

Name	Type	Affil	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.
Film-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).
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.
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.
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.
KIVAS FAJO - COLLECTOR	EVENT		Choose any player to immediately draw three new cards from the top of their draw deck. Discard event after use.
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.
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.
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.)
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.
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.
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.
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.
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.
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.
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).
% MINERAL SURVEY	MISSION	Planet,Any Away Team may attempt mission.	Geology + SCIENCE + CUNNING>28 When you solve, draw up to 2 cards.
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.)
Kasidy Yates*	PERSONNEL	BAJORAN/NON-ALIGNED	CIVILIAN * Navigation x2 * Smuggling * Transporter Skill * May add 2 card draws to "cargo runs" she completes.
General K'Vagh	PERSONNEL	Klingon	OFFICER * Leadership * SECURITY * Treachery Once each turn, may draw a card when you report an augment here.
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.