

2 • TR-116 Rifle



Equipment

Hand Weapon. While in combat, each of your  Treachery personnel present is Strength +1.

Order — If this equipment is present with your Assassin, name a skill. Choose an opponent's personnel present with that skill. Return this equipment to its owner's hand to kill that personnel.

"It's an ingenious weapon."

41 V 6

2 • Casualties of the Occupation



Event

To play this event, you must command  Bajor and  Cardassia Prime. Plays in your core.

Order — Remove a  card in your discard pile from the game to make each of your  personnel attributes +1 until the end of your turn (limit +3).

"If only they had cooperated with us, we could have turned their world into a paradise."

43 V 6

2 • Life-Changing Encounter



Event

Assault. Maneuver. Q. Temporal. Plays in your core.

Order — Kill your non-unique personnel to begin combat or an engagement involving your other personnel present. If you win, place this event on the mission where that personnel was involved (limit one per mission). Each personnel at this mission is attributes -1. Otherwise, destroy this event.

"That Picard never had a brush with death..."

49 V 16

The Enemy of My Enemy



Interrupt

When your  personnel is attempting a mission, discard the top three cards of your deck to make that personnel gain all skills, attributes, and keywords on a  personnel in your discard pile until the end of the dilemma.

"Who would have thought that the two of us would be fighting side by side?"

44 V 1

3 • T'Pol
Overbearing Observer



Vulcan

  **Astrometrics**  **Diplomacy**  **Officer**
 **Programming**  **Science**

When your  personnel present is about to be stopped by a dilemma at a  mission, if a dilemma beneath this mission has the same cost as that dilemma, you may discard a card from hand to prevent that.

"I felt my opinion would be welcomed."

INTEGRITY 6 **CUNNING 7** **STRENGTH 6**

56 V 11