

**Ambitious Intellect**



**Interrupt**

To play this interrupt, discard a Genetically Enhanced personnel from hand. When an opponent's dilemma is about to be returned to its owner's dilemma pile during your mission attempt, remove that dilemma from the game.

**Order** – Place a captive you command on your headquarters mission.

*"An engineer of sorts..."*

20-V-28

**•Devidia II**  
Access Temporal Conduit



**A**

**2 Anthropology, Programming, Transporters, and Integrity>35 or 2 Exobiology, 2 Treachery, and Strength>35**

When you play a Temporal event, if you have completed this mission, that event is cost -1.

*Travel to 19th-century Earth.*

**35**

**2**

Any affiliation (except **1**) may attempt this mission.

28-V-17

**•Jean Hajar**  
Nova Squadron Navigator



**Human**

**Cadet.** While this personnel is facing a dilemma, she is attributes +1 and gains Astrometrics, Navigation, Physics, Security, and Transporters.

*"We were still within flight safety parameters, sir."*

**INTEGRITY 5 CUNNING 5 STRENGTH 5**

8-C-73

**•Nog**  
Drill Instructor



**Ferengi**

**Engineer • Medical • Physics • Programming • Security**

**Order** – Discard an equipment from beneath your Ferenginar to place a captive you command at your headquarters mission. You may do this only once each turn.

*"This is the eighth run-through and you haven't been able to hit a single Jem'Hadar... and you shot Moogie."*

**INTEGRITY 6 CUNNING 6 STRENGTH 5**

41R-23

**•Skalaar**  
Bounty Hunter



**Tellarite**

**Anthropology • Astrometrics • Engineer • Honor • Navigation • Security**

**Order** – If this personnel is at an opponent's mission, discard four cards from hand to place a captive you command aboard your ship here. You may do this only once each turn.

*"You can either be quiet or spend the rest of this trip unconscious. Which do you prefer?"*

**INTEGRITY 7 CUNNING 6 STRENGTH 6**

12-C-104

**•Markus Forbes**  
Extraction Specialist



**Human**

**Diplomacy • Leadership • Navigation • Science • Security**

**MACO.**

**Order** – If this personnel is at a non-headquarters mission, discard three **1** cards (or two MACO personnel) from hand to place a captive you command present with this personnel.

*"...I don't think we've seen the last of them."*

**INTEGRITY 5 CUNNING 5 STRENGTH 6**

8-J5-V-21