

DILEMMA *STAR TREK*



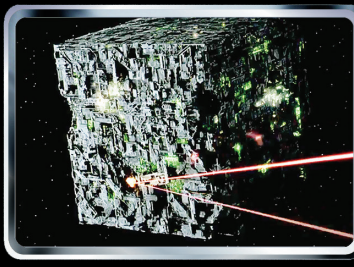
ALIEN ABDUCTION

Upon beaming down to Sigma Iotia II, the crew of the *Starship Enterprise* were swiftly taken captive by henchmen working for Bela Oknyx, the crime boss of the Northside Territory.

Most CUNNING Away Team member (owner's choice if tie) is held atop mission. Cure with 3 Leadership. Nullified when mission completed.

277 VP

DILEMMA *STAR TREK FIRST CONTACT*



BORG SHIP

Gigantic cubic ship of the Borg collective. Possesses powerful weapons and remarkable regenerative abilities.

Place at furthest spaceline end. End of every turn: Attacks all ships, then moves. Worth points if destroyed in battle.

15

RANGE 8

WEAPONS 24

SHIELDS 24

278 VP

DILEMMA *STAR TREK INSURRECTION*



HOLOGRAM RUSE

Admiral Dougherty conspired with the Son'a, planning to use a Federation holoship to transport the Ba'ku population without their knowledge.

To get past requires INTEGRITY>30 and CUNNING>30.

279 VP

DOORWAY *STAR TREK THE NEXT GENERATION*



2

BLACK HOLE

Plays between two adjacent ♣ missions named Space. Creates a location (span 1). End of every turn, destroys all cards here. Also, when countdown would expire, instead destroy an adjacent location and all cards there (left first, then alternating, while possible), then countdown resets. Does not count down the turn it is played. (Not duplicatable.)

280 VP

EVENT *STAR TREK INSURRECTION*



DUCK BLIND

Anthropologists from many species use various covert techniques, such as cloaked observation stations and cloaked isolation suits, to observe seemingly less advanced civilizations.

Seeds or plays on your Alpha Quadrant planet mission (except a homeworld). End of each turn, if your 2 Anthropology present, draw an extra card. (Immune to Kevin Uxbridge.)

281 VP

EVENT *STAR TREK*



ENGAGE SHUTTLE OPERATIONS

As starships grew in size, shuttlepod launch bays evolved into large hangars, able to launch and recover support craft.

Plays on table. Your shuttlecraft may take off and land (using full RANGE) and be loaded, carried, and launched by your ships with Tractor Beam and ENGINEER aboard (uses 0 RANGE).

282 VP

INTERRUPT *STAR TREK GENERATIONS*



DATA LAUGHING

In 2371, Data installed an emotion chip developed by Dr. Soong. Although overwhelmed at first, Data was able to experience new sensations, such as the gift of laughter.

Nullifies Calamarain. OR Doubles Data's Head this turn. OR Plays on a ship affected by Lore Returns; you gain control of that ship and all Rogue Borg Mercenaries aboard.

283 VP

INTERRUPT *STAR TREK VOYAGER*



Q2

Called by Q as an expert witness on the Q Continuum, Q provided testimony to himself during Quinn's hearing. "To-da!"

Nullifies Amanda Rogers OR Kevin Uxbridge OR a ♣ icon dilemma OR a dilemma with the word "Q" in title.

0

284 VP

INTERRUPT *STAR TREK II THE WRATH OF KHAN*



VULCAN MINDMELD

Ancient Vulcan ritual which telepathically links minds to intimately share each other's thoughts and knowledge. Captain Spock stored his katra in Dr. McCoy using one. "Remember."

Plays on your Mindmeld personnel. Personnel gains the skills of one of your other personnel present until end of turn. Discard interrupt.

285 VP