



DILEMMA

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

IMPLICATION

Confronted with Manua Appar's interpretation of events, William T. Riker found his reputation and his honor in question. "She's lying! That never happened!"

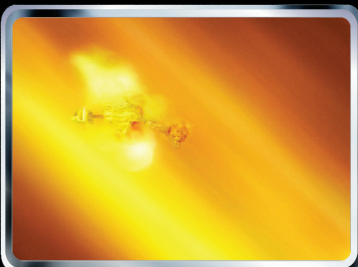
To get past requires 3 Diplomacy and INTEGRITY>30 **OR** Law and CUNNING>30.

238 VP



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STELLAR FLARE

Stellar flares release tremendous amounts of energy and radiation. A particle beam, accurately directed at the surface of a star, can produce abnormally large and dangerous eruptions.

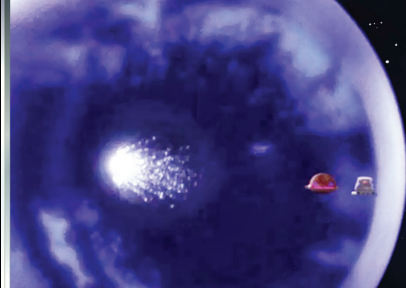
Damages and "stops" all ships at this location except those that are docked, landed, or carried **OR** have 2 Navigation and Astrophysics aboard **OR** have SHIELDS>11. Discard dilemma.

239 VP



DOORWAY

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BARZAN WORMHOLE

Seeds (in any phase) or plays in Gamma or Delta Quadrant (limit one). Inserts into spaceline; creates a location (span 2). Any ship may move between Wormhole Terminus and here, then is "stopped." **OR** Once each turn, plays to relocate Barzan Wormhole to a new location in Gamma or Delta Quadrant; discard doorway.

240 VP



EVENT

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COMPUTER CRASH

With Data, Troi, and O'Brien possessed by spirits encountered on a moon of Mab-Bu VI, Riker quickly rerouted command functions to prevent them from taking over the ship.

Seeds or plays on table. No player may play a Q's Tent doorway, download any card or play any card that requires downloading. Discard event at end of your next turn.

241 VP



EVENT

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TEMPORAL SHIFTING

Unknowingly assisted by Q, Jean-Luc Picard found himself jumping between different periods of his life.

Plays on a player. That player must choose to either discard three cards from hand or discard one card. If that player discards an card, he/she may draw up to four cards. Discard event.

242 VP



INCIDENT

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CYBERNETICS EXPERTISE

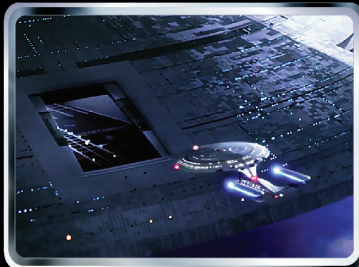
Seeds or plays on table. Once each turn, your android may report for free if Cybernetics present and may report to your personnel who has Cybernetics x2. Also, once each turn, you may exchange a card from hand for an android in your discard pile.

243 VP



INTERRUPT

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DOCKING PROCEDURES

Docking large starships within space facilities requires precision maneuvering to avoid potentially disastrous consequences.

Plays on any ship just as it begins to dock or undock at any facility. Ship and crew are "stopped." Docking or undocking complete at end of turn.

244 VP



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EMPATHIC TOUCH

Assisted by Maques, Deanna Troi was able to enter Lwaxana Troi's metaconscious mind and resolve the hidden psychological issues which had caused her mother to withdraw there.

When your personnel is about to be killed, if your Empathy personnel is present, stop both personnel to prevent that.

245 VP



INTERRUPT

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SHIPWRECK

In 2365, Worf attempted to build a model ship. The Klingon warrior struggled to master the delicate dexterity required.

Suspends ALL ship attribute enhancements for the rest of this turn. (May be played at start of battle.) **OR** Nullifies all Wall of Ships cards in play.

246 VP