4 Punishment Box




(1) Unorthodox Tactics


[^0]Consume: 1. (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) Place this dilemma in your core. When your opponent's dilemma is revealed, he or she may remove this dilemma from the game to add one level of one skill that is in that dilemma's requirements to that requirement until the end of dilemma. "Now, you do know what a bilateral kelilactiral is?"

## $x^{2}$

Dilemma
(8) Slightly Overbooked

(3) Technique of a Desperate Man


Dilemma



Unless the missions you command are worth more total points than the total points of missions personnel to be stopped
"Riker has no honor. He ticked me.

Spatial Interphase


For each mission worth 40 or more points that your opponent commands, this dilemma is cost -2 . Your opponent chooses a personnel who has three or less - icons to be killed
"When she went, it must have taken the coptain with it."


Inless you have Anthropology and 20 Officer or two
Temporal events in your core, place this dilemma in your core. When one of your personnel begins a mission attempt, this dilemma's owner may remove this dilemma from the game to place a dilemma beneath one of your completed missions on the top of his or her dilemma pile.



## This dilemma is cost +3 . Reveal the top card of your deck.

 Unless the cost of that card is odd, your opponent chooses a personnel to be returned to his or her owner's hand."Of ofl of the ... son of a a couldn't you hovve waited two seconds? He was iust tobout to explain the whole thing!"

- Horga'hn



O B'aht Qul Challenge



3 Delirium


Self-Sealing Stem Bolts


O Always Welcome


To play this event, you must command six © personnel. Plays in your core. When you play a $O$ personnel that cossts 4 or more, each player may choose one: draw a card; or discard a card from hand to drow two cards.
"So. Five card stud, nothing wild, and the sky's the limit."

(○)
5. Duranja


## (1) Defensive Upgrades



To play this event, you must command six $\Theta$ personnel. Plays in your core. When your event is about to be destroyed by a card an opponent owns, you may destroy this event insted. When your event or interrupt is about to be prevented, you may destroy this event instead.
"Right now, IVe go f five thoussand phototon toppedoes a amed ond
readry to lannch" ready tolounch."



## (○)



0 - Noble Intentions


## 

To play this event, you must command six (3) personnel. Plays in your core. When you play a (6) personnel, you may discard the top card of your deck to downlooad a personnel of a different species. If neither of those personnel are Human, you may draw a card. You may do this only once each turn.
"When it comes to my crew, you won' tget any argument from me."


- Explore Extradimensional World


Anthropology, 2 Exobiology, Science, Transporters, and Cunning>32
Your personnel cannot attempt this mission if it was attempted by your personnel on your previous turn.
Meridian: "Our planet has a dual existence ... it shifts between this dimension and another.

- Honor the Fallen
 Engineer, 2 Honor, Medical, Officer, and Integrity>38
When your personnel complete this mission, you may remove a personnel in your discard pile from the game to restore all Range of each of your ships.
Monac Shipyard: "... we can fire on EM pulse at the sun."
- Obtain Illegal Embryos
7.55:

Biology, Exobiology, Medical, Security, Treachery, and Cunning>40
When your Medical personnel is about to be stopped by a dilemma at this mission, you may kill him or her instead to download a Genetically Enhanced personnel.
Cold Station I2: "Thousonds of your brothers and sisters ore waiting to be bom."

(3)

## - Seek Savior



## (A)

Anthropology, Biology, Honor, Law, and
At the start of each of your turns, if this is your first turn, name a personnel. When your personnel complete this mission, if an opponent commands that personnel, score 10 points.
Sendrii system: "You will know me before I know the world."


## Scrutiny Drone







Order - Kill six personnel you command but do not owi aboard this ship to place the top three dilemmos of the opponent on your leff's dilemma pile beneath this mission. You may do this only if this ship is at one of your nonheadquarters missions.
"I think it's safe to assume these aliens reconfigured the engines using technology from their own ship."


To play this ship, you must command three personnel of the same affiliation. When you are about to play this ship, it becomes that affiliation.

## Order - Discard a card from hand to download Quantum

 Slipstream Drive. You may do this only once each turn. "Staffleet didn't send us this vessel and you aren't here to help. Is this your ship?

## (5) - Javert

Maquis Flagship


While this ship is at your $O$ mission that is worth 40 or less points and your corresponding Commander is aboard this ship, your personnel may attempt and complete that mission with these requirements: Leadership, Security, Treachery, and Strength>36.
"I've never seen a ship configuration like that before ... it almost seems like someone modified an old support courier."



[^0]:    Unless you command more ships than your opponent or command an event that has a cost of 4 or more, place this dilemma in your core. When an engagement begins, this dilemma's owner may remove this dilemma from the game to make a ship Weapons +4 and Shields +6 until the end of the turn.
    "The nutation modulation has them confused."

