				United	l Fede
Starfleet Secu	ırity Ens	ign (trooper) 👂	1		
Control	11	Command	1	Stress	12
Daring	10	Conn	2	Soak	0
Fitness	9	Engineering	2		
Insight	8	Security	3		
Presence	9	Science			
Reason	8	Medicine	2		
UA Strike	4×▲	1H, Kı	nockdov	wn, Nonlethal	
Ty 2 Phaser	6×▲		1H, Cha	arges 5	
Traits		Or	ne Speci	-	
Values					
Focus		C	ne Foci	JS	
Spl Rules					
	nces Fns	aign (trooper) 🛭	<i></i>		
Control	9	Command	1	Stress	9
Daring	8	Conn	2	Soak	0
Fitness	8	Engineering	2	JUAN	U
	10	Security	1		
Insight Presence		Science			
	9		3		
Reason	11	Medicine	2	lathal	
UA Strike	2× <b>A</b>	1H, Knockdov		lethal	
Ty 1 Phaser	3× <b>A</b>	1H, Charges 3	i		
Traits	One Sp	pecies			
Values					
Focus	One Fo	ocus			
Spl Rules	<u></u>	- , , ,	•		
		Ensign (trooper	- / `	0.	
Control	10	Command	1	Stress	9
Daring	8	Conn	2	Soak	0
Fitness	8	Engineering	3		
Insight	9	Security	1		
Presence	9	Science	2		
Reason	11	Medicine	2		
UA Strike	2× <b>A</b>	1H, Knockdov		lethal	
Ty 1 Phaser	3× <b>▲</b>	1H, Charges 3	<b>,</b>		
Traits	One Sp	pecies			
Values					
Focus	One Fo	ocus			
Spl Rules	_				
Starfleet Med	ical Ensi	gn (trooper) 🔉			
Control	9	Command	2	Stress	9
Daring	9	Conn	1	Soak	0
Fitness	8	Engineering	2		
Insight	11	Security	1		
Presence	8	Science	2		
Reason	10	Medicine	3		
UA Strike	2×A	1H, Knockdov	vn, Non	lethal	
Ty 1 Phaser	3× <b>A</b>	1H, Charges 3			
Traits	One Sp	-			
Values					
-aide3					
Focus	One Fo	CUS			
Focus Spl Rules	One Fo	ocus			

ion of Planets					
Stafleet Bridg	e Office	r Ensign (troop	er) 🛦		
Control	11	Command	2	Stress	9
Daring	10	Conn	3	Soak	0
Fitness	8	Engineering	2		
Insight	8	Security	1		
Presence	9	Science	2		
Reason	9	Medicine	1		
UA Strike	2× <b>▲</b>	1H, Knockdov	vn, Nor	lethal	
Ty 1 Phaser	3× <b>▲</b>	1H, Charges 3	3		
Traits	One Sp	pecies			
Values					
Focus	One Fo	ocus			
Spl Rules					
Ennote A L II		, 1	۲		

Additional Trait swapped for one focus as per errata on the BBS.

Engineering Ensign added as per errata on the BBS

and a per or at a									
USS Lexington / Constitution Class [Starship][23C]									
Commo	8	Command	2	Stress	10				
Computers	8	Conn 3 Soak 3							
Engines	8	Engineering 4 Scale 3							
Sensors	8	Security 2 Power							
Structure	8	Science 3 Crew 6							
Weapons	8	Medicine 2							
Phaser	6×▲ Energy, R=M, Versatile 2								
Photon	6×▲								
Tractor	3 —								
Foci	Long R	ange Navigati	on Sens	ors, Long Range	е				
	War	p Drive, Expa	nded La	bs					
Spl Rules	•			The Phaser emi					
				starships have t					
	own	power supply	/. This re	emoves the Po	wer				
	Requ	uirement for m	naking A	attacks with the	9				
	Phas	ers, but also p	revents	additional Pow	'er				
	from	being spent	to boos	t the Phasers.					
Subcraft	4× Clas	ss F Shuttles							

USS Thunderch	ild / Al	kira Class [Star	ship][2 <sup>1</sup>	1C]							
Commo	9	Command	3	Stress	13						
Computers	10	Conn	2	Soak	6						
Engines	9	Engineering	3	Scale	4						
Sensors	9	Security	4	Power	6						
Structure	9	Science	Crew	8							
Weapons	12	Medicine	2	0.0							
Phasers											
Photon T. 8×A R=M, Torpedo, High Yield, 3 Salvoes											
	Quantum 10× R=M Torpedo, Vicious 1, Calibration, High										
	Yield,3 salvoes										
Traits	Traits Battlegroup Command, Enhanced Tactical										
Systems, Mass Evacuation Facilities											
Spl Rules		Fire Torpedo La			ass is						
op: 110.00		ed with a rapic									
		lule, designed t									
		ton and quantu									
		Akira-class ma									
		edo weapon,									
		tional Salvoes,									
		en making the a		iny number or	U203						
		e Armour: The		class is rainfa	rcod						
		layers of abla ect the ship ev		•							
		•									
Subcraft		n. The ship ha									
		pe 8 Shuttles, 2 repid Class (Sta			abouts						
Commo	9	Command	ու <b>շ</b> ությը	Stress	14						
Computers	11	Conn	3	Soak	3						
Engines	10	Engineering	3	Scale	3						
Sensors	10	Security	2	Power	6						
Structure	7	Science	4	Crew	6						
Weapons	9	Medicine	1	CICW							
Phasers	5× <b>▲</b>	R=M, Energy,	•	1 or Spread 1)							
Thasers	3AL	Versatile 2	(/ ti ca	r or spread 1/,							
Photon T.	6×A	R=M, Torpedo	h High	Vield 3 Salvo	es						
Tractor	3		, i iigii	Ticia, 5 Saivo	C3						
Foci	_	Warp Core, I	Rioneur	al Colnack							
1001		nputers, Emerg		•	am						
Spl Rules		pectrum Shield			4111						
Spi Ruics		ector shields of	_		ow it						
		ector silielus of explore dangero		•							
		ty. The Bellero	-								
		•	-	Silielus ale IIV	6						
higher than normal.											
Advanced Warp Drive: The Intrepid-class has											
	top-of-the-line Warp Drive, from a reliable,										
	-		•								
	effic	cient warp core	e, to va	ariable-geomet	ry						
	effic nace	cient warp core elles allowing th	e, to va ne mos	ariable-geomet t effective wa	ry rp						
	effic nace field	cient warp core elles allowing th ls. Whenever t	e, to va ne most he ship	ariable-geomet t effective wa spends one o	ry arp r more						
	effic nace field Pow	cient warp core elles allowing the ls. Whenever to ver to go to W	e, to vane most he ship /arp, ro	ariable-geomet t effective wa spends one o ll 1[CD] for ea	ry arp r more ch						
	effic nace field Pow poin	cient warp core elles allowing the ls. Whenever to ver to go to W t of Power spe	e, to vane most he ship /arp, ro ent; for	ariable-geomet t effective wa spends one o ll 1[CD] for ea each Effect r	ry arp r more ch						
Subcraft	effice nace field Pow poin the	cient warp core elles allowing the ls. Whenever to ver to go to W	e, to vane most he ship /arp, ro ent; for	ariable-geomet t effective wa spends one o ll 1[CD] for ea each Effect r	ry arp r more ch						

USS Venture /	Galaxy	Class [Starship	][24C]						
Commo	10	Command	4	Stress	15				
Computers	10	Conn	2	Soak	4				
Engines	9	Engineering	3	Scale	4				
Sensors		Security		Power	6				
Structure		Science 3 Crew							
Weapons	9	Medicine	3						
Phasers	7×▲	R=M, Energy, (Area 1 or Spread 1), Versatile 2							
Photon T.	7×▲	R=M, Torpedo	o, High	Yield, 3 Salvoe	es				
Tractor	3	_							
Foci	Diplom Sickl		Battle B	Bridge, Expansiv	⁄e				
Spl Rules  Subcraft	situa can Each are ( whice recre to g Engir assis perf Recce Diffi the : fails. Modula Custe scier same start in a of th	tions, the sauce separate from a section has the contains the eational areas, to to Warp. Separated by the ship ormed from the content of the contains the eational areas, the contains the eational areas, the content of the content	the enne same ach. The crew does ne parating vith a D p's Strume Operies the om crew Task fail are the need they an a few on, the codiscip	ot have the cag is a Reason - ifficulty of 2, cture + Engineerations station. It is same Task with virtue in both parts is, the reconnectaboratories of a designed to be de	y-class on. h they on, pacity th of ction a e he Focus				
Subcraft	, ,	e 7 Shuttles, 4 ube Class Runa	, .	6 Shuttles, 1×					
	Juli	and C Class Rain							

					Klingo	n Empire
Klingon Warri	or (Troo	per)				D7 Batt
Control	9	Command	1	Stress	13	Com
Daring	11	Conn	2	Soak	1	Comp
Fitness	11	Engineering	1			Engi
Insight	8	Security	2			Sens
Presence	10	Science	0			Struc
Reason	8	Medicine	0			Wea
UA Strike	3× <b>▲</b>	1H, Knockdo	wn, No	nlethal		Disrup
Mek'Leth	4×▲	1H, Vicious 1				Phase
Disruptor	5× <b>▲</b>	1H, Vicious 1				Photo
Traits	Klingo	n, Aggressive				Fo
Spl Rules	Warrio	or's Spirit: Whe	en a Klii	ngon attempts	a	Spl R
•	Mel	ee Attack, an	d purch	ases one or m	ore	K'vort
	addi	itional dice wi	th Threa	at, the Klingon	may	Com
	re-re	oll any numbe	r of d20	Os.		Comp
	Klingo	n Resilience: A	Klingo	n's Soak is incr	eased	Engi
	by -	+1 against Atta	acks to	Stun.		Sens
Klingon Office	er (elite)					Struc
Control	9	Command	2	Stress	14	Wea
Daring	12	Conn	1	Soak	1	Disrup
Fitness	11	Engineering	2			Photo

	Бу	TI agailist /\tt	acks to	Juli.						
Klingon Officer (elite)										
Control	9	Command	2	Stress	14					
Daring	12	Conn	1	Soak	1					
Fitness	11	Engineering	8 8							
Insight	8	Security 3								
Presence	11	Science	Science 1							
Reason	8	Medicine	Medicine 1							
UA Strike 4x▲ 1H, Knockdown, Nonlethal										
Batleth	6×▲	2H, Vicious 2	2							
Disruptor	6×▲	1H, Vicious 1								
Traits	Traits Klingon, Aggressive, Honorable									
Values	Today	is a Good Day	y to Die	<u>!</u>						
Foci	Stubbo	rn, Melee Atta	acks							
Spl Rules	Atta dice numl Klingon by + Lead b make two	ck, and purch with Threat, to per of d20s. Resilience: A 1 against Atta y Example: W es a successfu	ases one the Klingon cks to s hen the l Attack o assist	Klingon Office c, they may sp another Klingo	itional I any eased er eend					

ilihii e										
D7 Battlecruí	ser (Sta	rship][23c][24	C]							
Commo	7	Command	2	Shields	9					
Computers	7	Conn	Soak	3						
Engines	8	Engineering	2	Scale	3					
Sensors	7	Security	2							
Structure	7	Science	1							
Weapons	8	Medicine 1								
Disruptor C 7×▲ Energy, R=C, Vicious 1										
Phaser Em 6x Energy, R=M, Versatile 2										
Photon T 6× Torpedo, R=M High Yield, 3 Salvoes										
Foci Maneuverable, Rugged Systems										
Spl Rules —										
K'vort Class Bird of Prey [Starship][24c]										
Commo	9	Command	2	Stress	11					
Computers	8	Conn	2	Soak	3					
Engines	9	Engineering	2	Scale	3					
Sensors	8	Security	3							
Structure	8	Science	2							
Weapons	9	Medicine 1								
Disruptor C	1									
Photon T 7×A Torpedo, R=M High Yield, 3 Salvoes										
Foci		verable, Rugge		· · · · · · · · · · · · · · · · · · ·						
Spl Rules				may spend 3	Threat					
•		•		ecurity Task w						
				cloaked. While						
		ked, the vesse								
				target of an /	<b>Attack</b>					
				und some way						
				e cloaked, a ve						
		•		lds and 0 Soak						
	take	s a Minor Act	ion to d	lecloak.						
B'rel Class B		ey [Starship][2								
Commo	9	Command	2	Shields	8					
Computers	8	Conn	2	Soak	2					
Engines	7	Engineering	2	Scale	2					
Sensors	8	Security	2							
Structure	6	Science	1							
Weapons	8	Medicine	1							
Disruptor C	6×▲	Energy, R=C,	Vicious	1	-					
Photon T	6×▲			Yield, 3 Salvoe	S					
Foci		verable, Rugge								
		7 00		-						

Maneuverable, Rugged Systems

Cloaking Device: The vessel may spend 3 Threat to attempt an Engines + Security Task with a Difficulty of 1 to become cloaked. While cloaked, the vessel cannot attempt any Attacks, nor can it be the target of an Attack unless the attacker has found some way of detecting the cloak. While cloaked, a vessel is considered to have 0 Shields and 0 Soak. It takes a Minor Action to decloak.

**Errata** Names B'Rel and K'vort switched as per erratum on the forum.

Spl Rules

					Romulan 9					
Romulan Uhlar	ı (tronne	rì			NUIIIUIAII 3					
Control	11	Command	0	Stress	11					
Daring	8	Conn	2	Soak	1					
Fitness	9	Engineering	1	JUAN	1					
Insight	8	Security 2								
Presence	9	Science 0								
Reason	10	Medicine	1							
UA Strike	3× <b>▲</b>									
Dagger	3×A 1H, Vicious 1, Hidden 1									
Disruptor	5×A	1H, Vicious 1	Haach	•						
Traits		n, Suspicious								
Spl Rules		and Guile: W	hen atte	empting to re	main					
Spi Ruics		en or unnotice								
		at to increase								
		s to detect the		•						
		Whenever a f	,		Tack to					
		ce or detect a								
		re-roll one d2		y Oi Hazaid, t	icy					
Romulan Centi			.0.							
Control	9	Command	2	Stress	12					
Daring	11	Conn	1	Soak	0					
Fitness	8	Engineering	2	JUAK	U					
Insight	10	Security	3							
Presence	10	Science	1							
Reason	9	Medicine	1							
UA Strike	4× <b>▲</b>	1H, Knockdov	•	lethal						
Disruptor	6× <b>A</b>	1H, Vicious 1	WII, 1401	iic ti iai						
Traits		n, Suspicious,	Ruthles	2						
Values		ot fail in my D								
Foci		id, Guerilla Tac		die Empire.						
Spl Rules		and Guile: W		moting to re	main					
opi Rules		en or unnotice								
		at to increase								
		s to detect the		,	Lilly					
		Whenever a f	,		Task to					
		ce or detect a		-						
		re-roll one d2		y Oi Hazaiu, l	ricy					
	may	re-roll one uz	.0							

91	tar Empire									
T		Bird o	of Prey Class [	Starship	1[23c]					
	Commo	6	Command	2	Shields	10				
	Computers	8	Conn	1	Soak	3				
	Engines	6	Engineering	2	Scale	3				
	Sensors	8	Security	3						
	Structure	7	Science	2						
	Weapons	9	Medicine	1						
	Plasma 7×A Torpedo, R=M, Spread,, Vicious 1, Calibration, 3 Salvoes									
	Foci	·								
	Spl Rules	,								
	Spiritaics		nd 3 Threat to			•				
			rity Task with		•					
			ked. While clo		•					
			mpt any Attac	•						
			p speeds, nor							
			ck unless the		0					
		way	of detecting	the cloa	ık. While cloak	ced, a				
Ī			el is considere							
		Soal	c. It takes only	a Mino	or Action to de	cloak.				
	D'deridex Class									
	Commo	9	Command	3	Shields	14				
	Computers	10	Conn	2	Soak	4				
	Engines	9	Engineering	2	Scale	4				
	Sensors	9	Security	3						
	Structure	11	Science	2						
	Weapons	9	Medicine	1						
	Disruptors	7× <b>A</b>	Energy, R=M,	Vicious	s 1					
	Tractor Bm.	4	_							
	Plasma Torp	7× <b>A</b>	Torpedo, R=N Calibration,							
	Foci	Imposii	ng Design, Qua	antum S	ingularity Read	ctor				
	Spl Rules		ng Device: The							
		to a	ttempt an Engi	ines + S	ecurity Task w	vith a				
		Diffi	culty of 1 to b	ecome	cloaked. While	<b>.</b>				
		cloa	ked, the vesse	l canno	t attempt any					
		Atta	cks, nor can it	be the	target of an	Attack				
			ss the attacker		O					
			ecting the cloal							
		and dead to be a O Shields and O Seels It								

considered to have 0 Shields and 0 Soak. It

takes a Minor Action to decloak.

					Carda			
Cardassian Sol	ldier (tr	ooper)						
Control	11	Command	2	Stress	10			
Daring	10	Conn	1	Soak	0			
Fitness	8	Engineering	1					
Insight	8	Security	2					
Presence	9	Science	0					
Reason	9	Medicine	0					
UA Strike	4×▲	1H, Knockdov	n, Nor	lethal				
Disruptor Rfl	6× <b>▲</b>	1H, Vicious 1						
Traits	Cardas	ssian, Discipline	d					
Values	_							
Foci	_							
Spl Rules	Ambus	shes and Traps:	When	ever a Cardas	sian			
•		the Ready ac						
		ick, that Range		, ,				
	d20.			O				
	Loyalty	y and Discipline	e: Whe	never a Carda	ssian			
		Loyalty and Discipline: Whenever a Cardassian receives assistance from a leader, the						
	Cardassian may re-roll any number d20s on							
				,	s on			
	Card			,	s on			
Cardassian Ofi	Card that	dassian may re- Task.		,	s on			
Cardassian Ofi Control	Card that	dassian may re- Task.		,	s on			
Control	Card that icer (el	dassian may re- Task. <b>Íte]</b>	-roll any	y number d20:				
	Card that <b>icer (el</b> 11	dassian may re- Task. ite] Command Conn	roll any	y number d20: Stress	11			
Control Daring Fitness	Card that icer (el 11 8	dassian may re- Task.  ite]  Command  Conn  Engineering	roll any 2 1	y number d20: Stress	11			
Control Daring	Card that ficer (el 11 8 9	dassian may re- Task. ite] Command Conn	2 1 2	y number d20: Stress	11			
Control Daring Fitness Insight	Card that 7 (e) 11 8 9 8	dassian may re- Task.  ite]  Command  Conn  Engineering  Security	2 1 2 3	y number d20: Stress	11			
Control Daring Fitness Insight Presence	Card that ficer [el 11 8 9 8 9 9	dassian may re- Task.  itel  Command  Conn  Engineering  Security  Science  Medicine	2 1 2 3 2	Stress Soak	11			
Control Daring Fitness Insight Presence Reason UA Strike	Card that item [el	dassian may re- Task.  ite]  Command  Conn  Engineering  Security  Science  Medicine  1H, Knockdow	2 1 2 3 2 1 vn, Nor	Stress Soak	11			
Control Daring Fitness Insight Presence Reason UA Strike Dagger	Card that that it is in the card that it is i	dassian may re- Task.  ite]  Command  Conn  Engineering  Security  Science  Medicine  1H, Knockdow  1H, Vicious 1,	2 1 2 3 2 1 vn, Nor	Stress Soak	11			
Control Daring Fitness Insight Presence Reason UA Strike	Card that item [8] 11 8 9 8 9 10 4×A 4×A 7×A	dassian may re- Task.  ite]  Command  Conn  Engineering  Security  Science  Medicine  1H, Knockdov  1H, Vicious 1,  2H, Vicious 1	2 1 2 3 2 1 vn, Nor Lethal,	Stress Soak  slethal Hidden 1	11			
Control Daring Fitness Insight Presence Reason UA Strike Dagger Disruptor Rfl.	Card that icer [el 11 8 9 8 9 10 4ו 4ו Cardas	dassian may re- Task.  ite]  Command  Conn  Engineering  Security  Science  Medicine  1H, Knockdow  1H, Vicious 1,  2H, Vicious 1  ssian, Discipline	2 1 2 3 2 1 vn, Nor Lethal,	Stress Soak  Slethal Hidden 1	11 1			
Control Daring Fitness Insight Presence Reason UA Strike Dagger Disruptor Rfl. Traits	Cardas	dassian may re- Task.  ite]  Command  Conn  Engineering  Security  Science  Medicine  1H, Knockdow  1H, Vicious 1,  2H, Vicious 1  ssian, Discipline ssians did not contact the state of the second se	2 1 2 3 2 1 vn, Nor Lethal,	Stress Soak  Slethal Hidden 1	11 1			
Control Daring Fitness Insight Presence Reason UA Strike Dagger Disruptor Rfl. Traits	Cardes	dassian may re- Task.  ite]  Command  Conn  Engineering  Security  Science  Medicine  1H, Knockdov  1H, Vicious 1,  2H, Vicious 1  ssian, Discipline ssians did not cole us this way.	2 1 2 3 2 1 vn, Nor Lethal,	Stress Soak  Slethal Hidden 1	11 1			
Control Daring Fitness Insight Presence Reason UA Strike Dagger Disruptor Rfl. Traits Values Foci	Card that icer [el 11 8 9 8 9 10 4×A 7×A Cardas mad Menta	dassian may re- Task.  ite]  Command  Conn Engineering Security Science Medicine 1H, Knockdov 1H, Vicious 1, 2H, Vicious 1 ssian, Discipline ssians did not colle us this way. I Discipline, Vigi	2 1 2 3 2 1 vn, Nor Lethal, d, Susp	Stress Soak  Slethal Hidden 1  icious to be superior	11 1			
Control Daring Fitness Insight Presence Reason UA Strike Dagger Disruptor Rfl. Traits Values	Cardes that that the tensor of	dassian may re- Task.  ite]  Command  Conn Engineering Security Science Medicine 1H, Knockdow 1H, Vicious 1, 2H, Vicious 1, sian, Discipline sians did not colle us this way. I Discipline, Vigshes and Traps:	2 1 2 3 2 1 vn, Nor Lethal, d, Susp hoose gilance	Stress Soak  Slethal Hidden 1  icious to be superior	11 1			
Control Daring Fitness Insight Presence Reason UA Strike Dagger Disruptor Rfl. Traits Values Foci	Cardas Menta Ambus uses	dassian may re- Task.  ite]  Command  Conn Engineering Security Science Medicine 1H, Knockdov 1H, Vicious 1, 2H, Vicious 1 ssian, Discipline ssians did not colle us this way. I Discipline, Vigi	2 1 2 3 2 1 Vn, Nor Lethal, d, Susp hoose gilance Whenetion to	Stress Soak  Slethal Hidden 1  icious to be superior  ever a Cardas ready a Range	11 1			

Loyalty and Discipline: Whenever a Cardassian receives assistance from a leader, the Cardassian may re-roll any number d20s on

that Task.

an Union					
Galor Class Cru	liser (9	tarship][24c]			
Commo	9	Command	2	Shields	10
Computers	8	Conn	2	Soak	3
Engines	9	Engineering	3	Scale	3
Sensors	7	Security	2		
Structure	8	Science	1		
Weapons	9	Medicine	1		
Disruptors	6× <b>▲</b>	Energy, R=M,	Vicious	s 1	
Phasers	5× <b>▲</b>	Energy, R=M,	Versati	le 2	
Tractor Beam	3	_			
Foci	Squadr	on Coordination	on, Vers	atile Design	
Spl Rules	_				
	Commo Computers Engines Sensors Structure Weapons Disruptors Phasers Tractor Beam Foci	Commo 9 Computers 8 Engines 9 Sensors 7 Structure 8 Weapons 9 Disruptors 6×▶ Phasers 5×▶ Tractor Beam 3 Foci Squadr	Galor Class Cruiser [Starship][24c]  Commo 9 Command  Computers 8 Conn  Engines 9 Engineering  Sensors 7 Security  Structure 8 Science  Weapons 9 Medicine  Disruptors 6x▲ Energy, R=M,  Phasers 5x▲ Energy, R=M,  Tractor Beam 3 —  Foci Squadron Coordination	Galor Class Cruiser [Starship][24c]Commo9Command2Computers8Conn2Engines9Engineering3Sensors7Security2Structure8Science1Weapons9Medicine1Disruptors6x▲Energy, R=M, ViciousPhasers5x▲Energy, R=M, VersatiTractor Beam3—FociSquadron Coordination, Versati	Galor Class Cruiser [Starship][24c]Commo9Command2ShieldsComputers8Conn2SoakEngines9Engineering3ScaleSensors7Security2Structure8Science1Weapons9Medicine1Disruptors6×AEnergy, R=M, Vicious 1Phasers5×AEnergy, R=M, Versatile 2Tractor Beam3—FociSquadron Coordination, Versatile Design

						Borg C	ollective					
Borg Dron	ne (All	]					Borg Medical I	orone (t	rooper)			
_		_	, Hive Mind				Control	11	Command	0	Stress	11
Spl	_		, nielding: Borg E	Orones (	cannot resist l	Injury.	Daring	10	Conn	2	Soak	2
Rules		However, each time a single Borg Drone within a					Fitness	10	Engineering	2		
		cene is Injured by a ranged weapon, roll 1[CD] for					Insight	8	Security	1		
ea		ach Drone Injured by that type of weapon. If an					Presence	6	Science	1		
			rolled, then all				Reason	12	Medicine	3		
			immune to tha	_			UA Strike	4×▲	1H, Knockdov	vn, Non	lethal	
	Assin	nilation	: A character I	njured	by Assimilatio	n	Assimil.	3× <b>▲</b>	1H, Intesne, D	eadly, [	Debilitating	
			as been injecte	,	•		Tubes					
starting the process of assimilation. This process is						Traits	Borg Drone, Hive Mind					
extremely difficult to reverse, and means that the						Values	_					
assimilated character will become a Borg Drone						Foci	_					
very soon.					Spl Rules	Adaptive Shielding Assimilation						
Threat Protocols: Borg Drones will not Attack or								Inured to Fear & Pain Machine 3				
			other hostile of			less		Night Vision Threat Protocols				
	attacked first, or directed to do so by the								Reclamation: A Borg Medical Drone r			
	Cc	ollective	e (this direction	costs	1 Threat per I	Drone)			empt a Reason			
Borg Tacti	ical D	rone (ti							iculty of 0 on a			
Contro		11	Command	0	Stress	15			nin Reach. If su		•	<b>Orone</b>
Daring	_	10	Conn	2	Soak	3			, and its parts a		•	
Fitness		12	Engineering	1					mentum genera	ated is a	idded directly	' to
Insight		6	Security	3			Dong Cubone II	Thre				
Presen		6	Science	2			Borg Sphere [		T		C.	10
Reaso		11	Medicine	1			Commo	10	Command	2	Stress	18
UA Strike		4× <b>A</b>	1H, Knockdov				Computers	11	Conn	2	Soak	5
Assimila		6× IH, Intesne, Deadly, Debilitating					Engines	12	Engineering	2	Scale	5
Tubules		Rorg Dropo Hivo Mind					Sensors Structure	10 16	Security Science	2		
Traits Values		Borg Drone, Hive Mind					Weapons	9	Medicine	2		
Foci		_					Cutting	7×▲	Energy, R=C, Vicious 1			
Spl Rul		Adaptive Shielding Assimilation					Beam	/ ALT ETICITY, N=C, VICIOUS I				
Эрі Киі		Inured to Fear & Pain Machine 3						7×[A]	⚠ Energy, R=M, Piercing 1, Dampening			
		Night Vision Threat Protocols					Tractor	4	—			
Borg Tech					reat Frotoco	15	Foci	Squadron Coordination, Versatile Design				
Contro		11	Command	0	Stress	11	Spl Rules	Advanced Transporters: The vessel can bear				eam
Daring		10	Conn	2	Soak	2	<b>'</b>		ets to and fror			
Fitnes	_	10	Engineering	3				_	Difficulty of su		•	_
Insigh		6	Security	1				one	•		-	
Presen		6	Science	2				Collec	tive Mind: The	large n	umber of Dro	nes
Reaso	n	12	Medicine	1				abo	ard the Borg Sp	phere al	llows it to ada	apt to
UA Stri	ike	2×A 1H, Knockdown, Nonlethal					circumstances quickly; all Tasks atte			Tasks attempt	. ,	
Assimila	tion	3×▲ 1H, Intesne, Deadly, Debilitating						the Borg Sphere count as having a rele				vant
Tubule	es								Focus.			
Plasma	ıa	5× Size 3, Piercing 3, Cumbersome, Deadly						_	Regenerative: When a Borg Sphere succeed			
Cutte								a Task to repair a Breach, spend two Thre				
Traits		Borg D	Prone, Hive Mi	nd				to make that Breach fully repaired, rather				ner
Value								thar	n simply patche	ed.		
Foci			al · · ·									
Spl Rul		Inured	ve Shielding to Fear & Pain	ı M	achine 2							
		Night \	vision	11	reat Protoco	IS						

					Don
Jem'Hadar War	rior (tr	ooper)			
Control	10	Command	1	Stress	16
Daring	11	Conn	2	Soak	2
Fitness	13	Engineering	2		
Insight	7	Security	3		
Presence	8	Science	1		
Reason	8	Medicine	1		
UA Strike	4×▲	1H, Knockdov	n, Non	lethal	
Blade	5× <b>A</b>	1H, Vicious 1			
Plasma Rifle	7× <b>▲</b>	2H, Vicious 1,	Debilita	ating	
Traits	Jem'Ha	dar, Violent			
Values	_				
Foci					
Spl Rules	Inured	to Fear			
-	Inured	to Pain			
	The Sh	roud: A Jem'H	adar ma	ay spend 2 Th	nreat
		Minor Action			
	invis	ible, increasing	the Dif	ficulty of all	Tasks
		bserve, locate,		•	
		hree. This effe	-		
	,	Hadar makes a			Minor
	,	on to end the			
		ability when d		,	
Jem'Hadar Firs					
Control	10	Command	2	Stress	16
Daring	11	Conn	2	Soak	2
Fitness	13	Engineering	2		
Insight	7	Security	3		
Presence	9	Science	1		
Reason	8	Medicine	1		
UA Strike	4×▲	1H, Knockdov	n, Non	lethal	
Kar'takin	6×A	2H, Vicious 1,	-		
Plasma Pistol	6×A	1H, Vicious 1,			
Traits		dar, Violent		8	
Values	•	e now dead; v	ve go iı	nto battle to i	eclaim
		lives.	O		
Foci		ine, Melee			
Spl Rules		to Fear			
		to Pain			
		roud: A Jem'H	adar ma	av spend 2 Th	reat
		Minor Action			
		ible, increasing		,	Tasks
		bserve, locate,		-	
		hree. This effe	-		addi
	,	Hadar makes a			Minor
	,	on to end the			
				•	
	ulis	ability when d	eprivea	Keu acel-WN	ite.

Vorta Advisor	(elite)						
Control	10	Command	3	Stress	8		
Daring	7	Conn	2	Soak	0		
Fitness	7	Engineering	2				
Insight	9	Security	1				
Presence	11	Science	2				
Reason	10	Medicine	1				
UA Strike	4×▲	1H, Knockdov	vn, Non	lethal			
Traits	Vorta,	Cunning, Mani	pulative	2			
Values	I Live	to Serve the Fe	ounders				
Foci	Diplomacy, Deception						
Spl Rules	Heightened Senses [Hearing]						
•	In the Name of the Founders: When using the						
	Direct Task to command other servants of the						
	Don	ninion, a Vorta	may ro	oll two d20s ir	nstead		
			,				
	of c	only one.					
Jem'Hadar Figl		only one. <b>Brehip]</b>					
<b>Jem'Hadar Fig</b> l Commo			1	Stress	9		
	hter [9t	arship]	1 2	Stress Soak			
Commo	hter [Sta	arship] Command	-		2		
Commo Computers	<b>hter [9t</b> 7 7	Command Conn	2	Soak	2		
Commo Computers Engines	7 7 8	Command Conn Engineering	2	Soak	2		
Commo Computers Engines Sensors	7 7 7 8 9	Command Conn Engineering Security	2 2 3	Soak	2		
Commo Computers Engines Sensors Structure	7 7 8 9 6	Command Conn Engineering Security Science	2 2 3 1	Soak Scale	2		
Computers Engines Sensors Structure Weapons	7 7 8 9 6	Command Conn Engineering Security Science Medicine	2 2 3 1 1 Vicious	Soak Scale	2		
Commo Computers Engines Sensors Structure Weapons Disruptor C	hter [5ta 7 7 8 9 6 9 7×▲	Command Conn Engineering Security Science Medicine Energy, R=M,	2 2 3 1 1 Vicious	Soak Scale	2		
Commo Computers Engines Sensors Structure Weapons Disruptor C Phased	hter [5ta 7 7 8 9 6 9 7×▲	Command Conn Engineering Security Science Medicine Energy, R=M,	2 2 3 1 1 Vicious	Soak Scale	2		
Commo Computers Engines Sensors Structure Weapons Disruptor C Phased Polaron Em	hter [5ta 7 7 8 9 6 9 7×▲ 6×▲	Command Conn Engineering Security Science Medicine Energy, R=M, Energy, R=M,	2 2 3 1 1 Vicious Piercin	Soak Scale	2		
Commo Computers Engines Sensors Structure Weapons Disruptor C Phased Polaron Em Photon Torp	7 7 8 9 6 9 7×A 6×A Evasive	Command Conn Engineering Security Science Medicine Energy, R=M, Energy, R=M,	2 2 3 1 1 Vicious Piercing	Soak Scale 5 1 g 2 1 Salvo ssault	2 2		
Commo Computers Engines Sensors Structure Weapons Disruptor C Phased Polaron Em Photon Torp Foci	### #################################	Command Conn Engineering Security Science Medicine Energy, R=M, Energy, R=M, Torpedo, Highe Maneuvers, Coced Transporter	2 2 3 1 1 Vicious Piercing Yield, Close A	Soak Scale  5 1 g 2 1 Salvo ssault vessel can be			
Commo Computers Engines Sensors Structure Weapons Disruptor C Phased Polaron Em Photon Torp Foci	hter [5ti 7 7 8 9 6 9 7×▲ 6×▲ Evasive Advantarg	Command Conn Engineering Security Science Medicine Energy, R=M, Energy, R=M, Torpedo, Highe Maneuvers, G	2 2 3 1 1 Vicious Piercing Yield, Close A	Soak Scale  5 1 g 2 1 Salvo ssault vessel can be led targets, th	2 2 eam		