

**DILEMMA** TNG

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**1 CHALLENGE OF THE LAST OUTPOST**

Portal 63 offered William T. Riker a single chance at life: to face death with composure. Failure would have meant disaster for the *U.S.S. Enterprise* and Ferengi ship as well.

Unless you "stop" a unique personnel with total printed attributes + (number of icons) > 23, "stops" all ships here; place on mission, it cannot be attempted or scouted.

**2227**

**DILEMMA**

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**1 DEVORE TERRITORIAL RESTRICTIONS**

The Devore Imperium are distrustful of outsiders, and send telepaths to relocation camps. Vessels allowed to enter Devore territory are subjected to inspections and multiple restrictions.

One Empathy or Mindmeld personnel here (opponent's choice) is returned to hand. Place on mission, no ships may move to this location.

**2230**

**DILEMMA** ENT

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**DISHEARTENING LOSS**

In the first two years of their mission, the crew of *Enterprise NX-01* suffered no deaths. When Crewman Fuller was killed in the Expanse, some of Captain Archer's ideals died with him.

Kills one personnel (♦ if any, random selection). Place on ship or planet. Personnel here lose first-listed skill. Cure with Diplomacy, Leadership, and Honor **OR** 3 Treachery.

**2225**

**DILEMMA**

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**FORTUNE FAVORS THE...**

Sometimes a leader will make the ultimate sacrifice for the men and women under their command. Other times, not so much.

Kills one leader (opponent's choice, score points). You may substitute one personnel with lower CUNNING present (lose points). **+5**

**2231**

**DILEMMA**

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**3 HARSHTEST CONDITIONS**

Unless Away Team has 2 Biology, 2 MEDICAL, and 2 SECURITY place on mission. Each personnel "stopped" by a subsequent dilemma here is killed.

**2229**

**DILEMMA** TNG

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**SHIP-WIDE COMMUNICATIONS BLACKOUT**

An encounter with a quantum filament disabled the *Enterprise* leaving key personnel trapped in different areas of the ship, unable to communicate.

Place on ship. Personnel aboard may only use skills and classifications printed on their cards. Cure with Computer Skill x3 **OR** Data's Head.

**2228**

**DILEMMA** VOY

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**SLIGHT ACCIDENT**

In trying to commit suicide, Quinn inadvertently caused all the men aboard *U.S.S. Voyager* to disappear. They were brought back a short time later by Q.

"Stops" one personnel (random selection) and all others present of the same gender. Lose points if no personnel remain. Discard dilemma. **-5**

**2226**

**DILEMMA** TNG

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**UNPUNCTUAL PERSONNEL**

It is imperative to have the senior staff on time for briefings. A late officer could spell disaster for a mission.

To get past requires ENGINEER, OFFICER, MEDICAL, SCIENCE and SECURITY classification personnel (or a [SCC] [SCD] [SCN] personnel). Nullify with Senior Staff Meeting.

**2224**

**DILEMMA** ENT

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**XENOPHOBIA**

After the Xindi's attack on Earth, fear and mistrust ran rampant throughout the human population.

To get past requires Anthropology + Honor **OR** 2 SECURITY and STRENGTH > 30. Skill and attribute requirements are doubled if seeded at a homeworld.

**2232**