAJORAN]		SCIENCE + Geology + Biology + SECURITY When you solve, may download Colony here.
SEARCH FOR REBELS	MISSION	Planet,[KLINGON][CARDASSIAN][BAJORAN]		SECURITY + CUNNING>30 + 2 [KCA] leaders OR Professor Sisko When seeded, you may download one Emblem card.

SEARCH FOR REBELS *HMF	MISSION	Planet,[KLINGON][CARDASSIAN][BAJORAN]		SECURITY + CUNNING>30 + 2 [KCA] leaders OR Professor Sisko When seeded, you may download one Emblem card.
QUEST FOR THE SWORD	MISSION	Planet,[KLINGON][CARDASSIAN][FERENGII]		Archaeology + SCIENCE + any tricorder + STRENGTH>32 + (Honor OR Treachery)
ARCHANIS DISPUTE	MISSION	Planet,[KLINGON][DOMINION]		OFFICER x2 + Strength>45 + (VIP x3 OR <Klg> personnel OR any Gowron)
HUNT ALIEN	MISSION	Planet,[KLINGON][KAZON][HIR]		Anthropology + Exobiology + Leadership + (STRENGTH>40 OR Borg Nanoprobes)
ASSIST COOPERATIVE	MISSION	Planet,[NON-ALIGNED]		ENGINEER + SCIENCE + Computer Skill x2 * +10 if you have a [Com] personnel present.
QUALOR II RENDEZVOUS	MISSION	Planet,[NON-ALIGNED]		Treachery + Greed OR Amarie Aligned personnel on planet in stasis until mission solved.
RESTORE VICTIMS	MISSION	Planet,[NON-ALIGNED]		SCIENCE x2 + Physics x3 + Transporter Skill x2 Talaxians may report on planet (for free).
RESEARCH PHAGE	MISSION	Planet,[NON-ALIGNED][VIDIAN]		Vidian + MEDICAL x2 + Exobiology x2 + SCIENCE + Physics OR Think Tank personnel
COVERT INSTALLATION	MISSION	Planet,[ROMULAN]		ENGINEER + Leadership + Treachery
COVERT RESCUE	MISSION	Planet,[ROMULAN]		Diplomacy + Leadership + CUNNING>35
EXPOSE COVERT SUPPLY	MISSION	Planet,[ROMULAN]		Treachery x 3 + Navigation
EXPOSE COVERT SUPPLY *HMF	MISSION	Planet,[ROMULAN]		Treachery x 3 + Navigation
EXTRACTION	MISSION	Planet,[ROMULAN]		Treachery + Biology + MEDICAL
ICONIA INVESTIGATION	MISSION	Planet,[ROMULAN]		Archaeology + Computer Skill x 2
INVESTIGATE RAID	MISSION	Planet,[ROMULAN]		Exobiology + Diplomacy
STRATEGIC DIVERSION	MISSION	Planet,[ROMULAN]		Treachery x 3 + STRENGTH>30
INTELLIGENCE OPERATION	MISSION	Planet,[ROMULAN][CARDASSIAN]		Navigation x2 +(Tal Shiar OR Obsidian Order) + Anthropology + (SECURITY x3 OR any Odo)
INTELLIGENCE OPERATION *HMF	MISSION	Planet,[ROMULAN][CARDASSIAN]		Navigation x2 +(Tal Shiar OR Obsidian Order) + Anthropology + (SECURITY x3 OR any Odo)
CHANGELING RESEARCH	MISSION	Planet,[ROMULAN][CARDASSIAN][BAJORAN]		SCIENCE x3 + Exobiology x2 + Geology Each Seismic Quake here affects two personnel.
KHITOMER RESEARCH	MISSION	Planet,[ROMULAN][KLINGON]		Honor x 3 + Computer Skill + Treachery
PLUNDER SITE	MISSION	Planet,[ROMULAN][KLINGON]		Treachery + Archaeology + STRENGTH>30
RELIEF MISSION	MISSION	Planet,[ROMULAN][KLINGON]		Geology OR Physics
SARTHONG PLUNDER	MISSION	Planet,[ROMULAN][KLINGON]		Archaeology x 2 + STRENGTH>40
RELIEF MISSION II	MISSION	Planet,[ROMULAN][KLINGON][BAJORAN]		Geology OR Physics --- 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 or add token. --- Back: If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over or add token).
RELIEF MISSION II*	MISSION	Planet,[ROMULAN][KLINGON][BAJORAN]		Geology OR Physics --- 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 or add token. --- Back: If you have a staffed ship here, you may play Long-Range Scan here to "detect Wormhole" (flip mission over or add token).
% IMPOSE ORDER	MISSION	Planet,[ROMULAN][KLINGON][CARDASSIAN][DOMINION]		Diplomacy + Treachery + STRENGTH>40 * Unopposed OFFICER on planet may steal points.
% MILITARY EXERCISES	MISSION	Planet,[ROMULAN][KLINGON][CARDASSIAN][DOMINION]		SECURITY + Leadership + CUNNING>28 + ship with two or more staffing icons
RESTOCK SUPPLIES	MISSION	Planet,Any Away Team may attempt mission.		Geology + Anthropology + (Biology OR cook) Transporter Skill required to beam up/down here.
% MINERAL SURVEY	MISSION	Planet,Any Away Team may attempt mission.		Geology + SCIENCE + CUNNING>28 When you solve, draw up to 2 cards.
% PLANET	MISSION	Planet,Any Away Team may attempt mission.		Landed ship + (Geology OR Greed)
CURE DEADLY VIRUS	MISSION	Planet,Any Away Team may attempt mission.		Exobiology x3 + Biology x2 OR Danara Pel Until solved, personnel on planet are quarantined. Any Away Team may attempt 4 [45 PTS][DQ]
ESTABLISH HOME PLANET	MISSION	Planet,Any Away Team may attempt mission.		Leadership + ENGINEER x2 + Computer Skill x2 * +25 if all personnel in Away Team are [Holo].
FELDOMITE RUSH	MISSION	Planet,Any Away Team may attempt mission.		Geology + Greed + (Treachery x3 OR Law)
HISTORICAL RESEARCH	MISSION	Planet,Any Away Team may attempt mission.		Anthropology x2 + Archaeology x2 + (Honor OR Treachery) When seeded, you may download The Guardian of Forever.
MINE GALLICITE	MISSION	Planet,Any Away Team may attempt mission.		ENGINEER + Geology + (Diplomacy OR Treachery + STRENGTH>40)
REPAIR MEMORIAL	MISSION	Planet,Any Away Team may attempt mission.		ENGINEER + Computer Skill + Honor x2 Personnel here are each attributes all -2.
THE DISCOVERY OF SHA KA REE	MISSION	Planet,Any Away Team may attempt mission.		Sybok X=number of personnel present with Sybok in lore.
TRANSPORT COLONISTS	MISSION	Planet,Any Away Team may attempt mission.		their home planet. Diplomacy + Honor + INTEGRITY>40 * +5 if Empathy or Mindmeld present.
AID FUGITIVES	MISSION	Planet,Any non-Dominion Away Team may attempt mission.		MEDICAL x3 + Exobiology + ENGINEER Hippocratic Oath relocates here from any quadrant.
TULABERRY WINE NEGOTIATIONS	MISSION	Planet,Any non-Dominion Away Team may attempt mission.		Acquisition x3 + (STRENGTH>30 OR Guramba) OR Pel + any Quark
ESPIONAGE MISSION	MISSION	Planet,ATTEMPTED		Tal Shiar 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
ESPIONAGE MISSION *HMF	MISSION	Planet,ATTEMPTED		Tal Shiar 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.
% NEBULA	MISSION	Space		Scan must be played to initiate battle here. Face next dilemma here when opponent scores points.
% SPACE	MISSION	Space		Counts as 1/2 card. May insert into spaceline. X=3 + Number of adjacent % locations.
REFUSE IMMIGRATION	MISSION	Space,[BAJORAN]		Bajor. Vedek + Leadership + Diplomacy + CUNNING>28 OR Leadership x2 + INTEGRITY<30 + WEAPONS>10
INTERCEPT MAQUIS	MISSION	Space,[CARDASSIAN]		OFFICER + SECURITY + CUNNING>24 May attempt only if your total WEAPONS>14 here.
CHARACTERIZE NEUTRINO EMISSIONS	MISSION	Space,[CARDASSIAN][BAJORAN]		Navigation + SCIENCE x2 + Astrophysics + Physics Any number of Orb artifacts may seed here.
VERIFY EVIDENCE	MISSION	Space,[CARDASSIAN][BAJORAN]		Navigation x2 + (CUNNING>24 OR any tricorder) + (Leadership x2 OR hand weapon OR Smuggling)
% STUDY PLASMA STORM	MISSION	Space,[CARDASSIAN][BAJORAN][DOMINION]		SCIENCE + ENGINEER + Astrophysics + CUNNING>30 Computer Skill required to use any equipment here.
ACQUIRE ILLICIT EXPLOSIVES	MISSION	Space,[CARDASSIAN][BAJORAN][FERENGII]		Physics + CIVILIAN + Treachery OR Physics + Smuggling
KRESSARI RENDEZVOUS	MISSION	Space,[CARDASSIAN][FERENGII]		OFFICER + (Treachery x2 OR Smuggling) *Discard up to four hand weapons for +5 each.
% CONSTRUCT DEPOT	MISSION	Space,[DOMINION]		Navigation x2 + Physics + Vorta + ENGINEER When you solve, download Remote Supply Depot here.
% ANALYZE RADIATION	MISSION	Space,[FEDERATION]		Astrophysics + Biology + Navigation Span -2 for all Son'a ships.
EXPLORE DYSON SPHERE	MISSION	Space,[FEDERATION]		ENGINEER x 3 + Navigation + Computer Skill + Physics
HEAL LIFE-FORM	MISSION	Space,[FEDERATION]		MEDICAL + Physics + Biology + Navigation
INVESTIGATE DISAPPEARANCE	MISSION	Space,[FEDERATION]		Physics + Navigation + CUNNING>40 OR Astrophysics x 3
INVESTIGATE ROGUE COMET	MISSION	Space,[FEDERATION]		Archaeology + Exobiology + Computer Skill
REPAIR MISSION	MISSION	Space,[FEDERATION]		ENGINEER x 3 + Computer Skill
STUDY NEBULA	MISSION	Space,[FEDERATION]		Astrophysics + Stellar Cartography + CUNNING>40
PROTECT SHIPMENT	MISSION	Space,[FEDERATION][CARDASSIAN][DOMINION]		Leadership + SECURITY x2 + MEDICAL + Honor + WEAPONS>9
REIGNITE DEAD STAR	MISSION	Space,[FEDERATION][DOMINION]		SCIENCE x2 + ENGINEER + Astrophysics + Stellar Cartography OR Gideon Seyetik
EXPLORE BLACK CLUSTER	MISSION	Space,[FEDERATION][KLINGON]		Stellar Cartography + Leadership OR CUNNING>50

STUDY "HOLE IN SPACE"	MISSION	Space,[FEDERATION][KLINGON]		Leadership + Diplomacy + INTEGRITY>40
TEST MISSION	MISSION	Space,[FEDERATION][KLINGON]		Physics + INTEGRITY>28
TEST MISSION II	MISSION	Space,[FEDERATION][KLINGON]		Physics + INTEGRITY>28 --- If destroyed, flip mission over (add token). --- Back: If your Federation ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
TEST MISSION II*	MISSION	Space,[FEDERATION][KLINGON]		Physics + INTEGRITY>28 --- If destroyed, flip mission over (add token). --- Back: If your Federation ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
STUDY INTERSTELLAR COLONY	MISSION	Space,[FEDERATION][KLINGON][BAJORAN][CARDASSIAN]		SCIENCE + Anthropology + Exobiology Ocampo are disabled while here.
INVERSION MYSTERY	MISSION	Space,[FEDERATION][NON-ALIGNED]		ENGINEER + Astrophysics + Diplomacy
INVESTIGATE QUANTUM SINGULARITY	MISSION	Space,[FEDERATION][NON-ALIGNED]		(ENGINEER x3 OR B'Elanna Torres)
RETURN LIFE-FORM	MISSION	Space,[FEDERATION][NON-ALIGNED]		Computer Skill x2 + Astrophysics + Exobiology + Diplomacy OR Kathryn Janeway
% PATROL NEUTRAL ZONE	MISSION	Space,[FEDERATION][ROMULAN]		Leadership + No opposing ships in Neutral Zone X = number of Neutral Zone locations in play.
INVESTIGATE SIGHTING	MISSION	Space,[FEDERATION][ROMULAN]		Empathy x 3 OR Treachery + Exobiology + CUNNING>40
INVESTIGATE SIGHTING II	MISSION	Space,[FEDERATION][ROMULAN]		Empathy x 3 OR Treachery + Exobiology + CUNNING>40 --- If destroyed, flip mission over (add token). --- Back: If your Romulan ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
INVESTIGATE SIGHTING II*	MISSION	Space,[FEDERATION][ROMULAN]		Empathy x 3 OR Treachery + Exobiology + CUNNING>40 --- If destroyed, flip mission over (add token). --- Back: If your Romulan ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
CHART STELLAR CLUSTER	MISSION	Space,[FEDERATION][ROMULAN][CARDASSIAN]		SCIENCE x2 + Computer Skill x2 + Stellar Cartography x2
FGC-47 RESEARCH	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Diplomacy + Youth x 2 X=6 minus each Navigation aboard ship
FISSURE RESEARCH	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Astrophysics + Physics + 3 [AU] icon Personnel
INVESTIGATE ANOMALY	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Exobiology + STRENGTH>35
INVESTIGATE ANOMALY II	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Exobiology + STRENGTH>35 --- If destroyed, flip mission over (add token). --- Back: If your Federation ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
INVESTIGATE ANOMALY II*	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Exobiology + STRENGTH>35 --- If destroyed, flip mission over (add token). --- Back: If your Federation ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
PAXAN "WORMHOLE"	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Diplomacy + CUNNING>30 + Android Relocate opponent's ship if no android aboard.
PEGASUS SEARCH	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Navigation + Diplomacy + Leadership + Treachery + INTEGRITY>40 OR Interphase Generator
STUDY PLASMA STREAMER	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Astrophysics + Youth
STUDY STELLAR COLLISION	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Stellar Cartography
WORMHOLE NEGOTIATIONS	MISSION	Space,[FEDERATION][ROMULAN][KLINGON]		Diplomacy x 5 OR Honor x 4 OR Treachery x 4
SAMARITAN SNARE	MISSION	Space,[FEDERATION][ROMULAN][KLINGON][NON-ALIGNED]		ENGINEER+Discard one Equipment card Federation must attempt mission if present.
GUNRUNNING	MISSION	Space,[FERengi]		Greed x2 + Smuggling x2 + Anthropology + CUNNING>28 + (hand weapon OR Echo Papa 607)
% SECURE STATION	MISSION	Space,[HIROGEN]		Alpha-Hirogen + total WEAPONS>opponent's total WEAPONS here
INVESTIGATE ALIEN PROBE	MISSION	Space,[KLINGON]		Anthropology + Biology + Computer Skill
SEEK LIFE-FORM	MISSION	Space,[KLINGON]		Exobiology + Astrophysics + ENGINEER
SURVEY MISSION	MISSION	Space,[KLINGON]		Stellar Cartography + Physics
WARPED SPACE	MISSION	Space,[KLINGON]		SCIENCE x2 + Astrophysics + Navigation
% SURVEY STAR SYSTEM	MISSION	Space,[KLINGON][CARDASSIAN][BAJORAN][FERengi]		Navigation + Stellar Cartography + Diplomacy + SCIENCE
CORNER ENEMY SHIP	MISSION	Space,[KLINGON][ROMULAN][KAZON][HIR]		Leadership + Navigation + Stellar Cartography May attempt only if your total WEAPONS>15 here.
% MARKET RESEARCH	MISSION	Space,[NON-ALIGNED][FERengi]		Greed x2 + Acquisition + Anthropology + Stellar Cartography + CUNNING>35
INVESTIGATE "SHATTERED SPACE"	MISSION	Space,[ROMULAN]		Leadership + Computer Skill + Astrophysics x2 + Stellar Cartography
QUASH CONSPIRACY	MISSION	Space,[ROMULAN]		Tal Shiar + INTEGRITY<21 No ship to ship beaming here.
STUDY LONKA PULSAR	MISSION	Space,[ROMULAN]		Navigation + Astrophysics + Stellar Cartography
INVESTIGATE RUMORS	MISSION	Space,[ROMULAN][BAJORAN]		Navigation + SCIENCE x2 + SECURITY OR Navigation + Odo
INTERCEPT RENEGADE	MISSION	Space,[ROMULAN][CARDASSIAN]		Obsidian Order + Tal Shiar + Treachery x3 OR OFFICER x2 + CUNNING>40
% COLLECT SAMPLE	MISSION	Space,[ROMULAN][CARDASSIAN][DOMINION][FERengi]		SCIENCE + Astrophysics + Transporter Skill + (Smuggling OR Treachery x2)
COMPROMISED MISSION	MISSION	Space,[ROMULAN][KLINGON]		Treachery x2 + Computer Skill + STRENGTH>35 Opponent attempts with [FEDERATION]
EXPLORE TYPHON EXPANSE	MISSION	Space,[ROMULAN][KLINGON]		Astrophysics + Stellar Cartography OR CUNNING>50
EXPLORE TYPHON EXPANSE II	MISSION	Space,[ROMULAN][KLINGON]		Astrophysics + Stellar Cartography OR CUNNING>50 --- If destroyed, flip mission over (add token). --- Back: If your Romulan ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
EXPLORE TYPHON EXPANSE II*	MISSION	Space,[ROMULAN][KLINGON]		Astrophysics + Stellar Cartography OR CUNNING>50 --- If destroyed, flip mission over (add token). --- Back: If your Romulan ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
SECRET SALVAGE	MISSION	Space,[ROMULAN][KLINGON]		Treachery x4 OR Navigation x2 + Computer Skill
SECRET SALVAGE II	MISSION	Space,[ROMULAN][KLINGON]		Treachery x4 OR Navigation x2 + Computer Skill --- If destroyed, flip mission over (add token). --- Back: If your Klingon ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
SECRET SALVAGE II*	MISSION	Space,[ROMULAN][KLINGON]		Treachery x4 OR Navigation x2 + Computer Skill --- If destroyed, flip mission over (add token). --- Back: If your Klingon ENGINEER is here, in place of your normal card play you may flip mission over (or remove token); draw no cards that turn.
STUDY COMETARY CLOUD	MISSION	Space,[ROMULAN][NON-ALIGNED][CARDASSIAN][FERengi]		Navigation + SCIENCE + Physics + Computer Skill
% CATALOG PHENOMENA	MISSION	Space,ANY		SCIENCE + Astrophysics + Stellar Cartography + Computer Skill
MINING SURVEY	MISSION	Space,Any crew may attempt mission (if same playercontrols a Nor with an Ore Processing Unit here).		ENGINEER + SCIENCE + Geology + Physics Nor or Empok Nor may seed and Process Ore here.
% EXPLORE INTERSTELLAR MATTER	MISSION	Space,Any crew may attempt mission.		SCIENCE + (Astrophysics OR Stellar Cartography) Player: Your Subspace Warp Rift and Tetryon Field play for free here. Opponent: You must start opponent's Calamarin here.
% INVESTIGATE INCURSION	MISSION	Space,Any crew may attempt mission.		SECURITY + (Shelby OR Leadership + OFFICER x2) Player: X=30 (45 if [Borg] or [Q] 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.
% STUDY BADLANDS	MISSION	Space,Any crew may attempt mission.		Navigation x2 + Stellar Cartography x2
% TEST PROPULSION SYSTEMS	MISSION	Space,Any crew may attempt mission.		Navigation + Physics + ENGINEER + % ship Solving player's ships are RANGE +2. (Cumulative.)

ANSWER DISTRESS SIGNAL	MISSION	Space,Any crew may attempt mission.		ENGINEER + OFFICER + MEDICAL * +10 if a [Holo] personnel in crew.
PRISON BREAK	MISSION	Space,Any crew may attempt mission.		Diplomacy + Navigation + Computer Skill May seed up to two [DQ] personnel under here.
REINITIALIZE WARP REACTION	MISSION	Space,Any crew may attempt mission.		Astrophysics + Physics + (SCIENCE OR ENGINEER) Restores solving ship's RANGE used this turn.
REPAIR NULL SPACE CATAPULT	MISSION	Space,Any crew may attempt mission.		ENGINEER + Physics + (Diplomacy OR Treachery) May relocate solving ship to any spaceline location.
SALVAGE OPERATION	MISSION	Space,Any crew may attempt mission.		ENGINEER OR Archaeology OR Greed X=20 if one skill present, 30 if two, 40 if all three.
SEAL RIFT	MISSION	Space,Any crew may attempt mission.		SCIENCE x2 + ENGINEER x2 OR Admiral Janeway Until solved,[AU] ships may report here.
STUDY PROTONEBULA	MISSION	Space,Any crew may attempt mission.		Astrophysics + Biology + Navigation Player: Once per game, you may download One to your ship here. Opponent: Once per game, you may download a [Q] objective.
AMBUSH SHIP	MISSION	Space,Any non-Federation crew may attempt mission.		Leadership x2 + WEAPONS-9 X=30 (or 45 if opponent's occupied ship here).
TARCHANNEN STUDY	MISSION	Space/Planet,[FEDERATION]		ENGINEER x2 + I.P. Scanner + Holodeck No outposts or stations allowed here.
RUNABOUT SEARCH	MISSION	Space/Planet,[FEDERATION][BAJORAN][FERENGI]		Transporter Skill + MEDICAL + (Honor OR Greed) If you solve, may download Odo or Quark here.
DELIVER SUPPLIES	MISSION	Space/Planet,[NON-ALIGNED][BAJORAN][FERENGI]		(CIVILIAN x2 OR Kassidy Yates) + freighter or transport in orbit with Transporter Skill aboard
Automated Repair Station	MISSION			Physics + Computer Skill + ENGINEER + CUNNING>30 Solving player may download and use (Spacedock) here.
Control Plague	MISSION			Biology + Exobiology + MEDICAL x2 + CUNNING>34
Free Orion Slaves	MISSION			Leadership + SECURITY x2 + STRENGTH>40 Orions may report here (for free, once each turn).
Observe Stellar Rebirth	MISSION			Navigation + Anthropology + Stellar Cartography + INTEGRITY>28
Prevent Rebellion	MISSION			Anthropology + Honor + SECURITY + INTEGRITY>29
DEFEND HOMEWORLD	OBJECTIVE			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).
File Annual Report	OBJECTIVE			Seeds or plays on your (Earth). If you have completed a different mission, your [Sta] personnel may attempt Earth with the following requirements: OFFICER + any staffed [Sta] ship in orbit + INTEGRITY>30. When you solve, mission is worth 30 points (instead of printed value), and you may download one % [Sta] personnel.
OPEN DIPLOMATIC RELATIONS	OBJECTIVE			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.
OPERATE WORMHOLE RELAYS	OBJECTIVE			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.
REFLECTION THERAPY	OBJECTIVE			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.
Remote Interference	OBJECTIVE			Seeds or plays on table. Twice each turn, when you move your [Rom] Drone-class ship to a location where an opponent has a ship, you may draw a card. At start of each of your turns, you may return an empty [Rom] Drone-class ship to hand OR discard a card to download a [Rom] Drone-class ship to hand. (Unique.)
Straight and Steady	OBJECTIVE			Seeds or plays on table. When your [22] card is attacked, you may discard objective to make each [22] card involved attributes all +5 until the end of that battle. At the end of your opponent's turn, you may discard objective to move your [22] ship one spaceline location toward your homeworld or facility. (Unique. Captain's Order.)
Akorem Laan	PERSONNEL	Bajoran		CIVILIAN * Anthropology * Navigation * Physics * Law 'DL/ D'jarras
Kurn "Lil	PERSONNEL	BAJORAN		SECURITY * SECURITY * Navigation * Law * Must replace your personnel present selected to die. * SECURITY personnel present are attributes all +1.
Solbor	PERSONNEL	BAJORAN		CIVILIAN * Anthropology * Honor * Exobiology * Once per mission, scores 5 points if your Vedek, Prylar, or Kai helps solve a mission where present.
Tora Ziyal*	PERSONNEL	BAJORAN/CARDASSIAN		CIVILIAN * Youth * May seed under Dozaria. * Geology * Dukat is INTEGRITY +3 if present.
Kira*	PERSONNEL	BAJORAN/CARDASSIAN/FEDERATION		OFFICER * Leadership * Resistance * SECURITY * Navigation * Honor x2 * X=3 vs. [Dom].
The Emissary	PERSONNEL	BAJORAN/FEDERATION		V.I.P. * All other Bajorans in play are INTEGRITY +2. * Your Bajorans may report for duty where present. * Diplomacy 'DL/ Bajoran Wormhole
Rom*	PERSONNEL	BAJORAN/FERENGI		ENGINEER * ENGINEER * Astrophysics * Honor * Navigation * Physics * X=4 or 9.
Kassidy Yates*	PERSONNEL	BAJORAN/NON-ALIGNED	War Council	CIVILIAN * Navigation x2 * Smuggling * Transporter Skill * May add 2 card draws to "cargo runs" she completes.
Brunt of Borg	PERSONNEL	BORG		* Treachery x2 * Computer Skill * Navigation * Greed * Law * V.I.P. * While on your ship, WEAPONS and SHIELDS +4 against [Fer].
% Emok	PERSONNEL	CARDASSIAN		MEDICAL * Exobiology * Obsidian Order
Rusot "VP	PERSONNEL	CARDASSIAN	Central Command	OFFICER * Biology * Geology * Treachery "If with Damar, gains Leadership and SECURITY.
Overseer Odo"	PERSONNEL	CARDASSIAN/BAJORAN		OFFICER * SECURITY * Leadership * Geology * Computer Skill 'DL/ Process Ore
Agent Garak	PERSONNEL	CARDASSIAN/FEDERATION		CIVILIAN * SECURITY * Treachery * Anthropology * Computer Skill x2 'DL/ Any Garak (discards this one)
Ilon Tandro"	PERSONNEL	CARDASSIAN/FEDERATION		V.I.P. * Diplomacy * ENGINEER * Treachery * Once per game, may capture one personnel present.
% Founder Architect	PERSONNEL	DOMINION	The Great Link	V.I.P. * While attempting a mission, X=number of different events in play. * Astrophysics * Law
% Tholun	PERSONNEL	DOMINION		MEDICAL * Archaeology * Computer Skill * Treachery * Law
% Turan Ekan	PERSONNEL	DOMINION		SECURITY * Geology * Navigation * Physics * Computer Skill
% Albert Einstein	PERSONNEL	FEDERATION		SCIENCE * Physics x2 * Astrophysics
% Calloway	PERSONNEL	FEDERATION		MEDICAL * Youth
% Christopher Hobson	PERSONNEL	FEDERATION		OFFICER * Computer Skill
% Darian Wallace	PERSONNEL	FEDERATION		SECURITY * Anthropology
% Dr. Leah Brahms	PERSONNEL	FEDERATION		ENGINEER * ENGINEER
% Exocomp	PERSONNEL	FEDERATION		ENGINEER * If aboard ship, can repair damage in two of your full turns.
% Gibson	PERSONNEL	FEDERATION		OFFICER * Navigation x2
% Giusti	PERSONNEL	FEDERATION		OFFICER * Youth
% Linda Larson	PERSONNEL	FEDERATION		ENGINEER * Youth

% McKnight	PERSONNEL	FEDERATION		OFFICER * Navigation * Youth * Music
% Mendon	PERSONNEL	FEDERATION		SCIENCE * Physics
% Paul Rice	PERSONNEL	FEDERATION		OFFICER * Leadership * Computer Skill * Nullifies one Echo Papa 607 where present.
% Simon Tarses	PERSONNEL	FEDERATION		MEDICAL * Youth
% Sir Isaac Newton	PERSONNEL	FEDERATION		SCIENCE * Physics x2
% Sito Jaxa	PERSONNEL	FEDERATION		SECURITY * Navigation * Youth
% Taitt	PERSONNEL	FEDERATION		SCIENCE * Stellar Cartography * Geology
% Taurik	PERSONNEL	FEDERATION		ENGINEER * Mindmeld
Admiral Kirk *LtL	PERSONNEL	FEDERATION	Office of the President	OFFICER * Honor x2 * Diplomacy * Leadership \DL/ Khan! \DL/ The Genesis Effect
Alexander Rozhenko	PERSONNEL	FEDERATION		CIVILIAN * Honor * Youth
Alyssa Nechayev	PERSONNEL	FEDERATION	Office of the President	OFFICER * Diplomacy * Leadership
Alyssa Ogawa	PERSONNEL	FEDERATION		MEDICAL * Biology
Benjamin Maxwell	PERSONNEL	FEDERATION		OFFICER * Leadership
Benjamin Sisko *CoC	PERSONNEL	Federation		OFFICER * Leadership * ENGINEER * Honor \DL/ Any Jake \DL/ Emergency Evacuation
Beverly Crusher	PERSONNEL	FEDERATION		MEDICAL * MEDICAL * Biology * Exobiology
Beverly Picard	PERSONNEL	FEDERATION		OFFICER * MEDICAL x2 * Leadership * Biology
Captain Kirk *CoC	PERSONNEL	Federation		OFFICER * Leadership x2 \DL/ Any Captain's Order card * If with any Spock and any McCoy, all three are attributes all +1.
Data	PERSONNEL	FEDERATION		OFFICER * ENGINEER * Computer Skill x2 * Music * Astrophysics * Exobiology
Deanna Troi	PERSONNEL	FEDERATION		OFFICER * Empathy * Diplomacy
Dexter Remmick	PERSONNEL	FEDERATION		SECURITY * OFFICER * Section 31 \DL/ Inspection * May report aboard your [Fed] ship in the Alpha Quadrant.
Dr. La Forge	PERSONNEL	FEDERATION		SCIENCE * Exobiology
Dr. Selar	PERSONNEL	FEDERATION		MEDICAL * Computer Skill * Mindmeld
Ensign Jameson	PERSONNEL	Federation		ENGINEER * SCIENCE * Exobiology * Physics * Computer Skill * Astrophysics \DL/ Out of Time
Eric Pressman	PERSONNEL	FEDERATION		OFFICER * ENGINEER * Treachery
Fleet Admiral Shanthi	PERSONNEL	FEDERATION	Office of the President	OFFICER * Leadership * Diplomacy
Geordi La Forge	PERSONNEL	FEDERATION		ENGINEER * ENGINEER * Navigation * Physics * Computer Skill
Hannah Bates	PERSONNEL	FEDERATION		SCIENCE * Physics
Ian Andrew Troi	PERSONNEL	FEDERATION		OFFICER * Diplomacy * Leadership * Music * Computer Skill
Jack Crusher	PERSONNEL	FEDERATION		OFFICER * Honor * Archaeology * Music * Leadership * Computer Skill
Jean-Luc Picard	PERSONNEL	FEDERATION		OFFICER * Diplomacy x2 * Leadership * Honor * Archaeology * Navigation * Music
Jean-Luc Picard *CoC	PERSONNEL	Federation		OFFICER * Leadership x2 * Archaeology * Navigation * While on your ship, WEAPONS and SHIELDS +4 against [Borg].
Jean-Luc Picard *VP	PERSONNEL	FEDERATION		OFFICER * Leadership x2 * Archaeology * Navigation * While on your ship, WEAPONS and SHIELDS +4 against [Borg].
Jenna D'Sora	PERSONNEL	FEDERATION		SECURITY * Stellar Cartography * Music
Juliana Tainer	PERSONNEL	FEDERATION		SCIENCE * Geology, Computer Skill, Cybernetics, Music * After first use as an android, X=4 but "stopped".
Kareel Odan	PERSONNEL	FEDERATION	Office of the President	V.I.P. * Diplomacy * Computer Skill
Katherine Pulaski	PERSONNEL	FEDERATION		MEDICAL * MEDICAL * SCIENCE * May suspend effects of Doppelganger where present. --- May only beam once per turn.
Kathryn Janeway *CoC	PERSONNEL	Federation		OFFICER * SCIENCE * Astrophysics * Computer Skill * Tuvok may report here. \DL/ Rescue Captives
K'Ehleyr	PERSONNEL	FEDERATION	Office of the President	V.I.P. * Diplomacy * Honor
Keiko O'Brien	PERSONNEL	FEDERATION		SCIENCE * Exobiology * Biology * Attributes all +2 if with Miles O'Brien.
Lai	PERSONNEL	FEDERATION		CIVILIAN * Computer Skill * Youth * When reporting, select any two skills present.
Leah Brahms	PERSONNEL	FEDERATION		ENGINEER * ENGINEER
Lt. (j.g.) Picard	PERSONNEL	FEDERATION		SCIENCE * Astrophysics * Navigation
Lwaxanna Troi	PERSONNEL	FEDERATION		V.I.P. * Empathy x2
Mirasta Yale	PERSONNEL	FEDERATION		SCIENCE * Physics * Astrophysics * Worth bonus points to you while in play. --- Must seed at Malcor III like a dilemma.
Montgomery Scott	PERSONNEL	FEDERATION		ENGINEER * ENGINEER * Astrophysics * Honor * Miracle Worker (Transporter Skill)
Mordock	PERSONNEL	FEDERATION		SCIENCE * Missions you solve are +5 points. Bonus points lost if you ever battle in this game. * Computer Skill * Physics
Morgan Bateson	PERSONNEL	FEDERATION		OFFICER * Leadership * Stellar Cartography
Mot The Barber	PERSONNEL	FEDERATION		CIVILIAN * Barbering
Mr. Homn	PERSONNEL	FEDERATION		CIVILIAN * Empaths may report for duty where present. * May nullify Empathic Echo where present.
Neela Daren	PERSONNEL	FEDERATION		SCIENCE * Astrophysics * Stellar Cartography * Music
Nikolai Rozhenko	PERSONNEL	FEDERATION		CIVILIAN * Anthropology * Computer Skill * Treachery
Norah Satie	PERSONNEL	FEDERATION	Office of the President	V.I.P. * Leadership
Rachel Garrett	PERSONNEL	FEDERATION		OFFICER * Honor * ENGINEER * Leadership * Diplomacy * Astrophysics
Rager	PERSONNEL	FEDERATION		OFFICER * Navigation * Stellar Cartography * Youth * Scores 5 points if helps solve Explore Dyson Sphere.
Reginald Barclay	PERSONNEL	FEDERATION		ENGINEER * Computer Skill
Richard Castillo	PERSONNEL	FEDERATION		OFFICER * Leadership * Navigation
Richard Galen	PERSONNEL	FEDERATION		SCIENCE * Archaeology x2 * Biology * Exobiology
Riva	PERSONNEL	FEDERATION		V.I.P. * Diplomacy x2
Ro Laren	PERSONNEL	FEDERATION		OFFICER * Computer Skill * Navigation * Treachery
Robin Lefler	PERSONNEL	FEDERATION		ENGINEER * Where present, nullifies Ktarian Game and Wesley Crusher is CUNNING +2. * Youth * Transporter Skill
Sakkath	PERSONNEL	FEDERATION		V.I.P. * Mindmeld * Diplomacy * Youth * Suspends Bendii Syndrome where present.
Sarek	PERSONNEL	FEDERATION	Office of the President	V.I.P. * Diplomacy x3 * Mindmeld
Sateik	PERSONNEL	FEDERATION		OFFICER * Leadership * Mindmeld * Diplomacy
Sergey And Helena	PERSONNEL	FEDERATION		Sergey: CIVILIAN * ENGINEER * Honor Helena: CIVILIAN * Exobiology \DL/ Nikolai Rozhenko
Shelby	PERSONNEL	FEDERATION		OFFICER * Leadership * Exobiology
Sirna Kolrami	PERSONNEL	FEDERATION		V.I.P. * Leadership
Sonya Gomez	PERSONNEL	FEDERATION		ENGINEER * Physics * Youth * Suspends Anti-Matter Pod where present.
Soren	PERSONNEL	FEDERATION		SCIENCE * Astrophysics

Tam Elbrun	PERSONNEL	FEDERATION		V.I.P. * Empathy x2 * Honor
Tasha Yar	PERSONNEL	FEDERATION		SECURITY * Honor * Leadership
Tasha Yar - Alternate	PERSONNEL	FEDERATION		SECURITY * Honor * Leadership \DL/ Starfleet Type II Phaser
Thomas Riker	PERSONNEL	FEDERATION		OFFICER * Leadership * Navigation * Geology * Music
Toby Russell	PERSONNEL	FEDERATION		MEDICAL * Physics
T'Pan	PERSONNEL	FEDERATION		SCIENCE * SCIENCE * Mindmeld
T'Shanik	PERSONNEL	FEDERATION		SCIENCE * Mindmeld * Computer Skill * Youth
Vash	PERSONNEL	FEDERATION		CIVILIAN * Archaeology x2 * Treachery * Anthropology
Wesley Crusher	PERSONNEL	FEDERATION		OFFICER * Youth * Computer Skill * Navigation * ENGINEER * Astrophysics
William T. Riker	PERSONNEL	FEDERATION		OFFICER * Diplomacy * Leadership * Navigation * Honor * Music
William T. Riker *CoC	PERSONNEL	Federation		OFFICER * Leadership * Navigation x2 * Honor \DL/ Federation Flagship: Renewed \DL/ Riker Maneuver
Worf	PERSONNEL	FEDERATION		SECURITY * Honor x2 * Navigation * Diplomacy
The Emissary*	PERSONNEL	FEDERATION/BAJORAN		V.I.P. * All other Bajorans in play are INTEGRITY +2. * Your Bajorans may report for duty where present. * Diplomacy \DL/ Bajoran Wormhole
Kira**	PERSONNEL	FEDERATION/BAJORAN/CARDASSIAN		OFFICER * Leadership * Resistance * SECURITY * Navigation * Honor x2 * X=3 vs. [Dom]
The Trois*	PERSONNEL	FEDERATION/FERengi	Tower of Commerce	Lwaxana: V.I.P. * Empathy x2 * Diplomacy \DL/ Wolf Deanna: CIVILIAN * Diplomacy * Empathy \DL/ Plexing
Data and Picard*	PERSONNEL	FEDERATION/ROMULAN		Data: CIVILIAN * ENGINEER * Astrophysics * Computer Skill Picard: CIVILIAN * Diplomacy * Anthropology * Archaeology
Koval*	PERSONNEL	FEDERATION/ROMULAN	Continuing Committee	V.I.P. * SECURITY * Treachery * Tal Shiar x2 (if Romulan) * Exobiology * Your Tal Shiar may report here.
Major Rakal*	PERSONNEL	FEDERATION/ROMULAN	Continuing Committee	V.I.P. * Romulan: Tal Shiar, Empathy, Treachery * Federation: Empathy, Diplomacy, INTEGRITY +4, CUNNING -1
Stefan DeSeve*	PERSONNEL	FEDERATION/ROMULAN		V.I.P. * Romulan: Treachery, Greed * Federation: OFFICER, Treachery, INTEGRITY -1
Dr. Reyga *LIL	PERSONNEL	FERengi		SCIENCE * ENGINEER * Astrophysics * Physics * Stellar Cartography \DL/ Metaphasic Shields
Leeta*	PERSONNEL	FERengi/BAJORAN	Quark's Bar	CIVILIAN * Anthropology * Youth * Computer Skill * Leadership * Music \DL/ Dabo OR Kukalaka
Mardah*	PERSONNEL	FERengi/BAJORAN	Quark's Bar	CIVILIAN * Youth * Biology * SCIENCE
Captain Nog	PERSONNEL	FERengi/FEDERATION		OFFICER * ENGINEER * Diplomacy * Honor * Physics \DL/ Ready Room Door
Jake and Nog*	PERSONNEL	FERengi/FEDERATION	Tower of Commerce	Jake: CIVILIAN * Youth * Biology * ENGINEER x1/2 Nog: CIVILIAN * Youth * Acquisition * ENGINEER x1/2
Nog*	PERSONNEL	FERengi/FEDERATION		ENGINEER * Physics * Honor * Youth * Acquisition * ENGINEER (if aboard your Defiant-class or [Fer] ship).
Prot*	PERSONNEL	FERengi/FEDERATION		OFFICER * Youth * Archaeology * Navigation * Geology
Aluura*	PERSONNEL	FERengi/NON-ALIGNED	Quark's Bar	CIVILIAN * Your other dabo girls and Ferengi waiters here are attributes all +2. * Youth * Honor * Diplomacy
% Zivan	PERSONNEL	HIROGEN		MEDICAL * Physics \DL/ Body Armor
% Kazat	PERSONNEL	KAZON		CIVILIAN * Law * Youth * Honor
% Batrell	PERSONNEL	KLINGON		OFFICER * Honor
% B'Jik	PERSONNEL	KLINGON		OFFICER * Navigation
% Divok	PERSONNEL	KLINGON		MEDICAL * Biology * Youth
% Dukath	PERSONNEL	KLINGON		SCIENCE * Archaeology
% Fek'thr	PERSONNEL	KLINGON		V.I.P. * Honor * Treachery
% Gorath	PERSONNEL	KLINGON	The Great Hall	SECURITY * Honor
% J'Ddan	PERSONNEL	KLINGON		SCIENCE * Exobiology * Treachery
% K'chiQ	PERSONNEL	KLINGON		CIVILIAN * When reporting for duty, select any skill. May change that skill at the start of each of your turns. --- Discard if another K'chiQ or no male Klingon present.
% Klag	PERSONNEL	KLINGON		OFFICER * Navigation
% Kle'eg	PERSONNEL	KLINGON		SECURITY * Honor
% Kromm	PERSONNEL	KLINGON		ENGINEER * Physics
% K'Tesh	PERSONNEL	KLINGON		ENGINEER * Stellar Cartography
% Targ	PERSONNEL	KLINGON		ANIMAL * All non-Targ Klingons STRENGTH +1 where present. * Nullifies one just-played Rogue Borg where present.
% Torin	PERSONNEL	KLINGON		SCIENCE * Astrophysics
% Vekma	PERSONNEL	KLINGON		MEDICAL * Honor
Antaak	PERSONNEL	Klingon		MEDICAL * MEDICAL * SCIENCE * Honor * Exobiology \DL/ Any Targ \DL/ maH nIv
Ba'el	PERSONNEL	KLINGON		CIVILIAN * Anthropology * Youth
B'Etor	PERSONNEL	KLINGON		V.I.P. * Treachery * Leadership * Physics * Youth * Greed
Captain B'Etor	PERSONNEL	KLINGON		OFFICER * Honor * Leadership * Law * Physics * SCIENCE * Youth
Duras	PERSONNEL	KLINGON	The Great Hall	V.I.P. * Leadership * Computer Skill * Treachery * Greed
Duras *LIL	PERSONNEL	KLINGON	High Concil	OFFICER * Treachery x2 * Leadership * Law * Diplomacy * Computer Skill * Once each turn, may kill an opponent's personnel here that just completed a mission.
General K'Vagh	PERSONNEL	Klingon		OFFICER * Leadership * SECURITY * Treachery Once each turn, may draw a card when you report an augment here.
Governor Worf	PERSONNEL	KLINGON	The Great Hall	V.I.P. * SECURITY * Honor x2 * Navigation * Diplomacy * Leadership
Gowron	PERSONNEL	KLINGON	The Great Hall	V.I.P. * Leadership x2 * Diplomacy * Honor
Kahless	PERSONNEL	KLINGON	The Great Hall	V.I.P. * Honor x2
Kahlest	PERSONNEL	KLINGON		CIVILIAN * MEDICAL * Honor * Music * Klingons with Honor are STRENGTH +2 where present.
Kargan	PERSONNEL	KLINGON		OFFICER * Honor * Computer Skill
Kell	PERSONNEL	KLINGON		V.I.P. * Treachery
Kitrik	PERSONNEL	KLINGON		MEDICAL * Exobiology * SCIENCE * Cybernetics * Music
K'mpec	PERSONNEL	KLINGON	The Great Hall	V.I.P. * Leadership * Diplomacy
K'mpec *CoC	PERSONNEL	Klingon	The Great Hall	V.I.P. * Leadership * Law * Diplomacy \DL/ Kle'eg \DL/ HQ: Secure Homeworld
K'mtar	PERSONNEL	KLINGON		V.I.P. * Diplomacy * Leadership * Honor * Attributes all +5 if with Alexander Rozhenko.
K'nera	PERSONNEL	KLINGON		OFFICER * SECURITY * Transporter Skill * Honor * Scores 5 points when Korris or
Konmel	PERSONNEL	KLINGON		OFFICER * Navigation
Koral	PERSONNEL	KLINGON		CIVILIAN * Navigation * Archaeology
Koroth	PERSONNEL	KLINGON		SCIENCE * Biology * Archaeology * Anthropology
Korris	PERSONNEL	KLINGON		OFFICER * Honor

K'Tal	PERSONNEL	KLINGON		The Great Hall	V.I.P. * Diplomacy
Kurak	PERSONNEL	KLINGON			SCIENCE * Astrophysics * Computer Skill * Physics * Honor
Kurn	PERSONNEL	KLINGON		The Great Hall	OFFICER * Honor * Computer Skill * Navigation * Diplomacy
K'Vada	PERSONNEL	KLINGON			OFFICER * Leadership * Navigation
Laneth	PERSONNEL	Klingon			SCIENCE * Astrophysics * Transporter Skill * Biology
L'Kor	PERSONNEL	KLINGON			CIVILIAN * Leadership * Music
Lursa	PERSONNEL	KLINGON			V.I.P. * Treachery * Leadership * Geology * Greed
Marab	PERSONNEL	Klingon			SECURITY * Treachery * Leadership * Youth * Stellar Cartography
Morag	PERSONNEL	KLINGON			OFFICER * Computer Skill * Greed
Nu'Daq	PERSONNEL	KLINGON			OFFICER * Archaeology * Navigation * Exobiology
Toq	PERSONNEL	KLINGON			CIVILIAN * Leadership * Computer Skill * Youth
Torak	PERSONNEL	KLINGON			V.I.P. * Diplomacy * Geology
Toral	PERSONNEL	KLINGON		The Great Hall	V.I.P. * Leadership x1/2 * Youth
Vagh	PERSONNEL	KLINGON			V.I.P. * Diplomacy * Anthropology
Volok	PERSONNEL	Klingon			ENGINEER * Computer Skill * Physics
Quark Son of Keldar*	PERSONNEL	KLINGON/FERengi		Tower of Commerce	CIVILIAN * Leadership * Computer Skill x2 * Honor * Greed * Attributes all +3 if with Grikla.
Porthos	PERSONNEL	NEUTRAL			ANIMAL * Humans present are INTEGRITY +1. * Once every turn, may "chase" (stop) one ANIMAL present.
% 0413-Theta	PERSONNEL	NON-ALIGNED			ENGINEER * Geology * Computer Skill \DL/ Lower Decks
% Dr. Farek	PERSONNEL	NON-ALIGNED			MEDICAL * Greed
% Gorta	PERSONNEL	NON-ALIGNED			ENGINEER * Physics * Greed
% Illandra	PERSONNEL	NON-ALIGNED		War Council	V.I.P. * Diplomacy * Greed \DL/ Any Treaty OR Espionage card
% Narik	PERSONNEL	NON-ALIGNED			ENGINEER * Computer Skill
% Soong-Type Android	PERSONNEL	NON-ALIGNED			* Computer Skill * Youth * * Select classification and gender when reporting.
% Suna	PERSONNEL	NON-ALIGNED			SECURITY * MEDICAL * Treachery * Once per game, may download Reflection Therapy
% Vektor	PERSONNEL	NON-ALIGNED			SCIENCE * MEDICAL * Navigation * Geology
Allamill	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Greed * Smuggling * Navigation \DL/ Any [NA] /Films\ card
Amarie	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Music
Baran	PERSONNEL	NON-ALIGNED			OFFICER * Greed * Archaeology * Exobiology * Computer Skill
Berlingoff Rasmussen	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Treachery * Archaeology * Greed * May nullify Time Travel Pod if present. (Discard both.)
Bok	PERSONNEL	NON-ALIGNED			OFFICER * Greed * ENGINEER * Treachery * Computer Skill
Carol Marcus *L'L	PERSONNEL	NON-ALIGNED			SCIENCE * Exobiology x2 * Honor * Physics * X = number of cards in opponent's hand (limit 5).
Data's Body	PERSONNEL	NON-ALIGNED			OFFICER * ENGINEER * Computer Skill * Music * Astrophysics * Exobiology * During seed phase, may report for duty at your outpost. --- Disabled unless Data's Head attached. (When attached, Data's Head does not enhance ship.)
Dathon	PERSONNEL	NON-ALIGNED			OFFICER * Diplomacy x2 * Leadership * Honor * Nullifies Tamarian-related dilemmas where present.
David Marcus *L'L	PERSONNEL	NON-ALIGNED			SCIENCE * SCIENCE * Biology x2 * Exobiology * Physics * Computer Skill
Devinoni Ral	PERSONNEL	NON-ALIGNED		War Council	V.I.P. * Empathy * Diplomacy * Treachery
D'Nesh	PERSONNEL	Non-Aligned			ENGINEER * Diplomacy * Treachery * Computer Skill * Anthropology * Orion Syndicate
Dr. Reyga	PERSONNEL	NON-ALIGNED			SCIENCE * ENGINEER * Stellar Cartography * Astrophysics
Dukat *VP	PERSONNEL	NON-ALIGNED			CIVILIAN * Once per turn, may place two non-[Ref]?cards from any one discard pile out of play.??Treachery x2??Transporter Skill?/DL/?Kosst Amojan
Etana Jol	PERSONNEL	NON-ALIGNED			SCIENCE * Treachery * Biology
Evek	PERSONNEL	NON-ALIGNED		Central Command	OFFICER * Diplomacy * Leadership * Anthropology
Falow	PERSONNEL	NON-ALIGNED		War Council	V.I.P. * Greed x2 * Computer Skill * Honor * Once per game, may nullify a Chula dilemma where present.
Galen	PERSONNEL	NON-ALIGNED			SCIENCE * Archaeology * Computer Skill. * Treachery * Leadership * Navigation * Music --- Does not work with [Fed] affiliation.
Harrad-Sar	PERSONNEL	Non-Aligned			OFFICER * Navigation * Smuggling * Orion Syndicate \DL/ Any slave girl
Ira Graves	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Cybernetics * Computer Skill * SCIENCE * Treachery and Biology if Kareen Brianon in play.
Ishara Yar	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Treachery * Youth
Jenice Manheim	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Ressikan Flute is limited to 4 Music personnel. * One male present is attributes +2 (+4 if Paul Manheim).
Jo'Bril	PERSONNEL	NON-ALIGNED			SCIENCE * Treachery * Astrophysics * Physics * Greed
John Doe	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Once per turn, may prevent one other personnel from being killed on a ship where present.
Kareen Brianon	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Computer Skill * ENGINEER * Youth * May nullify Male's Love Interest where present.
Kova Tholl	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Scores bonus points if killed by an attack in which you do not retaliate. * Diplomacy
Lakanta	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Ship he is on can leave one end of spaceline and enter other end. * Wesley Crusher attributes +4, if present.
Madam Guinan	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Once per turn, may nullify any [AU] icon interrupt, event or dilemma where present. * Anthropology
Madred	PERSONNEL	NON-ALIGNED		Central Command	OFFICER * Once per turn, may add 1 to Interrogation or Torture if at your outpost. * SECURITY x2
Malik	PERSONNEL	NON-ALIGNED			SECURITY *?Leadership??OFFICER??Treachery x2??When stopped by a dilemma, draw a card.??When killed by a dilemma, discard your hand.
Maques	PERSONNEL	NON-ALIGNED		War Council	V.I.P. * Empathy x2 * Diplomacy
Maras	PERSONNEL	Non-Aligned			CIVILIAN * ENGINEER * Orion Syndicate
Marouk	PERSONNEL	NON-ALIGNED		War Council	V.I.P. * Leadership * Diplomacy * May nullify Yuta where present, scoring 3 points.
Mickey D.	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Treachery * Automatically wins Royale Casino side games, if present.
Mortal Q	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Leadership -1 * Discard the Q dilemma if you encounter it. --- Once in play, your Q-Flash is inactive.
Navaar	PERSONNEL	Non-Aligned			CIVILIAN * Leadership * Treachery * Diplomacy * Orion Syndicate \DL/ Commander Ship
Nick Locarno	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Navigation x2 * Computer Skill * Leadership * Youth * Transporter Skill --- Does not work with [Fed] affiliation.
Ocett	PERSONNEL	NON-ALIGNED		Central Command	OFFICER * Archaeology * Navigation * Honor
Paul Manheim	PERSONNEL	NON-ALIGNED			SCIENCE * Where present, may nullify Manheim's Dimensional Door OR double its
Roga Danar	PERSONNEL	NON-ALIGNED			SECURITY * ENGINEER * Computer Skill * Biology * Leadership
Samuel Clemens	PERSONNEL	NON-ALIGNED		War Council	CIVILIAN * Once per game, may leave play when Devidian Door is "shown" and score points. * Diplomacy
Silik	PERSONNEL	Non-Aligned			V.I.P. * Treachery * ENGINEER * Physics * Leadership May report to any time location.

Slar	PERSONNEL	NON-ALIGNED		ENGINEER * SECURITY * Computer Skill * Physics * Treachery x2 * X=number of [MQ] personnel present.
Tarmin	PERSONNEL	NON-ALIGNED	War Council	V.I.P. * Once pergame, may glance at the cards in any one side deck for 10 seconds. * Empathy
The Traveler	PERSONNEL	NON-ALIGNED	War Council	V.I.P. * 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.)
Timicin	PERSONNEL	NON-ALIGNED	War Council	CIVILIAN * ENGINEER * Astrophysics * Physics * Scores 10 points if helps solve Test Mission. --- Discarded when you reach 60 or more points.
Vash *LFL	PERSONNEL	NON-ALIGNED	War Council	CIVILIAN * Greed x2 * Archaeology x2 * Treachery * Anthropology * May report at any [GO] facility.
Ves Alkar	PERSONNEL	NON-ALIGNED	War Council	V.I.P. * Diplomacy x2 if female empath(s) at same location (they are Empathy -1). * Empathy * Treachery
Zon	PERSONNEL	NON-ALIGNED		SECURITY * OFFICER * Treachery * Guramba * May nullify Nausicaans dilemma where present.
Garak*	PERSONNEL	NON-ALIGNED/CARDASSIAN		CIVILIAN * SECURITY * Computer Skill * Honor * May replace anyone present randomly selected to die.
% Galathon	PERSONNEL	ROMULAN		OFFICER * Archaeology * Greed * Treachery
% Jaron	PERSONNEL	ROMULAN		SECURITY * Geology * Youth
% Jera	PERSONNEL	ROMULAN		MEDICAL * Biology * Youth
% Palteith	PERSONNEL	ROMULAN		ENGINEER * Computer Skill
% Selok	PERSONNEL	ROMULAN		V.I.P. * Treachery
% Takket	PERSONNEL	ROMULAN		MEDICAL * Exobiology
% Tallus	PERSONNEL	ROMULAN		OFFICER * Leadership
% Tarus	PERSONNEL	ROMULAN		SCIENCE * Stellar Cartography
% Taul	PERSONNEL	ROMULAN		SECURITY * Treachery * Archaeology
% Thei	PERSONNEL	ROMULAN		OFFICER * Geology * Physics
% Tomek	PERSONNEL	ROMULAN		ENGINEER * Astrophysics
% Varel	PERSONNEL	ROMULAN		SCIENCE * Physics * Computer Skill * Youth
Admiral Valdore	PERSONNEL	Romulan	Office of the Proconsul	OFFICER * Leadership * Computer Skill * Treachery \DL/ Gareb \DL/ Remote Interference
Aldar Jarok	PERSONNEL	ROMULAN	Office of the Proconsul	OFFICER * Navigation * Leadership
Bohra	PERSONNEL	ROMULAN		OFFICER * Navigation * Youth
Commander Tomalak	PERSONNEL	ROMULAN		OFFICER * Diplomacy * Leadership
Data *VP	PERSONNEL	ROMULAN		MEDICAL * Computer Skill * Exobiology * Transporter Skill * Cannot be killed by dilemmas (stopped instead).
DTan	PERSONNEL	ROMULAN		CIVILIAN * Youth * Archaeology * Where present, Romulans without Treachery are INTEGRITY +1
Mendak	PERSONNEL	ROMULAN		OFFICER * Treachery * Exobiology
Mirok	PERSONNEL	ROMULAN		SCIENCE * ENGINEER * Astrophysics * Physics
Movar	PERSONNEL	ROMULAN		OFFICER * Treachery * Anthropology
Neral	PERSONNEL	ROMULAN	Office of the Proconsul, Continuing Committee	V.I.P. * Treachery * Youth
Nijil	PERSONNEL	Romulan		SCIENCE * ENGINEER * Computer Skill * Navigation * Your Drone-class ships are RANGE +2.
N'vek	PERSONNEL	ROMULAN		SCIENCE * Honor * Biology * Computer Skill
Pardek	PERSONNEL	ROMULAN	Office of the Proconsul	V.I.P. * Diplomacy x2 * Treachery
Parem	PERSONNEL	ROMULAN		OFFICER * Treachery
Sela	PERSONNEL	ROMULAN	Office of the Proconsul	V.I.P. * Diplomacy * Leadership * Treachery * Youth
Sela *LFL	PERSONNEL	ROMULAN	Continuing Committee	V.I.P. * Tal Shiar * Treachery * Diplomacy * Youth \DL/ Romulan "Reunification"
Shinzon *CoC	PERSONNEL	Romulan	Office of the Proconsul	V.I.P. * Leadership * Treachery x2 * Diplomacy * ENGINEER * Any Jean-Luc Picard gains [Nem,R,Green]
Sirol	PERSONNEL	ROMULAN		OFFICER * Diplomacy * Leadership * Navigation * ENGINEER * Treachery
Subcommander Decius	PERSONNEL	ROMULAN		OFFICER * Navigation * SCIENCE * Once per turn, may place a discarded event on bottom of draw deck.
Talbak	PERSONNEL	ROMULAN		SCIENCE * Treachery * Biology * Computer Skill
Taris	PERSONNEL	ROMULAN		OFFICER * Archaeology * MEDICAL * Music * Transporter Skill
Tabok	PERSONNEL	ROMULAN		OFFICER * Diplomacy * Leadership * Navigation
Talak	PERSONNEL	ROMULAN		SECURITY * Treachery * Tal Shiar * Cybernetics
The Viceroy	PERSONNEL	ROMULAN	Continuing Committee	OFFICER * Leadership * Honor * Navigation
			Office of the Proconsul	MEDICAL * Diplomacy * Empathy * Treachery * Biology * When an opponent plays an event, you may discard a card to download an event to hand.
Tokath	PERSONNEL	ROMULAN		OFFICER * Anthropology * Honor
Tomalak	PERSONNEL	ROMULAN	Office of the Proconsul	OFFICER * Diplomacy * Leadership
Toreth	PERSONNEL	ROMULAN		OFFICER * Leadership * Honor * Navigation
Major Rakal	PERSONNEL	ROMULAN/FEDERATION	Continuing Committee	V.I.P. * Romulan: Tal Shiar, Empathy, Treachery * Federation: Empathy, Diplomacy, INTEGRITY +4, CUNNING -1
Stefan DeSeve	PERSONNEL	ROMULAN/FEDERATION		V.I.P. * Romulan: Treachery, Greed * Federation: OFFICER, Treachery, INTEGRITY -1
Gareb	PERSONNEL	Romulan/Non-Aligned		CIVILIAN * Empathy * Geology
Dallas	PERSONNEL	Starfleet		SCIENCE * Physics
Danica Erickson	PERSONNEL	STARFLEET		CIVILIAN * MEDICAL
Daniel Leonard	PERSONNEL	Starfleet		V.I.P. * Leadership * Navigation \DL/ Any [Sta] ship
Enka Hernandez	PERSONNEL	Starfleet		OFFICER * Anthropology * Diplomacy * Leadership * SECURITY \DL/ Any Captain's Order card
Garrid	PERSONNEL	Starfleet		MEDICAL * Biology * SCIENCE
Hoshi Sato *SAS	PERSONNEL	Starfleet		SCIENCE * Music * Anthropology * Geology * Computer Skill * Exobiology \DL/ We're Ready
Jeffrey Pierce	PERSONNEL	Starfleet		SECURITY * Anthropology * Computer Skill * Diplomacy
Malcolm Reed *SAS	PERSONNEL	Starfleet		SECURITY * OFFICER * Law * Section 31 * Computer Skill \DL/ Starfleet Phaser Pistol
McDermott	PERSONNEL	Starfleet		OFFICER * Honor * Leadership * SECURITY * Transporter Skill
T Pol *SAS	PERSONNEL	Starfleet		SCIENCE * Diplomacy * OFFICER * Mindmeld * Stellar Cartography
Daniels	PERSONNEL	Starfleet/Non-Aligned		SECURITY * ENGINEER * Archaeology * Physics * Anthropology \DL/ Out of Time
% Delanh	PERSONNEL	VIDIAN		CIVILIAN * Greed * SECURITY * Physics
GO BACK WHENCE THOU CAMEST	Q DILEMMA			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.
GUILTY - PROVISIONALLY	Q DILEMMA			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.
HIS HONOR, THE HIGH SHERIFF OF NOTTINGHAM	Q DILEMMA			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.)
MANDARIN BAILIFF	Q DILEMMA			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 * icons in that personnel's skill box.

PLA-NET	Q DILEMMA			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.
HIDE AND SEEK	Q DILEMMA/EVENT			[S/P] Shuffle into crew or Away Team. Randomly "stops" personnel one by one. After a % personnel or Hide and Seek selected, discard dilemma. (May also be seeded.) [EV] 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 [Hidden].)
ALDEBARAN SERPENT	Q EVENT			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.
AMANDA'S PARENTS	Q EVENT			Plays on table until any Q-Flash. Each time you play an Amanda Rogers card (except to nullify a [Borg-Only] icon card), opponent may take that Amanda Rogers (and any two other cards) from your discard pile and place all three out-of-play.
DOOR-NET	Q EVENT			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.
FRIGID	Q EVENT			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.
INTO THE BREACH	Q EVENT			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.)
JEALOUS AMANDA	Q EVENT			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.)
MILITARY PRIVILEGE	Q EVENT			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.
PENALTY BOX	Q EVENT			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.)
SCOTTISH SETTER	Q EVENT			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.
TUJANA CRASS	Q EVENT			Plays on table. (May not be nullified.) While in play, any points derived from Ressikan Flute count for all players AND opponent's Data Laughing cards are converted to Event cards to be played on the table when used.
TRUST ME	Q EVENT			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.
YOU WILL IN TIME	Q EVENT			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.)
ARE THESE TRULY YOUR FRIENDS, BROTHER?	Q INTERRUPT			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.)
DR. Q, MEDICINE ENTITY	Q INTERRUPT			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.
GIFT OF THE TORMENTOR	Q INTERRUPT			If your current score is zero, score bonus points. Otherwise, place this card in your discard pile. (May be nullified only by Countermanda.)
INCOMING MESSAGE - THE CONTINUUM	Q INTERRUPT			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.
LEMON-AID	Q INTERRUPT			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.)
SUBSECTION Q, PARAGRAPH 10	Q INTERRUPT			Every player with more than ten cards in hand loses 1 point for each card in excess of ten. (May not be nullified.)
THE HIGHER ... THE Q-ER	Q INTERRUPT			Unless CIVILIAN present, crew or Away Team must experience Q additional [Borg-Only] icon cards, where Q = number of personnel present with a [CMD] icon.
THE ISSUE IS PATRIOTISM	Q INTERRUPT			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.)
THE NAKED TRUTH	Q INTERRUPT			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.)
WESLEY GETS THE POINT	Q INTERRUPT			If you have Wesley Crusher present or on any planet, he scores bonus point and dies.
WHERE'S GUINAN?	Q INTERRUPT			If Guinan or Madam Guinan is in your crew or Away Team, relocate each E- 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.)
Rotation Damage Marker (DS9)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Rotation Damage Marker (ENT)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Rotation Damage Marker (MOV I)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Rotation Damage Marker (MOV II)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Rotation Damage Marker (MOV VII)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Rotation Damage Marker (MOV VIII)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Rotation Damage Marker (TNG)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Rotation Damage Marker (TOS)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Rotation Damage Marker (VOY)	Rotation Damage Marker			Requires two full turns to repair. Cloaking Device is offline. *If printed RANGE>5, it is reduced to 5. HULL -50%
Vetar	SHIP	CARDASSIAN		Tractor Beam \DL/ Any Pursuit card WEAPONS +2 vs. [Maq]
% Dominion Battleship *VP	SHIP	DOMINION		Attributes all +3 if Founder, Vorta, and Jem'Hadar aboard. Holodeck, Tractor Beam, Invasive Transporters.
% Runabout	SHIP	FEDERATION		
% Type VI Shuttlecraft	SHIP	FEDERATION		
% U.S.S. Excelsior	SHIP	FEDERATION		Tractor Beam

% U.S.S. Galaxy	SHIP	FEDERATION		Holodeck, Tractor Beam
% U.S.S. Miranda	SHIP	FEDERATION		Tractor Beam
% U.S.S. Nebula	SHIP	FEDERATION		Holodeck, Tractor Beam
% U.S.S. Oberth	SHIP	FEDERATION		Tractor Beam
Future Enterprise	SHIP	FEDERATION		Cloaking Device, Holodeck, Tractor Beam
Starship Enterprise *CoC	SHIP	Federation		Tractor Beam \DL/ Where No Man Has Gone Before
U.S.S. Brittain	SHIP	FEDERATION		Tractor Beam
U.S.S. Defiant *CoC	SHIP	Federation		Cannot carry ships aboard except shuttlespods. Cloaking Device, Tractor Beam. WEAPONS and SHIELDS +3 vs. [Borg]
U.S.S. Enterprise	SHIP	FEDERATION		Holodeck, Tractor Beam
U.S.S. Enterprise *CoC	SHIP	Federation		Holodeck, Tractor Beam \DL/ Wall of Ships
U.S.S. Enterprise-C	SHIP	FEDERATION		Enters play damaged at any location. Tractor Beam
U.S.S. Enterprise-E *CoC	SHIP	Federation		WEAPONS and SHIELDS +1 for each /Ent-E\ aboard. Holodeck, Tractor Beam.
U.S.S. Hood	SHIP	FEDERATION		Tractor Beam
U.S.S. Phoenix	SHIP	FEDERATION		Holodeck, Tractor Beam
U.S.S. Stargazer	SHIP	FEDERATION		Tractor Beam. Once each game, may be taken from discard pile to hand.
U.S.S. Sutherland	SHIP	FEDERATION		Tractor Beam
U.S.S. Voyager *CoC	SHIP	Federation		Shuttlecraft you download may come from discard pile. Holodeck, Tractor Beam
U.S.S. Yamato	SHIP	FEDERATION		Holodeck, Tractor Beam
Stolen Attack Ship*	SHIP	FEDERATION/CARDASSIAN		Energy Dampener, Invasive Transporters
% I.K.C. K'Vort	SHIP	KLINGON		Cloaking Device, Tractor Beam
% I.K.C. Vor'Cha	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.C. Bortas	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.C. Buruk	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.C. Fek'lhr	SHIP	KLINGON		Cloaking Device, Holodeck, Tractor Beam
I.K.C. Hegh'ta	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.C. K'Ratak	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.C. Maht-H'a	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.C. Pagh	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.C. Qam-chee *CoC	SHIP	Klingon		Cloaking Device, Tractor Beam. Opposing cards here are attributes -1.
I.K.C. Qu'Vat	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.C. T'Onq	SHIP	KLINGON		Cloaking Device. Reports at end of spaceline with up to 3 personnel.
I.K.C. Vorn	SHIP	KLINGON		Cloaking Device, Tractor Beam
I.K.S. Ng'qu'Yab	SHIP	Klingon/Non-Aligned		Attributes all +1 for each augment aboard (limit 4). Tractor Beam
% Battle Cruiser*	SHIP	KLINGON/ROMULAN		Cloaking Device, Tractor Beam \DL/ Any %/OS\ Klingon or Romulan
Chaj'oh*	SHIP	KLINGON/ROMULAN		May benefit from two matching commanders. Cloaking Device -- May not be carried aboard Birds-of-Prey.
% Combat Vessel	SHIP	NON-ALIGNED		
% Darmok	SHIP	NON-ALIGNED		When reporting, choose Tractor Beam OR Holodeck OR Particle Scattering Device.
% Husnock Ship	SHIP	NON-ALIGNED		Holodeck, Tractor Beam
% Mercenary Ship	SHIP	NON-ALIGNED		Long-Range Scan Shielding
% Yridian Shuttle	SHIP	NON-ALIGNED		
% Zalkonian Vessel	SHIP	NON-ALIGNED		Kills untransfigured John Doe if at same location at end of your turn.
% Zibalian Transport	SHIP	NON-ALIGNED		
Edo Vessel	SHIP	NON-ALIGNED		X=8 However, there is always a 50/50 chance that any attack is nullified
Gomtuu	SHIP	NON-ALIGNED		If staffed, immune to Supernova. *If target has SHIELDS<9, hurl it up to 9 span.
Renegade Borg Sphere	SHIP	NON-ALIGNED		WEAPONS and SHIELDS +4 vs. [BOG]. [NA] Borg may report aboard.
Tama	SHIP	NON-ALIGNED		Particle Scattering Device
% D'dendex	SHIP	ROMULAN		Cloaking Device, Tractor Beam
% Science Vessel	SHIP	ROMULAN		
% Scout Vessel	SHIP	ROMULAN		
Decius	SHIP	ROMULAN		Cloaking Device, Holodeck, Tractor Beam
Devoras	SHIP	ROMULAN		Cloaking Device, Tractor Beam
Haakona	SHIP	ROMULAN		Cloaking Device, Tractor Beam
Khazara	SHIP	ROMULAN		!!NDL/ Cloaking Device, Tractor Beam
Pl	SHIP	ROMULAN		
Raptor One	SHIP	Romulan		Holographic Skin May report to any spaceline location.
Scimitar *CoC	SHIP	Romulan		Cloaking Device, Tractor Beam \DL/ Any Tactic \DL/ Engage Cloak
Tenx	SHIP	ROMULAN		Cloaking Device, Tractor Beam
T'Pau	SHIP	ROMULAN		May report for duty at Qualor II. Tractor Beam
Columbia	SHIP	Starfleet		\DL/ Warp Speed Transfer
Sarajevo	SHIP	STARFLEET		Attributes all +1 for each Transporter Skill aboard (limit 3). \DL/ Emory Erickson
Determined Assault	TACTIC			Attack: 2 Defense: 1 ATTACK bonus +2 if you have a [NA] ship firing. May not be used to fire upon a facility. Hit = v. Direct hit = V>>. -2 Hull: -25% Invasive Strike: If an opponent's ship here, one random non- equipment card aboard is relocated there and stolen.
22nd-Century San Francisco	TIME LOCATION			Seeds or plays on table; download (Seat of Starfleet) here. Each card with both [Sta] and [Preview] gains [22]. Native to this timeline: all [Sta] cards, [Non][22] personnel, [Neu][22] cards, and [22] equipment (except [MQ] cards). Non-[22] cards are excluded from battle here.
Augment Research Facility	TIME LOCATION			Seeds or plays on table. Native to this timeline: all [Kli][22] cards, [Neu][22] cards, [22] equipment, and all augments with both [AU] and [22]. Once per turn, one such augment reporting at this location may report for free.
Drone Control Room	TIME LOCATION			Seeds or plays on table; any player may download (Admiral Valdore) here. If any player has Empathy, Leadership, and Treachery here, that player's Drone-class ships may move and attack without staffing or a leader. Native to this timeline: all [Rom][22] cards and [22] equipment. Once per turn, one such personnel reporting at this location may report for free.