

0 Chula: The Game




Dilemma

Place this dilemma on this mission. When your personnel are about to face a dilemma whose title begins with "Chula" here, randomly select one of your personnel attempting this mission to be stopped. When you complete this mission, this dilemma is overcome.

"Choose their path! Double their peril, double your winnings!"

VP 321

2 Confessions in the Pale Moonlight



Event

Plays in your core. While your Treachery personnel is attempting a mission, you may destroy this event to make him or her gain a skill of your choice until the end of this turn.

"I laid the first stone right there. I'd committed myself. I'd pay any price, go to any lengths, because my cause was righteous. My intentions were good. In the beginning, that seemed like enough."

VP 322

•Organia
Secure Strategic Base



30

Anthropology, 2 Leadership, Security, and (Cunning>32 or Strength>32)

Each of your personnel at this mission is attributes +1.

"... the only Class-M planet in the disputed area, ideally located for use by either side. ... Inhabited by humanoids, a very peaceful, friendly people living on a primitive level. Little of intrinsic value."

VP 323

•Sector 21396
Commandeer Prototype



30

Intelligence, Officer, Treachery, and Cunning>33 or Leadership, 2 Officer, and Cunning>35

When you complete this mission, you may download a ship and place it at this mission (That ship is stopped). Name an affiliation. The downloaded ship becomes the named affiliation.

Remote sector of the Beta Quadrant: Capture a starship prototype.

VP 324

3 •Dukat
Prefect of Bajor



Cardassian

•Diplomacy •Exobiology •Leadership •Officer •2 Treachery

Gul. When this personnel or a personnel present is about to be stopped by a dilemma, you may discard a non- personnel from hand to prevent that. You may do this only once each turn.

"I assure you that we are capable of great kindness."

INTEGRITY 2 CUNNING 6 STRENGTH 6

VP 325

3 •Chang
Gorkon's Chief of Staff



Klingon

•Leadership •Officer •2 Security •2 Treachery

Commander: I.K.S. Kla'Diyus. General. While this personnel is facing a dilemma, you may have him lose 2 Treachery to make him gain Diplomacy and Law until the end of this turn.

"... in space, all warriors are cold warriors."

INTEGRITY 2 CUNNING 6 STRENGTH 8

VP 326

3 U.S.S. Constitution



Constitution Class

To play this ship, you must command four personnel. You may play this ship at cost +3 to draw four cards.

Designed mainly for deep space exploration but also used for diplomatic and peacekeeping missions, Constitution-class starships were the premiere vessels in Starfleet.

RANGE 8 WEAPONS 6 SHIELDS 6

VP 327

4 D-7 Battlecruiser



D-7 Class

Cloaking Device. To play this ship, you must command two personnel.

The D-7 incorporates a solid design with firepower that the Imperial Klingon Defense force used often and without prejudice.

RANGE 8 WEAPONS 7 SHIELDS 6

VP 328

4 Bird-of-Prey



Bird-of-Prey Class

Cloaking Device. This ship is Range +1 for each personnel aboard who has a cost of 4 or more (Limit +3). This ship is Weapons +1 and Shields +1 for each personnel aboard (Limit +3).

"They're rumored to be an aggressive, territorial species but the Vulcan High Command has never made direct contact with them."

RANGE 7 WEAPONS 6 SHIELDS 6

VP 329