

4 • Bejal Otner
Wormhole Theorist

Trill

Astrometrics
Engineer
Navigation
Science

You may play this personnel at Mouth of the Wormhole. When this personnel uses a skill to complete a mission, score 5 points. You may do this only once each turn.

"We have to be able to send an object through the wormhole to prove that it's stable enough for space travel."

INTEGRITY 5
CUNNING 6
STRENGTH 5

ILLUSTRATION BY GUY ALOUARD

2 • Charles Whatley
Professional Admiral



Human

- Engineer
- Law
- Leadership
- Officer
- Security

Admiral. When you play this personnel, you may lose 5 points to download up to two  personnel, then place them on your  Mouth of the Wormhole.

"Welcoming a new planet to the Federation is the happiest assignment an admiral could hope for."

INTEGRITY 5	CUNNING 6	STRENGTH 6
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• **Forcas Sector**
Fissure Research

**Astrometrics, Engineer, Physics,
Science, and Cunning>36**

Perform scans of this "keyhole" intersecting different quantum realities.

35

Any affiliation may attempt this mission.

3

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•Foras Sector
Fissure Research



A

35

**Astrometrics, Engineer, Physics,
Science, and Cunning>36**

Perform scans of this "keyhole" intersecting different quantum realities.

Any affiliation may attempt this mission.

3

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6 7 7 6

	2 • Kaga
<i>Melodious Epicure</i>	
Klingon	
<p>● Acquisition ● Biology ● Exobiology</p> <p>Chef. You may play this personnel at your Mouth of the Wormhole. When you play this personnel, you may download Gagh Tek Or.</p> <p><i>"Aler act'jar Aler act'jar T'lembda booh-gah toh-gal. Aler act'jar Aler act'jar T'lembda booh-gah toh-gal."</i></p>	
INTEGRITY 6	CUNNING 5
STRENGTH 7	



• **Meridian**
Explore Extradimensional World



F

Anthropology, 2 Exobiology, Science, Transporters, and Cunning>32

At the end of your turn, if your personnel attempted this mission this turn, flip this mission.

"Our planet has a dual existence ... it shifts between this dimension and another."

Any affiliation (except ) may attempt this mission.

40

117-V-46



• **Meridian**

Without Form





Anthropology, 2 Exobiology, Science, Transporters, and Cunning >32

40

At the end of your turn, if this mission has not flipped this turn, flip this mission.

"It's going to take a long time to stabilize the sun's cascade reaction."

No personnel may attempt this mission.



117 Y 444

2
•Odo
Bajoran Representative

Changeling

Law
 Leadership
 Security

Shape-shifter. To play this personnel, you must command three non-Dissident personnel. You may play this personnel at your Mouth of the Wormhole at cost +5 to do any or all of the following: score 5 points, download an equipment, download Ruling Council, download a card.

"I'll have a voice in station policy."

INTEGRITY 6

CUNNING 7

STRENGTH 8

2
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"I'll have a voice in station policy."

INTEGRITY 6

CUNNING 7

STRENGTH 8

Ruling Council

Interrupt

To play this interrupt, you must command Mouth of the Wormhole and three non-Dissident personnel.

Order – Unstop each of your stopped personnel.

"Do you think it's easy for me to sit down with Dukat and Weyoun every day while they plot the destruction of the Federation?"

4
Tenuous Alliance

Event

To play this event, you must command Mouth of the Wormhole and six personnel. Choose one of your personnel. Each player removes a number of cards from the top of their dilemma pile equal to the cost of that personnel from the game. Remove this event from the game.

"Here we go ... They've seen him."

5
Virtual Reality Headset

Equipment

Order – If you do not command a Dissident, choose one: stop two personnel present to place a non- personnel from hand at your Mouth of the Wormhole; or stop two personnel present to place a non- personnel from hand at your Mouth of the Wormhole. That personnel is stopped. You may do this only once each turn.

2
Yelsar

Bajoran

Acquisition
 Diplomacy
 Medical
 Navigation

Transporters

You may play this personnel at your Mouth of the Wormhole.

After living through Cardassian occupation, provisional government, an attempted coup, and partnerships with both the Federation and the Dominion, some Bajorans resigned themselves to simply making the best of whatever circumstances befell them.

INTEGRITY 4

CUNNING 5

STRENGTH 6