

Star Trek CCG Dilemma Resolution Guide

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This supplemental rules document includes all dilemmas through the *Holodeck Adventures* expansion. All resolutions are official interpretations of the dilemma resolution rules in Glossary 1.7, unless superceded by a later Current Ruling.

LEGEND

[S]	Space
[P]	Planet
[S/P]	Space/Planet
[Q]	Q-dilemma (seeded with Beware of Q)
[AU]	Alternate Universe
[BO]	Borg Use Only
[3]	Countdown icon
[5 PT]	Point box
AT	Away Team
*	New dilemma or significant change since 10/9/01 version

[TYPE][Q] CARD TITLE [OTHER ICONS][PT]

Actual game text of the dilemma. If the dilemma has official revised game text in the Glossary or Current Rulings, or on a reprinted card, the revised text appears here.

Exact details of how to resolve this dilemma: when it "stops" the Away Team or crew, when to discard it, how to make selections. (All [Q] dilemmas are considered Q-related and may not be adapted to by the Borg. Resolution applies *only* to [Q] dilemmas seeded under a mission; resolution in a Q-Flash may differ.)

This guide primarily addresses normal dilemma encounters by non-Borg Away Teams or crews, with special notes for Borg encounters (if different from non-Borg). It does not address encounters involving dual-personnel cards, replacement of dilemmas with a Q-Flash (using Beware of Q), nullification by cards not mentioned in the dilemma's text, interactions between a dilemma and another card (such as Access Denied), or other unusual situations. For more information about such situations, consult the official Glossary and Current Rulings.

[S/P] A FAST SHIP WOULD BE NICE

Kills one personnel (opponent's choice). You may substitute a bodyguard or Guard Drone present OR an empty ship here (moved to opponent's side of spaceline; commandeered).

Opponent chooses one AT/crew member to be killed. You may prevent that death by selecting a bodyguard or Guard Drone present to be killed instead, or by moving one of your empty ships at the same location to your non-Borg opponent's side of the spaceline (opponent commandeers ship). AT/ship and crew are not "stopped" and must continue to next dilemma. Discard dilemma. (Substituting a ship is not an option with a Borg opponent, because Borg cannot commandeer.)

[S] ABANDON SHIP!

If ship damaged or RANGE reduced, personnel not needed for staffing are placed with dilemma atop mission. Rescue (opponent may capture) personnel with different ship here.

If ship is not damaged and RANGE not reduced, discard dilemma and continue to next. Otherwise, choose personnel required for staffing ([C] can sub for [S]; one matching personnel required). Place others with dilemma on top of mission. Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma when you rescue personnel with another ship (after mission attempt is over) or opponent captures them (on his turn; relocate to opponent's ship).

[S] AGGRESSIVE BEHAVIOR

Unless 2 Anthropology OR Leadership, Anthropology, and CUNNING>35 present, ship is damaged and one crew member is killed (random selection).

If crew meets conditions (2 Anthropology OR Leadership, Anthropology, and CUNNING>35), discard dilemma and continue to next. If not, ship is damaged; randomly select one crew member to be killed; ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] * ALICE

Unless 2 Computer Skill and Biology present, personnel with most Navigation (opponent's choice if tie or none) is captured. Discard dilemma.

If AT/crew meets conditions (2 Computer Skill and Biology), discard dilemma and continue to next. If not, select personnel with the most Navigation (opponent chooses if tie or no Navigation present) to be captured. Place dilemma on captive as a "trap" card and place captive on opponent's side of the spaceline (discard dilemma if opponent takes custody of captive). AT/ship and crew are "stopped."

[P] ALIEN ABDUCTION

Most CUNNING Away Team member (owner's choice if tie) is held by aliens until mission completed OR 3 Leadership present.

Place on most CUNNING personnel in AT (if tie, owner chooses). It forms separate AT. If 3 Leadership remain in original AT, discard cured dilemma and victim rejoins AT. If not, remaining AT is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 3 Leadership or when mission is completed.

[P] ALIEN LABYRINTH

To get through this maze-like structure and continue, Away Team must have a Tricorder OR 2 ENGINEER.

If AT meets conditions (Tricorder OR 2 ENGINEER), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] ALIEN PARASITES

Unless INTEGRITY>32, Away Team infected. They beam back and opponent immediately controls ship and crew until "stopped." Then turn resumes.

If AT meets conditions (INTEGRITY>32), discard dilemma and continue to next. If not, set dilemma aside; AT beams back to ship or facility (if not associated with a ship or facility, they remain on planet). Opponent chooses whether to take control. If so, opponent controls ship (or facility) and its crew or AT (including crew or AT that was already aboard ship or facility) until they become "stopped" or he has no further actions to take; then control returns to you. Only legal moves may be made (all affiliation restrictions on battle and attempting missions apply; if controlling Borg, restrictions on forming Away Teams apply; opponent may not use your Borg objective). Opponent may re-attempt mission and score

points if completed. If ship and crew not already "stopped" (or if opponent did not take control), personnel who originally encountered the dilemma are now "stopped." Replace dilemma under mission to be encountered again.

[S/P] ALIEN PARASITES & REM FATIGUE [5 PT]

ALIEN PARASITES: Unless INTEGRITY>32, Away Team (if any) beams back and opponent immediately controls ship and crew until "stopped."

REM FATIGUE HALLUCINATIONS: Crew or Away Team dies at end of your third full turn unless cured by 3 MEDICAL OR docking at outpost.

ALIEN PARASITES: If AT/crew meets conditions (INTEGRITY>32), continue to REM Fatigue Hallucinations. If not, set dilemma aside; on a planet, AT beams back to ship or facility (if not associated with a ship or facility, they remain on planet); in space, crew remains aboard ship. Opponent chooses whether to take control. If so, opponent controls ship (or facility) and its crew or AT (including crew or AT that was already aboard ship or facility) until they become "stopped" or he has no further actions to take; then control returns to you. Only legal moves may be made (all affiliation restrictions on battle and attempting missions apply; if controlling Borg, restrictions on forming Away Teams apply; opponent may not use your Borg objective). Opponent may re-attempt mission (if so, REM Fatigue Hallucinations is encountered next) and score points if completed. If ship and crew not already "stopped" (or if opponent did not take control), personnel who originally encountered the dilemma (and ship at a space mission) are now "stopped." Replace dilemma under mission for Alien Parasites to be encountered again. REM FATIGUE HALLUCINATIONS: Place on AT/crew. If 3 MEDICAL in AT/crew, place cured dilemma in bonus point area and continue to next. Otherwise, AT/crew is not "stopped" and must continue to next dilemma. AT/crew dies at end of your third full turn unless dilemma cured first by 3 MEDICAL OR by returning to and docking at your outpost (place dilemma in bonus point area).

[S/P] ALTONIAN BRAIN TEASER

Most CUNNING personnel present is "stopped." If their CUNNING<15, bonus points scored at this spaceline location do not count toward winning. Discard dilemma.

Locate most CUNNING personnel in AT/crew (if tie, opponent chooses). He is "stopped". If his CUNNING<15, any bonus points scored at any time during game at this spaceline location (before or after encountering dilemma) do not count toward winning (still count for other purposes, such as Dead End; leave cards in bonus point area if applicable). Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] ANAPHASIC ORGANISM

If Female(s) in Away Team, the one with highest total attribute numbers resigns (is discarded), unless SECURITY and MEDICAL present. Discard dilemma.

If no female in AT, discard dilemma and continue to next. Otherwise: If AT meets conditions (SECURITY and MEDICAL), discard dilemma and continue to next. If not, locate female in AT with highest total attributes (apply enhancements; if tie, opponent chooses) and discard; AT is "stopped"; discard dilemma. The discarded female is not killed. (Gender-related; discard immediately if playing Borg.)

[S/P] ANAPHASIC ORGANISM & NAGILUM

ANAPHASIC ORGANISM: Unless SECURITY and MEDICAL present, female crew or Away Team member with highest total attributes resigns (is discarded). (Not repeatable.) NAGILUM: Half of crew or Away Team is killed (random selection, round down) unless 3 Diplomacy OR STRENGTH>40 present. Discard dilemma.

ANAPHASIC ORGANISM: If no female in AT/crew, continue to Nagilum. Otherwise: If AT/crew meets conditions (SECURITY and MEDICAL), continue to Nagilum. If not, locate female in AT/crew with highest total attributes (apply enhancements; if tie, opponent chooses) and discard; AT/ship and crew are "stopped"; replace dilemma under mission. Anaphasic Organism is not repeatable (only Nagilum will be encountered on next attempt). The discarded female is not killed. (Gender-related; continue to Nagilum immediately if playing Borg.)

NAGILUM: If AT/crew meets conditions (3 Diplomacy OR STRENGTH>40), discard dilemma and continue to next. If not, randomly select half of crew (round down) to be killed; AT/ship and crew are "stopped"; discard dilemma.

[S] **ANCIENT COMPUTER**
Cannot get past unless 2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER present.

If crew meets conditions (2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **ANCIENT COMPUTER & MICROVIRUS**
ANCIENT COMPUTER: To get past requires 2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER.
MICROVIRUS: Unless MEDICAL and SECURITY present, kills one crew or Away Team member (opponent's choice). Discard dilemma.

ANCIENT COMPUTER: If AT/crew meets conditions (2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER), continue to Microvirus. If not, AT/ship and crew are "stopped"; replace dilemma under mission for Ancient Computer to be encountered again.

MICROVIRUS: If AT/crew meets conditions (MEDICAL and SECURITY), discard dilemma and continue to next. If not, opponent chooses one AT/crew member to be killed; AT/ship and crew are stopped; discard dilemma.

[S/P] **ANDROID NIGHTMARES** [AU]

If android present, one non-android personnel (random selection) killed (three if Interphasic Plasma Creatures affecting you) unless Empathy OR Dr. Soong present. If no android in AT/crew OR no non-androids in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (Empathy OR Dr. Soong), discard dilemma and continue to next. If not, randomly select one non-android to be killed; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **ANGRY MOB**
Kills a SECURITY or shape-shifter present (random selection) unless remaining Away Team has INTEGRITY>27 from up to four personnel OR STRENGTH>50. Discard dilemma.

If no SECURITY or shape-shifters in AT, discard dilemma and continue to next. Otherwise, shuffle all SECURITY and shape-shifters in AT and randomly select one. If remaining AT meets conditions (INT>27 from up to 4 personnel OR STR>50 total), discard dilemma and entire AT continues to next. If not, selected personnel is killed; rest of AT is "stopped"; discard dilemma.

[S] **ANKARI "SPIRITS"**
Unless 3 Honor and INTEGRITY>35 present, place on ship. Now and start of each turn, kills two crew members (random selection). Cure with 3 ENGINEER and Exobiology.

If crew meets conditions (3 Honor and INTEGRITY>35), discard dilemma and continue to next. If not, place dilemma on ship; randomly select two crew members to die; ship and crew are "stopped". Start of each of your turns, randomly select two crew members to be killed. Discard dilemma when cured with 3 ENGINEER and Exobiology aboard.

[S] **APHASIA DEVICE**
Place on ship. Quarantined. Now and end of each turn, disables one personnel aboard (random selection). If all crew disabled, all die. Cure with 2 MEDICAL and 2 Biology.

Place on ship. Randomly select one crew member to be disabled. If 2 MEDICAL + 2 Biology remain, discard cured dilemma. Crew is not "stopped" and must continue to next dilemma. Randomly select another personnel to be disabled end of this and each of your following turns. If all crew disabled, all die and are discarded. No one can leave ship. Anyone boarding ship is also quarantined and subject to disabling. Discard dilemma only when cured with non-disabled 2 MEDICAL + 2 Biology (even if all crew dies). All disabled are cured when dilemma is discarded.

[S/P][Q] *** AR-Q-OLIGIST**
Unless Archaeology and Honor present, opponent may "dig up" up to Q cards from their discard pile and place them in any order on top of draw deck, where Q=total number of [Skill] and [SD] icons on lowest INTEGRITY personnel present. Discard dilemma.

If AT/crew meets conditions (Archaeology and Honor), discard dilemma and continue to next. If not, find lowest INTEGRITY personnel present (apply enhancements) and count total number of

[Skill] and [SD] icons on that personnel. Total=Q (i.e., Q is a variable equal to that number). Opponent may look through his discard pile and retrieve up to that many (number=Q) cards and place them in any order on top of his draw deck. AT/ship and crew are "stopped"; discard dilemma. (This "Q" has nothing to do with Mortal Q's CUNNING of Q.) * "Stopping" applies only if dilemma was seeded under mission, not in a Q-Flash.

[P] **ARCHER**
Away Team member with highest total attribute numbers is shot and dies unless SECURITY and MEDICAL present. Discard dilemma.

If AT meets conditions (SECURITY and MEDICAL), discard dilemma and continue to next. If not, locate AT member with highest total attributes (apply enhancements; if tie, opponent chooses) to be killed; AT is "stopped"; discard dilemma.

[S/P] **ARMS DEAL** [5 PT]

Unless Acquisition OR Vulcan with Treachery OR Smuggling OR [M] personnel present, crew or Away Team "stopped." Discard dilemma.

If AT/crew meets conditions (Acquisition OR (Vulcan with Treachery) OR Smuggling OR [M] personnel), place dilemma in bonus point area and continue to next. If not, AT/ship and crew are "stopped"; discard dilemma.

[P] **ARMUS - SKIN OF EVIL**
Kills one Away Team member (random selection). Discard dilemma.

Randomly select one AT member to be killed. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] **ARMUS - STICKY SITUATION**
Strongest Away Team member is "stopped" if another personnel present has Diplomacy and CUNNING>7, killed otherwise. Discard dilemma only if any personnel remain.

Locate strongest AT member (if tie, opponent chooses). Is there another personnel in AT with Diplomacy and CUNNING>7?
• Yes: strongest is "stopped". Discard dilemma and rest of AT continues to next dilemma.
• No: strongest is killed. If no one else present, replace dilemma under mission to be encountered again. If other personnel remain, discard dilemma and rest of AT continues to next dilemma.

[P] **ARTILLERY ATTACK**
Kills X personnel (random selection); immediately probe: • : X = number of • icons on probe card.

[Eq] : X = 0 (discard probe card). Otherwise: X = 1. Probe your draw deck (look at top card). If • icon (red skill dot) appears anywhere on probe card, X = number of • icons on probe card; randomly select X personnel in AT to be killed; replace probe card on draw deck. If [Eq] icon appears anywhere on probe card, no personnel are killed; discard probe card. If neither icon (• or [Eq]) appears on probe card, or if your draw deck is empty and you cannot probe, randomly select one personnel in AT to be killed; replace probe card on draw deck. Rest of AT is not "stopped" and must continue to next dilemma.

[S/P] **ASSASSIN'S BLADE**
Unless CUNNING>36 OR 2 SECURITY present, assassin kills one personnel present (opponent's choice) except a shape-shifter or android.

If entire AT/crew are shape-shifters and/or androids, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (CUNNING>36 OR 2 SECURITY), discard dilemma and continue to next. If not, opponent chooses one personnel to die (not shape-shifter or android); AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S] **ASTRAL EDDY**
Unless Navigation, Physics, and 2 ENGINEER present, one crew member (random selection) is killed.

If crew meets conditions (Navigation, Physics, and 2 ENGINEER), discard dilemma and continue to next. If not, randomly select one crew member to be killed; ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **BALANCING ACT**
Each player whose missions with point boxes are mostly [S] or mostly [P] (by a difference of 3 or more) loses 50 points (even if playing Borg).

Calculate difference between space and planet missions (with point boxes) for each player. If difference is 3 or more, that player loses 50 points. Examples: 3P - 3S= 0 or 4S - 2P= 2, no point loss; 5S - 1P= 4 or 6P - 0S= 6, lose 50 points; 4 univ Space (no point boxes), 1S (with point box), and 3P (with point boxes) = 3P - 1S = 2, no point loss. Affects both players, including Borg player. Note point losses and discard dilemma. Player may lose points from more than one Balancing Act dilemma.

[S/P] **BARCLAY'S PROTOMORPHOSIS DISEASE** [10 PT]

Entire crew or Away Team (except androids) de-evolves (dies) unless MEDICAL, SCIENCE and SECURITY present. Discard dilemma.

If no non-androids in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (MEDICAL, SCIENCE and SECURITY), place dilemma in bonus point area and continue to next. If not, AT/crew dies (except androids, which are "stopped"); ship is "stopped"; discard dilemma.

[S/P] **BENDI SYNDROME**

One Vulcan without Youth present (opponent's choice) dies the next time you score points. Until then, all your personnel are INTEGRITY -2 where present.

If no (Vulcan without Youth) in AT/crew, discard dilemma and continue to next. Otherwise: Opponent chooses one Vulcan without Youth to place dilemma on. AT/crew is not "stopped" and must continue to next dilemma. All personnel present with affected Vulcan are INTEGRITY -2. Next time you score points, Vulcan dies; discard dilemma.

[S/P] **BERSERK CHANGELING**
Unless 2 hand weapons OR 3 SECURITY OR Changeling Sweep OR Shape-Shift Inhibitor OR Interphase Generator OR Mora Pol present, kills a non-changeling present (random selection).

If no non-changelings in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (2 hand weapons OR 3 SECURITY OR Changeling Sweep OR Shape-Shift Inhibitor OR Interphase Generator OR Mora Pol), discard dilemma and continue to next. If not, randomly select one non-changeling to die; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S] **BIRTH OF "JUNIOR"**

Place on ship. End of each turn, RANGE reduced by 1; if reduced to 0, ship destroyed. Nullify with 3 ENGINEER. Place on ship. If 3 ENGINEER in crew, discard nullified dilemma. If not, crew is not "stopped" and must continue to next dilemma. At end of each of your turns, reduce ship RANGE by 1. If RANGE is reduced to 0, ship is destroyed (discard with all cards aboard). Discard dilemma when nullified with 3 ENGINEER aboard or when ship destroyed.

[P] **BLENDED**
To get past requires Empathy, Diplomacy, Morn or any Scotty. All such personnel are "stopped," but if two or more present, one must continue (random selection). If none of the conditions (Empathy, Diplomacy, Morn or any Scotty) are in the AT, the AT is "stopped"; replace dilemma under mission to be encountered again. If only one personnel meeting any of the conditions is in the AT, that one is "stopped" and the rest of the AT (if any) continues to the next dilemma; discard dilemma. If more than one personnel meeting any of the conditions is in the AT, randomly select one to continue with the rest of the AT to the next dilemma; all others meeting any of the conditions are "stopped"; discard dilemma.

[S/P] **BORG SERVO** [BO]
Unless Cybernetics and MEDICAL present, opponent (if playing Borg) assimilates one personnel present (random selection). Discard dilemma.

If opponent is not playing Borg, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (Cybernetics and MEDICAL), discard dilemma and continue to next. If not, randomly select one personnel which opponent assimilates as a drone; AT/ship and crew are "stopped"; discard dilemma. Remove ANIMALS and holograms from the random selection pool. Assimilated personnel stays on planet as Away Team, or on ship as intruder. On Borg

player's turn, may beam to Borg ship if at same location and a drone available which allows beaming through enemy SHIELDS. Assimilated personnel may not initiate battle unless current objective allows it (and only on Borg player's turn).

[S] **BORG SHIP** [45 PT]

Self-controlling ship (WEAPONS=24, SHIELDS=24). Start here. Attacks everything. End of every turn, moves 1 card toward and off spaceline's long end. Destroy for bonus.

Play on spaceline and note farthest end (left or right). Borg Ship immediately initiates ship battle against all targets (ships and facilities) at the location where encountered. Attacks each target with full 24 WEAPONS. Multiple ships and facilities of one player may return fire together. All targets are "stopped" by the attack (if not destroyed). At end of every turn of both players, Borg Ship moves one card toward farthest end of spaceline. Immediately attacks all targets at new location. Also attacks targets that move to or appear at its location during any turn. If destroyed in battle before moving off spaceline, place dilemma in destroyer's bonus point area. Discard dilemma when it moves off end of spaceline (or if destroyed other than in battle).

[S/P] **BRIEF ROMANCE** [2]

Opponent specifies "male" or "female." Place on one personnel present of that gender (random selection). That personnel is "stopped" until countdown expires.

After opponent specifies "male" or "female", randomly select one personnel of that gender and place dilemma on them. (If none of that gender present, discard dilemma.) That one is "stopped" till end of 2nd turn of player who seeded dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when countdown expires. (Gender-related; Borg player discards immediately.)

[S/P] **CARDASSIAN TRAP**

Unless Empathy present, opponent captures one unique, non-Cardassian personnel from you (random selection) and places it on their side as a captive, along with trap. If no unique, non-Cardassians in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (Empathy), discard dilemma and continue to next. If not, randomly select one unique, non-Cardassian to be captured; place dilemma on personnel as a "trap" card; AT/ship and crew are "stopped." (Enigma-icon cards are not unique and cannot be captured.)

[S/P] **CENTER OF ATTENTION**

Unless 4 SECURITY OR hand weapon and CUNNING>36 OR any Quark present, kills one personnel present (opponent's choice) who has Treachery or Greed. Discard dilemma.

If no personnel with Treachery or Greed in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (4 SECURITY OR hand weapon and CUNNING>36 OR any Quark), discard dilemma and continue to next. If not, opponent chooses one AT/crew member with Treachery or Greed to be killed; AT/ship and crew are "stopped"; discard dilemma.

[P] **CHALNOTH** [5 PT]

Kills one Away Team member (opponent's choice) unless 3 SECURITY OR STRENGTH>40 present. Discard dilemma. If AT meets conditions (3 SECURITY OR STRENGTH>40), place dilemma in bonus point area and continue to next. If not, opponent chooses one AT member to die; AT is "stopped"; discard dilemma.

[S/P] **CHINESE FINGER PUZZLE**

If android present, crew or Away Team is stopped until end of turn and androids are stopped for X full turns, where X = number of androids present. Discard dilemma. If no android in AT/crew, discard dilemma and continue to next. Otherwise: Place dilemma on android(s), who are "stopped" for X full turns (X=number of androids present). Rest of AT/crew is "stopped" until end of current turn. Discard dilemma after androids are "unstopped". (Species trigger; Borg are immune.)

[S/P] **CHULA: CROSSROADS**

Immediately probe (then draw probe card): [Ref], [Bar], [GQ], [Fer]: "Stops" two personnel (your choice).

Otherwise: "Stops" one personnel (opponent's choice). If your draw deck is empty, discard dilemma and continue to next. Otherwise: Probe your draw deck (look at top card). If one of the

listed icons ([Ref], [Bar], [GQ], [Fer]) appears anywhere on the probe card, choose two personnel in AT/crew to be "stopped". If not, opponent chooses one personnel in AT/crew to be "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Draw probe card and discard dilemma regardless of outcome.

[S/P] *** CHULA: ECHOES**

To get past, three personnel present (random selection) are chosen. If the highest CUNNING among them is odd, all three are "stopped."

If AT/crew does not meet conditions (at least three personnel present to be chosen), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least three personnel in AT/crew, randomly select three and find the highest CUNNING of the three (apply enhancements). If highest CUNNING is even, discard dilemma and continue to next. If highest CUNNING is odd, all three are "stopped"; discard dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Zero is even.

[S/P] **CHULA: PICK ONE TO SAVE TWO**

To get past requires three personnel present (random selection) to face thialo. Choose one of those three to return to your hand, or all three are "stopped."

If AT/crew does not meet conditions (at least three personnel present to face thialo), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least three personnel in AT/crew, randomly select three and make choice:

- choose one of the three to return to your hand, OR
- all three are "stopped".

Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P] **CHULA: THE ABYSS**

To get past, three personnel present (random selection) must face the abyss. If their total CUNNING is odd, they are "stopped" and, if possible, relocated to Quark's Bar.

If AT/crew does not meet conditions (at least three personnel present to face the abyss), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least three personnel in AT/crew, randomly select three and total their CUNNING (apply enhancements). If total CUNNING is even, discard dilemma and continue to next. If total CUNNING is odd, all three are "stopped"; if Quark's Bar is in play, relocate personnel to that site (even across quadrants; if more than one Quark's Bar in play, player encountering dilemma chooses which one); discard dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Zero is even.

[S/P] **CHULA: THE CHANDRA**

One person (random selection) continues, along with all crew or Away Team members who have at least one attribute number matching that personnel. Others are "stopped."

Randomly select one AT/crew member who will continue mission or scouting attempt. Examine each of the other AT/crew members. If at least one of their attributes matches the selected personnel's same attribute, they also continue. If not, they are "stopped". Apply all enhancements. INTEGRITY must match INTEGRITY, STRENGTH must match STRENGTH and/or CUNNING must match CUNNING. Discard dilemma regardless of whether anyone is "stopped."

[S/P] **CHULA: THE DICE**

To get past requires one personnel with INTEGRITY>6, another with CUNNING>7 and a third with STRENGTH>8.

If AT/crew meets conditions (one personnel with INTEGRITY>6, another with CUNNING>7 and a third with STRENGTH>8), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **CHULA: THE DOOR**

To get past, two personnel must each contribute any one of their attributes to equal a total of 5 or 21. Nullify by placing any doorway out-of-play from hand.

If nullified by placing any Doorway card out-of-play from your hand, discard nullified dilemma and continue to next. Otherwise, examine AT/crew to see if it meets the conditions: two personnel who may each contribute any one of their attributes to equal a total of 5 or 21. The two personnel may contribute the same attribute or different ones. Apply any applicable attribute modifiers; an undefined attribute is treated as zero. (A one-person AT/crew cannot pass this dilemma.) If AT/crew meets conditions, discard

dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **CHULA: THE DRINK**

To get past, four personnel present (random selection) must be "tested." All four are "stopped" unless one has CUNNING<6 OR CUNNING>9.

If AT/crew does not meet conditions (at least four personnel present to be "tested"), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least four personnel in AT/crew, randomly select four and check their CUNNING (apply enhancements). If at least one has CUNNING<6 or >9, discard dilemma and continue to next. If not, all four are "stopped"; discard dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma.

[S/P] **CHULA: THE GAME**

Unless one personnel present has Greed and Treachery OR Greed and CUNNING>7, crew or Away Team is "stopped" until end of your next turn. Discard dilemma.

If AT/crew meets conditions (at least one personnel present with (Greed and Treachery) OR (Greed and CUNNING>7)), discard dilemma and continue to next. If not, AT/crew is "stopped" until end of your next turn. Discard dilemma.

[S/P] **CHULA: THE LIGHTS**

Crew or Away Team member with total attributes closest to 22 (your choice if tie) returns to hand. To get past requires CUNNING>24 remaining.

Locate AT/crew member with total attributes closest to 22 (apply enhancements; if tie, you choose) and return to your hand. If remaining AT/crew meets conditions (CUNNING>24), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **CHULA: THE WAY HOME**

To get past, three personnel present (random selection) are chosen. Opponent may relocate one to Quark's Bar or your facility if the other two have combined INTEGRITY<15.

If AT/crew does not meet conditions (at least three personnel present to be chosen), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least three personnel in AT/crew, randomly select three and check their INTEGRITY (apply enhancements). If any two have combined INTEGRITY<15, opponent may choose to relocate the third to Quark's Bar (if in play; if more than one, opponent chooses which one) or to one of your facilities (even across quadrants); discard dilemma. (He may choose not to relocate anyone.) Remaining AT/crew is not "stopped" and must continue to next dilemma.

[S/P] *** CHULA: TRICKERY**

Opponent conceals your personnel, randomly selects one, and recites their attribute numbers. Unless you can name the selected personnel, all are "stopped." Discard dilemma.

Opponent randomly selects one personnel card from Away Team or crew and recites the attribute numbers printed on the card (must be read in order of INTEGRITY, CUNNING, and STRENGTH). Do not apply enhancements. Attributes must be read as printed (e.g., 4+4, 7+7, 7+8 for a dual-personnel card; X, 8, 3 for Quark; etc.). If you can correctly name the selected personnel, discard dilemma and continue to next. Otherwise, AT/ship and crew are "stopped"; discard dilemma.

[P] **CIVIL UNREST**

Two Away Team members are chosen (random selection). Unless one has Diplomacy, both are "stopped." Mission continues.

Randomly select two AT members (if only one present, select that one). If neither of the two has Diplomacy, both are "stopped", otherwise they continue. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] **CLAN PEOPLE**

To get past, must have Kai Opaka present OR CUNNING>38 from up to five Away Team members.

If AT meets conditions (Kai Opaka OR CUNNING>38 from up to 5 AT members), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P] **COALESCENT ORGANISM**

Unless Exobiology present, one personnel (random selection) dies at end of your next turn. If others present at the death, organism is passed on to one of them (random selection), etc.

If AT/crew meets conditions (Exobiology), discard dilemma and continue to next. If not, randomly select one personnel to place dilemma on; AT/ship and crew are "stopped". Victim dies at end of your next turn and passes on dilemma to next randomly selected victim, etc. Discard dilemma only if victim dies alone. Can be passed on to opponent's personnel if present with yours.

[S/P] **COMMON THIEF**

If any equipment present, discard one (random selection). Otherwise, kills a personnel present (opponent's choice) who has STRENGTH + CUNNING < 15. Discard dilemma.

If equipment present, randomly select one to discard. If not, opponent chooses a personnel with STRENGTH + CUNNING < 15 (if any) to be killed. In either case, rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma even if no one is killed.

[S/P] **COMPUTER WEAPON & HYPER-AGING**

ICONIAN COMPUTER WEAPON: Unless SCIENCE present, re-boot by discarding all non-Personnel cards in hand and replenishing from top of draw deck. (Not repeatable.) HYPER-AGING: Mission continues, but entire crew or Away Team is quarantined and dies at end of your third full turn unless SCIENCE and 2 MEDICAL present by that time.

ICONIAN COMPUTER WEAPON: If AT/crew meets conditions (SCIENCE), continue to Hyper-Aging. If not, AT/ship and crew are "stopped"; discard all non-personnel cards in your hand and draw the same number of cards from top of your draw deck; replace dilemma under mission. Iconian Computer Weapon is not repeatable; only Hyper-Aging will be encountered on next attempt. HYPER-AGING: Place on AT/crew; they are quarantined. If SCIENCE and 2 MEDICAL present, discard cured dilemma and continue to next. Otherwise, AT/ship and crew are not "stopped" and must continue to next dilemma. Discard dilemma if cured with SCIENCE and 2 MEDICAL present before end of your third full turn, or if AT/crew dies before cured. ("Mission continues" is irrelevant to resolving dilemma for Borg.)

[S] **CONVULSION** [AU]

Unless INTEGRITY > 40, this ship must do nothing but chase (at normal speed) and attack one of your opponent's ships (your choice). Discard dilemma.

If there is no valid target ship (see below), discard dilemma and continue to next. Otherwise: If crew meets conditions (INTEGRITY > 40), discard dilemma and continue to next. If not, place dilemma on ship; ship and crew are "stopped". Immediately, target an opponent's ship; once "unstopped," your ship and crew must chase and attack target. (Your other ships present may not assist in attack.). You may not target a cloaked, phased, or landed ship, or a ship in a Temporal Rift or Time Travel Pod (they are invalid targets). You may change targets at any time. If selected target at any time becomes invalid or leaves play, you must target a different ship. Discard dilemma after attacking a target ship, or if at any time there is no valid target in play. A ship in another quadrant or at a time location is a valid target even if you have no way to get there. (This is a "moving required action"; see "actions - required" in Glossary for rules. Overrides Borg attack restrictions.)

[S] **COSMIC STRING FRAGMENT** [5 PT]

Ship is sucked in and destroyed unless Astrophysics OR ENGINEER OR Navigation aboard. Discard dilemma.

If crew meets conditions (Astrophysics OR ENGINEER OR Navigation), place dilemma in bonus point area and continue to next. If not, ship is destroyed (discard with all cards aboard); discard dilemma.

[P] **CRISIS**

To get past requires Leadership (or [Com] and [Def] icons) in Away Team and an OFFICER-classification personnel (or 2 [Def] Borg) aboard your ship at this location.

If you meet conditions [Leadership (or [Com] and [Def] icons) in Away Team and an OFFICER-classification personnel (or 2 [Def] Borg) aboard your ship at this location], discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under

mission to be encountered again. (Ship and crew, if any, are not "stopped", because they are not participating in the mission attempt.)

[S/P] **CRYSTALLINE ENTITY** [5 PT]

Space mission: kills all life on ship unless SHIELDS > 6 OR Music aboard. Planet mission: kills entire Away Team unless SCIENCE and MEDICAL present. Discard dilemma.

Space mission: If ship or crew meets conditions (SHIELDS > 6 OR Music), place dilemma in bonus point area and continue to next. If not, all personnel on ship (including "stopped", disabled, intruders etc.) are killed; ship is "stopped"; discard dilemma.

Planet mission: If AT meets conditions (SCIENCE and MEDICAL), place dilemma in bonus point area and continue to next. If not, entire AT is killed; discard dilemma.

[S] **CYTHERIANS** [15 PT]

Place on ship. Ship must do nothing but travel to far end of spaceline at normal speed. When reached, discard dilemma. Score points.

Place on ship. Crew is not "stopped" and must begin travel immediately if staffed and RANGE remaining on ship. Place dilemma in bonus point area upon reaching end of spaceline. If ship is destroyed first, discard dilemma. (This is a "moving required action"; see "actions - required" in Glossary for rules. Borg must play out dilemma but do not score points.)

[S/P] ***CYTOPLASMIC LIFE-FORM**

Unless 3 Exobiology present, place on mission. Each of its skill requirements must be met by a different personnel when solving it.

If AT/crew meets conditions (3 Exobiology), discard dilemma and continue to next. Otherwise, place dilemma on mission; AT/ship and crew are "stopped." To solve this mission, each skill requirement must be met by a different personnel (but multiple copies of a personnel may be used to meet multiple requirements). Treachery x3 is considered to be three skill requirements. A personnel type such as MEDICAL is also a skill requirement (though it may be met by either a classification or a skill). Attribute totals (e.g., INTEGRITY > 30) and special requirements such as "Female" are not skill requirements, and the personnel supplying these requirements may also supply a skill requirement.

[S/P] **DALROK**

Place on mission. Now and start of each turn, kills personnel with lowest total attributes at this location. May be nullified by INTEGRITY + CUNNING + STRENGTH > 150 at this location.

If any single AT/crew's total INT + CUNN + STR > 150 at this location, dilemma is nullified; discard and continue to next dilemma. Otherwise, place dilemma on mission. Locate personnel with lowest total attributes (if tie, opponent chooses) anywhere at this location (either player's personnel, on planet, ship, or facility). Personnel is killed. Kills one personnel with lowest total attributes at location, start of each of your turns. Either player may nullify by bringing a single AT or crew to this location with total attributes > 150 (but their presence does not automatically nullify). Discard dilemma when nullified.

[S/P] **DANGEROUS LIAISONS**

To get past requires 3 Treachery and Acquisition OR 2 SCIENCE and 2 SECURITY OR Ty Kajada. Nullify by discarding Recruit Mercenaries from hand.

If nullified by discarding Recruit Mercenaries from your hand, discard nullified dilemma and continue to next. Otherwise, if AT/crew meets conditions (3 Treachery and Acquisition OR 2 SCIENCE and 2 SECURITY OR Ty Kajada), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **DEAD END**

Unless you have at least 50 points, cannot get past; place dilemma atop mission; it may not be attempted by a player with less than 50 points. (Unique.)

If you meet conditions (have at least 50 points), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; place dilemma on top of mission. No player with less than 50 points may attempt mission, but Borg may scout mission. Dilemma remains atop mission even after mission is completed or planet assimilated. While in play, if a second copy seeded by the same player is encountered by either player, discard the second copy.

[S/P] ***DEJAREN**

Two personnel (one [Holo] and one non-[Holo]) are killed (random selection) if their individual CUNNING(LT)9. To get past requires 2 Computer Skill remaining.

Separate AT/crew into [Holo] and non-[Holo] personnel. Randomly select one personnel card from each group (if there are only [Holo] or only non-[Holo] personnel present, just select one from that group). Examine CUNNING of each personnel selected (apply enhancements). If individual's CUNNING(LT)9, that personnel is killed (the [Holo] personnel is deactivated instead). If remaining active AT/crew meets conditions (2 Computer Skill), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **DENEVAN NEURAL PARASITES**

Attacks half of Away Team (random selection, round up). You may protect one selected personnel for each phaser, disruptor, or unselected [Def] Borg present; others are killed.

Randomly select half of AT, rounding up, to be killed. If you have any phasers, disruptors, or unselected [Def] Borg present, each may "protect" one selected personnel (your choice). Unprotected selected personnel die. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P] **DISTRACTION**

One male or female present (random selection) "distracts" a personnel of the opposite gender (opponent's choice). If neither has Honor, both are "stopped."

Randomly select one AT/crew member from all males or females present (remove any neuter cards from selection pool). Opponent chooses one AT/crew member of opposite gender (if none present, discard dilemma and continue to next). If neither of the two personnel has Honor, both are "stopped", otherwise they continue. Rest of AT/ship and crew are not "stopped" and must continue to next dilemma. Discard dilemma. (Gender-related; Borg player discards dilemma immediately.)

[S/P] **DNA CLUES**

Place on mission. Further dilemmas requiring any MEDICAL here require 2 more if you continue OR 2 less if crew or Away Team has Exobiology and "stops" now to investigate.

Place dilemma on mission. If AT/crew contains Exobiology, make choice:

- AT/crew is "stopped". Any further dilemmas at this location requiring MEDICAL to overcome, cure or nullify require 2 less MEDICAL than specified.
- AT/crew is not "stopped" and must continue to next dilemma. Any further dilemmas at this location requiring MEDICAL to overcome, cure or nullify require 2 more MEDICAL than specified. If no Exobiology present, second "choice" applies to further dilemmas. Dilemma stays on mission regardless of outcome, even after mission is completed.

[S/P] **DNA METAMORPHOSIS**

Place on one personnel present (random selection). At the end of your next turn, unless MEDICAL and I.P. Scanner present, that personnel is placed in stasis.

Randomly select one personnel to place dilemma on. AT/crew is not "stopped" and must continue to next dilemma. If MEDICAL + I.P. Scanner present with victim at end of your next turn, discard dilemma. If not, victim is placed in stasis; discard dilemma only if personnel is killed. Cannot be cured with MEDICAL + IP Scanner after personnel enters stasis.

[S/P] **DON'T CALL ME ARAB**

"Stops" one OFFICER with INTEGRITY > 6 AND any number of [EE] personnel present (opponent's choice).

If no OFFICER with INTEGRITY > 6 and no [EE] icon personnel present, discard dilemma and continue to next. Otherwise, opponent chooses the personnel to be "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S] **DRUMHEAD**
If present, discard a crew member of INTEGRITY<5 (Norah Satie's choice if in play, or random selection); otherwise, to get past requires Jean-Luc Picard OR Law. Nullify with Plexing.
If Plexing played, discard nullified dilemma and continue to next. If not nullified: If any crew member(s) present with INTEGRITY<5, select one to discard along with dilemma, and continue to next. (If Norah Satie is in play, her owner makes the selection, otherwise random selection.) Otherwise: If crew meets conditions (Jean-Luc Picard OR Law), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **DUONETIC FIELD GENERATOR**
Place on planet. No beaming up or taking off from planet. Nullify with 3 ENGINEER OR Miracle Worker.
If 3 ENGINEER OR Miracle Worker in AT, dilemma is nullified; discard and continue to next. Otherwise: place dilemma on planet. No one may beam off the planet and no ships may take off. Personnel may beam down or land a ship. AT is not "stopped" and must continue to next dilemma. Discard dilemma when nullified by 3 ENGINEER OR Miracle Worker in AT on planet.

[S/P] **EDO PROBE** [-10 PT]
Abandon mission attempt until any player completes a different mission OR continue but lose points if you do not solve mission this turn.
If playing Borg, discard dilemma (neither choice is relevant). Otherwise, make choice when you first encounter dilemma.
• If you choose to abandon mission attempt, replace dilemma under mission. You may not reattempt until any player has completed a different mission. AT/crew is not "stopped" but cannot continue here. When you do reattempt, discard the dilemma; you do not re-encounter it. If your opponent attempts this mission before you reattempt, he does encounter it and must make the same choice.
• If you choose to continue, and you complete the mission this turn (with any AT/crew), discard the dilemma. If you do not complete mission this turn, place the dilemma in your bonus point area.

[P] **EL-ADREL CREATURE**
Attacks two strongest members in Away Team (owner's choice if tie). Kills one of them (random selection) unless their combined STRENGTH>16. Discard dilemma.
If AT meets conditions (combined STRENGTH of two strongest members >16), discard dilemma and continue to next. If not, randomly select one of the two to be killed; rest of AT is "stopped"; discard dilemma.

[S] **EMERGENCY CONVERSION**
To get past requires 2 Astrophysics and Transporter Skill. If crew meets conditions (2 Astrophysics and Transporter Skill), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S] ***EMERGENT LIFE-FORM** [3]
Place on ship. Now and start of each turn, opponent may move ship to another location (using its RANGE). If ship has Holodeck, cure with 2 ENGINEER and Astrophysics aboard.
Place dilemma on ship. If ship has a Holodeck and 2 ENGINEER and Astrophysics aboard, discard cured dilemma and continue to next. Otherwise, opponent may immediately move ship (if staffed) to another location, using whatever RANGE it has available (opponent may use all, part, or none of the RANGE, i.e., may leave the ship where it is). If ship is removed from mission location, mission attempt ends; if not, mission attempt must continue. Ship and crew are not "stopped." At start of each of your turns, opponent may move ship again (if staffed) up to its full available RANGE. Discard dilemma when cured with 2 ENGINEER and Astrophysics aboard (only if ship has a Holodeck) or when countdown expires at end of dilemma owner's 3rd turn.

[S/P] **EMPATHIC ECHO** [AU]
One personnel present with Empathy (random selection) is killed unless SECURITY and MEDICAL present.
If no personnel with Empathy in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (SECURITY and MEDICAL), discard dilemma and continue to next. If not, randomly select one personnel with Empathy to be killed; AT/ship

and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **EXECUTIVE AUTHORIZATION**
To get past requires a President, High Council Leader, General, Legate, Chancellor, Proconsul, Chairman, Intendant, Minister, Kai, Founder, Nagus, Governor, Queen, counterpart, or PADD.
If AT meets conditions (a President, High Council Leader, General, Legate, Chancellor, Proconsul, Chairman, Intendant, Minister, Kai, Founder, Nagus, Governor, Queen, counterpart, or PADD), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P] **EXTRADITION**
If opponent's Law or Treachery here, up to four opponent's SECURITY personnel may beam to one of your ships here, capture a crew member of lower STRENGTH and/or beam off.
If opponent has Law or Treachery anywhere at this location, up to four of his SECURITY personnel at this location may beam (using his transporters) onto one of your ships (if any) at this location. They may capture one crew member on that ship whose STRENGTH is lower than the total of the SECURITY personnel STRENGTH (relocate him to the capturing AT) and/or beam off (with the captive). Your AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma regardless of effect.

[P] **FEMALE'S LOVE INTEREST**
Female Away Team member (random selection) runs off with lover to furthest planet. Discard dilemma.
Randomly select one female AT member (if any) and relocate to furthest planet on this spaceline (count cards; count span if tie). Female is not "stopped". Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma. (Gender-related; Borg player discards immediately.)

[S/P] **FEMALE'S LOVE INTEREST & GARBAGE SCOW**
FEMALE'S LOVE INTEREST: Female crew or Away Team member (random selection) runs off with lover to furthest planet.
RADIOACTIVE GARBAGE SCOW: Place on spaceline here. Mission cannot be attempted where present. Ship with Tractor Beam and 2 ENGINEER can tow Scow.
FEMALE'S LOVE INTEREST: Randomly select one female AT/crew member (if any) and relocate to furthest planet on this spaceline (count cards; count span if tie). Female is not "stopped". Rest of AT/ship and crew are not "stopped" and must continue to Radioactive Garbage Scow. (Gender-related; Borg player continues to Garbage Scow immediately.)
RADIOACTIVE GARBAGE SCOW: Place on spaceline; mission attempt ends. AT/ship and crew are not "stopped", but cannot attempt or solve mission until Scow is towed away with a ship with Tractor Beam and 2 ENGINEER. Affects any mission (planet or space) where present. May be moved repeatedly, but may only be discarded by Destroy Radioactive Garbage Scow interrupt. (Borg player must place on spaceline but does not prevent scouting.)

[P] **FERENGI ATTACK**
Kills one Away Team member (opponent's choice) unless total CUNNING + STRENGTH>68 OR Greed present. Discard dilemma.
If AT meets conditions (total CUNNING + STRENGTH >68 OR Greed), discard dilemma and continue to next. If not, opponent chooses one AT member to be killed; AT is "stopped"; discard dilemma.

[S/P] **FERENGI BUG** [3]
Unless 3 SECURITY (or Odo) and any tricorder OR 2 FCA present, place atop mission. While in play, your hand is exposed, face up on table.
If AT/crew meets conditions (3 SECURITY (or Odo) and any tricorder OR 2 FCA), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; place dilemma on mission; expose the cards in your hand face up on table until dilemma discarded when countdown expires (end of 3rd turn of player who seeded dilemma).

[S/P] **FERENGI INFESTATION**
Opponent may download up to two male Ferengi to a facility at this location (or up to six if facility is Empok Nor). To get past requires 2 SECURITY and CUNNING>50.
If any facility is at the location where the dilemma is encountered, opponent may download up to two male Ferengi to that facility (or up to 6 if Empok Nor). "Ferengi" may include species or affiliation; personnel may not be downloaded into a house arrest situation (e.g., may not download [Fer] personnel to his [Klg] outpost). After download (if any), continue with dilemma. If AT/crew meets conditions (2 SECURITY and CUNNING>50), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. (Opponent may download more Ferengi on next encounter.)

[S/P] **FERENGI INGENUITY** [3]
If one personnel present has 2 Computer Skill, discard dilemma. Otherwise, to get past, place on most CUNNING Computer Skill present ("stopped" during countdown).
If one AT/crew member has 2 Computer Skill (or Computer Skill x2), discard dilemma and continue to next. Otherwise: if AT/crew meets conditions (any Computer Skill personnel), place dilemma on most CUNNING Computer Skill present; that personnel is "stopped"; rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when countdown expires at end of 3rd turn of player who seeded dilemma. If conditions are not met, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P][Q] **FIGHTIN' WORDS** [3]
Place on table. All your personnel with three or more icons lose their first two listed skills. Nullified only by Oof! or if you initiate personnel battle.
Place on table. All of your personnel in play (not just in this AT/crew) who have three or more icons lose their first two listed skills until the end of the third turn of the player who seeded the dilemma. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when countdown expires, or when nullified by Oof! interrupt or if you initiate a personnel battle.

[P] **FIRESTORM**
Kills all Away Team members with INTEGRITY<5 (but Away Team may escape using Emergency Transporter Armbands). Discard dilemma.
If any Thermal Deflectors in play (lists Firestorm as a nullified card), discard nullified dilemma. Otherwise, all AT members with INTEGRITY <5 (if any) are killed unless they beam to ship or facility with Emergency Transporter Armbands. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma. (Thermal Deflectors and Emergency Transporter Armbands are not conditions.)

[P] **FLASH PLASMA STORM**
Kills each Away Team member who has both STRENGTH<6 (ignoring hand weapon enhancements) and CUNNING<9. Nullified if you have Thermal Deflectors in play.
If you have Thermal Deflectors in play, discard nullified dilemma and continue to next. Otherwise, each AT member with both STRENGTH<6 (ignore enhancements from hand weapons, but apply those from other cards such as Lower Decks) and CUNNING<9 (apply all enhancements) is killed. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] **FLAXIAN ASSASSIN**
Unless 2 SECURITY and Biology present, kills one personnel (two if opponent has Tal Shiar in play) with three or more icons (random selection).
If no personnel with three or more icons in AT/crew, discard dilemma and continue to next. Otherwise: If AT meets conditions (2 SECURITY and Biology), discard dilemma and continue to next. If not, shuffle personnel with three or more icons and randomly select one to be killed (two if opponent has Tal Shiar anywhere in play); rest of AT is "stopped"; replace dilemma under mission to be encountered again.

[P] **FOUNDER SECRET**
To get past requires a **changing OR Interphase Generator OR Croden's Key OR CUNNING>40** and any **tricorder OR STRENGTH>70 OR four [Def] drones OR Breen CRM114**.

If AT meets conditions (a changing OR Interphase Generator OR Croden's Key OR [CUNNING>40 and any tricorder] OR STRENGTH>70 OR four [Def] drones OR Breen CRM114.), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P] **FRAME OF MIND** [AU]

One personnel present (random selection) now becomes Non-Aligned with attributes of 3-3-3 and only two skills (opponent's choice). Cure with 3 Empathy present.

Randomly select one AT/crew member to place dilemma on. Personnel is Non-Aligned and attributes are 3-3-3; all skills are deleted and opponent selects any two regular skills in the game (not just those already on this card). If 3 Empathy remain, discard cured dilemma. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 3 Empathy. (Non-aligned Borg is placed under house arrest (aboard ship) or becomes separate AT (on planet) that cannot board ship or continue scouting.)

[S/P] **FRAMED FOR MURDER**
Place on a unique personnel present (opponent's choice). That personnel cannot use skills or staff ships. Nullify with any personnel who has **CUNNING>9** and **Biology OR Law**.

If no unique personnel in AT/crew, discard dilemma and continue to next. If any one personnel in AT/crew has (both CUNNING >9 and Biology) OR Law, dilemma is nullified; discard and continue to next. Otherwise, opponent chooses a unique personnel to place dilemma on. He cannot use skills or staff ships (can use classification and attributes). AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when nullified as specified above. (Enigma-icon cards are not unique.)

[S/P] **FRIENDLY FIRE** [2]

Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.

If AT/crew meets conditions (2 Leadership and 2 SECURITY), discard dilemma and continue to next. If not, randomly select one personnel to die; AT/ship and crew are "stopped"; place dilemma on mission (or Empok Nor if encountered on commandeering attempt); mission cannot be attempted or scouted (no commandeering attempts at Empok Nor) until dilemma discarded when countdown expires (end of 2nd turn of player who seeded dilemma).

[S/P] **GARAK HAS SOME ISSUES**
Place on ("stops") a personnel present (random selection). Start of each turn, they kill another personnel present with lower CUNNING (opponent's choice). Cure with 2 Exobiology.

Randomly select one personnel in AT/crew to place dilemma on. Personnel is "stopped". If 2 Exobiology remain, discard cured dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Until dilemma cured and discarded with 2 Exobiology present, at start of each of your turns opponent chooses another personnel present (if any) with lower CUNNING than victim, for victim to kill. If only personnel present with lower CUNNING belongs to opponent, that personnel is killed.

[S/P] **GARANIAN BOLITES**
Two personnel (random selection) are "stopped" unless their combined CUNNING>15 OR Hypospray present. Mission continues.

Randomly select two personnel from AT/crew. If they meet conditions (combined CUNNING>15 OR Hypospray present), discard dilemma and continue to next. If not, they are "stopped"; rest of AT/crew must continue to next dilemma; discard dilemma. ("Mission continues" has no effect on resolution for Borg.)

[S/P][Q] **GO BACK WHENCE THOU CAMEST**
Unless **10 < INTEGRITY < 50**, at the end of your turn opponent may immediately relocate any one of your ships at this location to one of your outposts.

If you have no ships at this location or no outposts anywhere in play, discard dilemma and continue to next. Otherwise: Total INTEGRITY in crew/AT. If it meets conditions (total is greater than 10 AND less than 50), discard dilemma and continue to next. If not, opponent may relocate one of your ships at this location to one of your outposts. (May relocate across quadrants.) AT/ship and crew attempting mission are "stopped". Replace dilemma under mission to be encountered again.

[P] **GORN ENCOUNTER**
Attacks personnel with most Leadership (opponent's choice if tie or none). Killed unless printed (CUNNING or STRENGTH) + (number of • icons) > 12. Discard dilemma. Locate AT member with most Leadership. If a tie (or no personnel with Leadership skill present), opponent chooses. If that personnel meets conditions (its printed (CUNNING or STRENGTH) + number of skill dot • icons is greater than 12), discard dilemma and continue to next. If not, personnel is killed; AT is "stopped"; discard dilemma. (No Leadership is greater than Leadership -1.)

[S] **GRAVIMETRIC DISTORTION**
Ship damaged unless 4 ENGINEER OR 2 Astrophysics OR a personnel who has 2 Navigation OR Guinan aboard. If crew meets conditions (4 ENGINEER OR 2 Astrophysics OR a personnel who has 2 Navigation [or Navigation x2] OR Guinan aboard), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S] **GRAVITIC MINE**
Ship damaged unless SCIENCE and Navigation aboard. Discard dilemma. If crew meets conditions (SCIENCE and Navigation), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[S/P][Q] **GUILTY — PROVISIONALLY**
Q chooses one personnel present (random selection). Personnel killed unless you say "guilty -- provisionally," in which case opponent may cancel the next battle you initiate.

Randomly select one personnel, who is killed unless you agree to let opponent cancel the next battle you initiate. Discard dilemma regardless of outcome. The "unless" clause is not a condition. AT/crew is not "stopped" and must continue to next dilemma.

[P] **HANONIAN LAND EEL**
Unless SECURITY, SCIENCE, and STRENGTH>50 present, kills Away Team member with lowest CUNNING or fewest • icons (opponent's choice). If AT meets conditions (SECURITY, SCIENCE, and STRENGTH>50), discard dilemma and continue to next. If not, opponent selects AT member with either lowest CUNNING or fewest • [skill dot] icons to be killed; AT is "stopped"; replace dilemma under mission to be encountered again.

[P] **HARVESTER VIRUS**
Place on planet. End of every player's turn, one personnel on planet killed (random selection). Cure with 2 MEDICAL, Exobiology and Computer Skill. Place on planet. If AT contains 2 MEDICAL, Exobiology and Computer Skill, discard cured dilemma. AT is not "stopped" and must continue to next dilemma. End of every turn of both players, randomly select one personnel on planet (from both players' personnel, if present) to be killed. Discard dilemma when cured by either player with specified skills present on planet.

[S/P] **HATE CRIME** [3]
Place on a non-Borg personnel who is the only member of its species present (opponent's choice). That personnel may not use any of its skills. If playing Borg, discard dilemma and continue to next. Otherwise, check species of all personnel in AT/crew. If any are the only member of their species present, opponent chooses one to place dilemma on. He may not use any of his skills (may use classification, attributes, and staffing icons) until countdown expires. If no single members of species present, discard dilemma. AT/crew

is not "stopped" and must continue to next dilemma. Discard dilemma at end of 3rd turn of player who seeded dilemma.

[S/P] **HAZARDOUS DUTY** [-5 PT]

To get past requires 2 OFFICER; then place on mission until solved. If any non-OFFICER dies here, its owner loses points (discard dilemma).

If AT/Crew does not meet conditions (2 OFFICER), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If AT/crew meets conditions, place dilemma on mission. If any non-OFFICER (of either player) dies anywhere at that location before mission is solved, place dilemma in bonus point area of the owner of that personnel (he loses points). Otherwise discard dilemma when mission solved (by either player).

[P] **HIDDEN ENTRANCE**
To locate the concealed entrance and continue, Away Team must have Geordi La Forge OR ENGINEER + CUNNING>32.

If AT meets conditions (Geordi La Forge OR ENGINEER + CUNNING>32), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P][Q] **HIDE AND SEEK**
Shuffle into crew or Away Team. Randomly "stops" personnel one by one. After a [univ] personnel or Hide and Seek selected, discard dilemma. (May also be seeded.)

Shuffle dilemma into AT/crew (personnel cards only). Turn over cards one by one. For each card:

- If a non-universal personnel, it is "stopped"; continue to next card.
- If a universal personnel, it is "stopped"; remove dilemma from stack and discard.
- If it is the dilemma card, discard it.

Once dilemma is discarded, no more cards will be "stopped". Remaining "unstopped" personnel must continue to next dilemma. (Event text may not be used if card is seeded under mission as dilemma.)

[S/P] **HIPPOCRATIC OATH** [3]

To get past, most CUNNING MEDICAL present must help aliens (relocated with dilemma to nearest planet at another location). MEDICAL is "stopped" until countdown expires.

If no other planet on spaceline where encountered (and Aid Fugitives not in play), discard dilemma and continue to next. Otherwise: If no MEDICAL in AT/crew, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If MEDICAL present, place most CUNNING (if tie, opponent chooses) with dilemma on nearest planet at another location on same spaceline. That personnel is "stopped" till end of 3rd turn of player who seeded dilemma; rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when countdown expires.

If most CUNNING MEDICAL is hologram without a Mobile Holo-Emitter, it may not relocate but deactivates instead, and dilemma is not passed. If most CUNNING MEDICAL is Borg with MEDICAL from skill-sharing, will lose skill if leaves hive, and dilemma is not passed. Either case, return dilemma under mission, AT/crew "stopped".

[S/P][Q] **HIS HONOR, THE HIGH SHERIFF OF NOTTINGHAM** [-5 PT]

If any of your personnel are held captive, you must either lose points OR return a captive to this location. If, just after return, opponent shows SECURITY from hand, opponent captures two of your personnel present (random selection). (Immune to Q-Flash and Q2.)

If none of your personnel are held captive, discard dilemma and continue to next. If any held captive, make choice:

- Leave all captive, place dilemma in bonus point area for -5. OR
- Choose a captive to be returned to this location and discard dilemma. If opponent immediately shows 2 SECURITY from hand, he takes two randomly selected personnel captive (retrieve dilemma and place on captives as a "trap" card). (Borg must take this non-points-related choice.)

AT/crew is not "stopped" and must continue to next dilemma.

[P] **HOLOGRAM RIUSE**
Experience enemy hologram trick. You are tempted to divulge secrets. Impassable unless INTEGRITY>30 and CUNNING>30.

If AT meets conditions (INTEGRITY>30 and CUNNING>30), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] **HORTA**
Place on planet. Now and end of every player's turn, kills one of that player's personnel present (random selection). Cure with 2 Leadership, 2 Mindmeld, and 2 Exobiology. Place on planet. Randomly select one AT member to be killed. If 2 Leadership, 2 Mindmeld, and 2 Exobiology remain in AT, discard cured dilemma. AT is not "stopped" and must continue to next dilemma. End of every turn of both players, randomly select one personnel (belonging to the player whose turn it is) present with dilemma on planet (outside a facility or landed ship) to be killed. Discard dilemma when cured by either player with specified skills present on planet.

[S] **HULL BREACH**
Unless Environmental Suit present, kills one non-android (random selection) and another non-android of same classification (random selection). Mission continues. If no non-androids in crew, discard dilemma and continue to next. Otherwise: If crew meets conditions (Environmental Suit present), discard dilemma and continue to next. If not, randomly select one non-android personnel (remove androids from selection pool) and note classification. Shuffle all remaining non-android personnel with same classification (if any) and randomly select one. Both personnel die. Ship and crew are not "stopped" and must continue to next dilemma. Discard dilemma. (Since Borg have no classifications, only one personnel will die. Do not count personnel types found in the skills box.)

[P] **HUNTER GANGS**
Two Away Team members (random selection) are chased. Examine cards separately. Personnel escapes if CUNNING is even, killed if odd. Discard dilemma. Randomly select two AT members (if only one present, select that one). For each one, if CUNNING is odd, personnel is killed; if even, no effect (zero is even). Apply any modifiers before determining. AT is not "stopped" and must continue to next dilemma. Discard dilemma even if no one is killed. (Check individual CUNNING. Unity Drone has no effect.)

[P] **HYPER-AGING** [5 PT]
Mission continues but entire Away Team is quarantined and dies at the end of your third full turn unless SCIENCE and 2 MEDICAL present by that time. Place on Away Team. If SCIENCE and 2 MEDICAL present, place cured dilemma in bonus point area and continue to next. Otherwise, AT is not "stopped" and must continue to next dilemma. Place dilemma in bonus point area if cured with SCIENCE and 2 MEDICAL on planet before end of your third full turn. Discard dilemma if AT dies before cured. ("Mission continues" is irrelevant to resolving dilemma for Borg.)

[S/P][Q] **I TRIED TO WARN YOU**
If you began this mission attempt with only one non-Borg personnel, or if all your missions have the same icon ([S] or [P]), opponent places dilemma on any one mission in play. Q makes that mission unattemptable and unscoutable; destroys any points already gained from solving that mission or completing an objective targeting that mission. (May not be nullified.)

- If you began the current mission attempt with more than one personnel in AT/crew (or if you are playing Borg), AND not all your missions have the same ([S] or [P]) icon, discard dilemma and continue to next.
- If you began the current mission attempt with only one non-Borg personnel in AT/crew OR all your missions have the same ([S] or [P]) icon, opponent chooses any one mission in play (either player's) to place dilemma on. That mission may not be attempted or scouted for rest of game. Any points already gained from solving that mission or completing an objective targeting that mission are lost (cancelled). AT/crew is not "stopped" and must continue to next dilemma, unless this mission was targeted by the dilemma (if so, abandon mission or scouting attempt).

[S] **ICONIAN COMPUTER WEAPON**
Unless SCIENCE present, re-boot by discarding all non-personnel cards in hand and replenish from top of draw deck. Discard dilemma. If crew meets conditions (SCIENCE), discard dilemma and continue to next. If not, ship and crew are "stopped"; discard all non-personnel cards in your hand and draw the same number of cards from top of your draw deck; discard dilemma.

[P] **IMPASSABLE DOOR**
To get through this door, Away Team must have Computer Skill present. If AT meets conditions (Computer Skill), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P] **IMPLICATION**
To get past requires 3 Diplomacy and INTEGRITY>30 OR Law and CUNNING>30. If AT/crew meets conditions (3 Diplomacy and INTEGRITY>30 OR Law and CUNNING>30), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **IMPRESSIVE TROPHIES**
Unless CUNNING>50, crew or Away Team member with the most [Skill] icons OR highest CUNNING + STRENGTH (opponent's choice) is captured. Discard dilemma. If AT/crew meets conditions (CUNNING>50), discard dilemma and continue to next. If not, opponent chooses the personnel with either the most skill dot • icons OR the highest CUNNING + STRENGTH (opponent resolves any ties) to be captured. Place dilemma on captive as a "trap" card and place captive on opponent's side of the spaceline (discard dilemma if opponent takes custody of captive). AT/ship and crew are "stopped."

[S/P] **IN THE PALE MOONLIGHT**
To get past requires a personnel who has INTEGRITY<4 OR a Federation personnel who has Treachery OR any Garak OR a Founder. If AT/crew meets conditions (a personnel who has INTEGRITY<4 OR a Federation personnel who has Treachery OR any Garak OR a Founder), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **INTERPHASIC PLASMA CREATURES** [AU]
Unless 2 SCIENCE or Mindmeld present, play on table as an Event card. While in play, lowers STRENGTH of each of your personnel by 2. (Not cumulative.) If AT/crew meets conditions (2 SCIENCE or Mindmeld), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; play dilemma on table as an Event card; all your personnel are STRENGTH -2 until dilemma nullified (discarded) by Kevin Uxbridge.

[S] **INVASIVE PROCEDURES** [3]
Unless a [Def] Borg OR MEDICAL, CUNNING>35, and a phaser or disruptor present, place on ship; quarantined. Each crew member loses first-listed skill and is attributes all -2. If crew meets conditions ([Def] Borg OR MEDICAL, CUNNING>35, and a phaser or disruptor), discard dilemma and continue to next. If not, place dilemma on ship; it is quarantined (personnel may not leave ship). Ship and crew are "stopped." Each crew member loses first-listed skill and is attributes all -2 until dilemma discarded when countdown expires (end of 3rd turn of player who seeded dilemma).

[S] **ISOLINEAR PUZZLE**
Place on ship. Reduces RANGE by 4 and WEAPONS by 4. Nullify with 2 ENGINEER. If 2 ENGINEER in crew when encountered, discard nullified dilemma. Otherwise, place on ship and reduce RANGE and WEAPONS by 4 each. Crew is not "stopped" and must continue to next dilemma. Discard dilemma when nullified with 2 ENGINEER aboard.

[S/P] **KAZON BOMB**
Unless 3 SECURITY and CUNNING>35 OR 2 SECURITY and any tricorder OR 3 [Def] Borg present, kills all personnel present who have printed STRENGTH<7. Discard dilemma. If AT/crew meets conditions (3 SECURITY and CUNNING>35 OR 2 SECURITY and any tricorder OR 3 [Def] Borg), discard dilemma and continue to next. If not, all personnel present with printed STRENGTH <7 are killed (do not count modifiers from any source); AT/ship and crew are "stopped"; discard dilemma.

[S/P] **KELVAN SHOW OF FORCE**
To get past, two non-android, non-holographic personnel present are selected (opponent's choice). One of those two is "crushed" (killed, random selection). If AT/crew does not meet conditions (at least two non-android, non-holographic personnel present to be selected), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least two non-android, non-holo personnel in AT/crew, opponent chooses two. Randomly select one of the two to be killed. Rest of AT/crew (including the other selected personnel) are not "stopped" and must continue to next dilemma.

[P] **KIDNAPPERS**
Place on a female present (random selection). Until end of opponent's turn, she is "stopped" and may be captured by opponent's SECURITY present; then discard dilemma. If no females in AT, discard dilemma and continue to next. Otherwise, place dilemma on randomly selected female, who is "stopped" till end of opponent's turn. Rest of AT is not "stopped" and must continue to next dilemma. On his turn, opponent may capture "stopped" personnel with his SECURITY present (discard dilemma). If not captured, discard dilemma at end of opponent's turn. (Gender-related; Borg player discards immediately.)

[S/P] **KOMAR POSSESSION**
Place on one personnel present (random selection). Now and start of each turn, "stops" that personnel and one other personnel present (random selection). Cure with 3 SECURITY. Randomly select one personnel in AT/crew to place dilemma on, then one other personnel from AT/crew (if any). Both are "stopped". If 3 SECURITY remain "unstopped", discard cured dilemma (selected personnel are still "stopped"). Rest of AT/crew is not "stopped" and must continue to next dilemma. Until dilemma cured and discarded with 3 SECURITY present, at start of each of your turns randomly select one personnel (if any; may belong to opponent) who is present with victim; that personnel and victim are "stopped".

[S] **KTARIAN GAME**
Place on ship. Now and start of each of your turns, one person aboard (random selection) is disabled. Cured when non-disabled CUNNING>30 OR android aboard. Place on ship. Randomly select one crew member to be disabled. If CUNNING>30 or an android remains in crew, discard cured dilemma. Crew is not "stopped" and must continue to next dilemma. Start of each of your turns, randomly select another crew member to be disabled. Discard dilemma when cured with non-disabled CUNNING >30 or an android aboard.

[S/P] **LACK OF PREPARATION**
Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt. Borg: Must have [Com], [Nav] and [Def] personnel to proceed. If you are playing a non-Borg affiliation: If AT/crew meets conditions (included all mission requirements at start of current mission attempt), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; lose 10 points; replace dilemma under mission to be encountered again. (You may not use a non-Borg-affiliation personnel with Borg subcommand icons, such as Seven of Nine, to pass this dilemma.) If you are playing Borg affiliation: If AT/crew meets conditions ([Com], [Nav] and [Def] icons, on one or more personnel), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **LETHEAN TELEPATHIC ATTACK** [3]
Unless 2 Empathy present, place on one personnel (Julian Bashir if present, otherwise random selection). Personnel is disabled (killed if CUNNING + STRENGTH <16). If AT/crew meets conditions (2 Empathy), discard dilemma and continue to next. If not, place dilemma on Julian Bashir (if present) or one randomly selected personnel. If that personnel has CUNNING + STRENGTH <16, he is killed (discard dilemma), otherwise disabled. AT/ship and crew are "stopped". Discard dilemma when countdown expires at end of 3rd turn of player who seeded dilemma.

[S/P] **LINEUP**
To get past requires four personnel present (random selection) to "form a lineup." All four are "stopped" unless one has INTEGRITY<5 OR INTEGRITY>8. If AT/crew does not meet conditions (at least four personnel present to "form a lineup"), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least four personnel in AT/crew, randomly select four and check their INTEGRITY (apply enhancements). If at least one has INTEGRITY<5 or >8, discard dilemma and continue to next. If not, all four are "stopped"; discard dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma.

[P] **LOCKBOX** [5 PT]
Unless Greed present, Away Team "stopped" (discard dilemma). Otherwise, score points if you solve mission this turn. If AT does not meet conditions (Greed), AT is "stopped"; discard dilemma. If AT meets conditions (Greed), set dilemma aside while AT continues to next dilemma(s). If you solve mission this turn (with any AT), place dilemma in bonus point area. If not, discard dilemma at end of turn.

[S] **MACROVIRUS**
Place on ship. Now and start of each turn, kills lowest STRENGTH OR lowest CUNNING crew member (opponent's choice). Cure with 2 Exobiology and 2 SCIENCE. Place on ship. Opponent selects either lowest STRENGTH or lowest CUNNING crew member to be killed. If 2 Exobiology + 2 SCIENCE remain, discard cured dilemma. Crew is not "stopped" and must continue to next dilemma. Until dilemma is cured and discarded with 2 Exobiology and 2 SCIENCE aboard, at start of each of your following turns, opponent again selects either lowest STRENGTH or lowest CUNNING crew member to be killed. (Dilemma does not quarantine the ship.)

[S] **MAGLOCK**
To get past, crew must have at least 3 OFFICER with STRENGTH>5 each. If crew meets conditions (3 OFFICER with STRENGTH>5 each), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **MAKE US GO**
To get past, most CUNNING ENGINEER present must help aliens (held with dilemma atop mission). At end of your next turn, cure with CUNNING>24 here or place both out-of-play. If no ENGINEER in AT/crew, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If ENGINEER present, place most CUNNING (if tie, opponent chooses) with dilemma on top of mission. Rest of AT/crew is not "stopped" and must continue to next dilemma. If you have CUNNING>24 present at this location (in one AT/crew) at end of your next turn, return ENGINEER to that AT/crew and discard cured dilemma. Otherwise, place ENGINEER and dilemma out-of-play. May be passed with [Com] Borg with ENGINEER from skill-sharing. A holographic ENGINEER (unless wearing Mobile Holo-Emitter) deactivates and cannot pass the dilemma (AT/ship and crew are "stopped").

[P] **MALE'S LOVE INTEREST**
Male Away Team member (random selection) runs off with lover to furthest planet. Discard dilemma. Randomly select one male AT member (if any) and relocate to furthest planet on this spaceline (count cards; count span if tie). Male is not "stopped". Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma. (Gender-related; Borg player discards immediately.)

[S/P] **MALE'S LOVE INTEREST & PLAGUE SHIP** [5 PT]
MALE'S LOVE INTEREST: Male crew or Away Team member (random selection) runs off with lover to furthest planet. TARELLIAN PLAGUE SHIP: Entire crew or Away Team immediately dies unless MEDICAL beams over (discarded). Discard dilemma. MALE'S LOVE INTEREST: Randomly select one male AT/crew member (if any) and relocate to furthest planet on this spaceline (count cards; count span if tie). Male is not "stopped". Rest of AT/ship and crew are not "stopped" and must continue to Tarellian Plague Ship. (Gender-related; Borg player continues to Plague Ship immediately.) TARELLIAN PLAGUE SHIP: If AT/crew meets conditions (MEDICAL beams over/is discarded), place dilemma in bonus point area and continue to next. If not, AT/crew dies; ship (if any) is "stopped"; discard dilemma. A holographic MEDICAL may "beam over" only if wearing a Mobile Holo-Emitter (both are discarded). If MEDICAL skill is supplied by equipment, the equipment must be discarded with the personnel it enhances. The MEDICAL can beam away even if the ship or planet is under quarantine. The dilemma is assumed to provide transporters if your crew or Away Team does not have them available, but cannot overcome obstacles to beaming. (Discarding a MEDICAL is a condition, not a "points-related choice." A [Com] Borg with shared MEDICAL may be beamed over.)

[P] **MALFUNCTIONING DOOR**
To get through door, must have Soong-Type Android present OR a combined STRENGTH>27 from up to four Away Team members. If AT meets conditions (Soong-Type Android OR combined STRENGTH>27 from up to four AT members), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S] **MAMAN PICARD** [AU]
If this is a Federation ship, immediately transport it to any end of the spaceline (opponent's choice). If ship used for mission attempt is not Federation, discard dilemma and continue to next. If ship is Federation, opponent chooses either end of this spaceline to relocate ship to; discard dilemma. Ship and crew are not "stopped".

[S/P][Q] **MANDARIN BAILIFF** [±X]
Opponent takes one personnel present (random selection) into custody (as a captive) unless you "post bail" by transferring X points to opponent, where X = number of [red dot] icons in that personnel's skill box. Randomly select one personnel. Count red skill dot icons in skill box (=X) and make choice:
• Give personnel up to opponent as captive (place dilemma on captive as a "trap" card). (Borg must take this non-points-related choice.) OR
• Post bail and keep personnel. You are -X points, opponent is +X points. E.g., for Senator Vreenak, you are -5, opponent is +5. You may post bail even if your score is already 0 or negative. Opponent places dilemma in his bonus point area. Note point changes on slips of paper and place in each player's bonus point area. (Non-Borg player may "transfer" points to Borg player by losing points, but Borg player does not gain points.) The "unless" clause is not a condition to pass the dilemma; AT/crew is not "stopped" and must continue to next dilemma.

[P] **MATRIARCHAL SOCIETY**
Cannot get past unless at least two female Away Team members are present. If AT meets conditions (2 female), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again. (Gender-related; Borg player discards immediately.)

[S] **MENTHAR BOOBY TRAP**
Place on ship; it cannot move. Unless MEDICAL present, one crew member killed (random selection). Discard with 2 ENGINEER aboard. Place dilemma on ship. If crew does not meet conditions (MEDICAL), randomly select one crew member to be killed; ship and crew are "stopped". If crew met conditions, they are not "stopped" and must continue to next dilemma. Ship cannot move until dilemma discarded with 2 ENGINEER.

[S] **MICROBIOTIC COLONY**
Ship damaged unless SCIENCE, ENGINEER and OFFICER aboard. Discard dilemma. If crew meets conditions (SCIENCE, ENGINEER and OFFICER), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[P] **MICROVIRUS** [5 PT]
Kills one Away Team member (opponent's choice), unless MEDICAL and SECURITY present. Discard dilemma. If AT meets conditions (MEDICAL and SECURITY), place dilemma in bonus point area and continue to next. If not, opponent chooses one AT member to be killed; AT is "stopped"; discard dilemma.

[S/P] **MISGUIDED ACTIVIST**
One V.I.P. or [Cmd] personnel present (random selection) is killed (only "stopped" if 2 SECURITY OR Miles O'Brien present). Mission continues. If no V.I.P.s or [Cmd] personnel in AT/crew, discard dilemma and continue to next. Otherwise, randomly select one from all V.I.P. and [Cmd] personnel in AT/crew. If 2 SECURITY OR Miles O'Brien present, victim is "stopped"; if not, victim is killed. Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P] **MISSION FATIGUE** [3]
Unless Empathy and Leadership present, place atop mission. Each subsequent dilemma or Q-Flash seeded here first "stops" one non-Borg personnel present (random selection).

If AT/crew meets conditions (Empathy and Leadership), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; place dilemma on mission. While dilemma on mission, each dilemma or Q-Flash encountered there first stops one randomly selected AT/crew member before having its normal effect. (Select personnel to be "stopped" after dilemma is encountered. If no personnel remaining, replace dilemma under mission to be encountered again.) Discard dilemma when countdown expires at end of 3rd turn of player who seeded it. (Initial conditions "stop" Borg if not overcome, but does not affect them subsequently.)

[S] **MY FIRST RAYGUN**
Immediately probe (then discard probe card): [Event], [Int], [AU], [EE]: Kills a personnel (random selection). Otherwise: "Stops" a personnel (random selection). If your draw deck is empty, discard dilemma and continue to next. Otherwise: Probe your draw deck (look at top card). If one of the listed icons ([Event], [Int], [AU], [EE]) appears anywhere on the probe card, randomly select one personnel in crew to be killed. If not, randomly select one personnel to be "stopped". Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma and probe card regardless of outcome.

[S] **NAGILUM** [5 PT]
Half of crew is killed (RANDOM selection, round down) unless 3 Diplomacy OR STRENGTH>40 aboard. Discard dilemma. If crew meets conditions (3 Diplomacy OR STRENGTH>40), place dilemma in bonus point area and continue to next. If not, randomly select half of crew (round down; half of one rounded down is zero) to be killed; ship and crew are "stopped"; discard dilemma.

[S] **NANITES** [5 PT]
Damages afflicted ship unless 2 SCIENCE OR Diplomacy present. Discard Dilemma. If crew meets conditions (2 SCIENCE OR Diplomacy), place dilemma in bonus point area and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[P] **NAUSICAANS**
Three Nausicaans pick a fight. One Away Team member is killed (random selection) unless STRENGTH>44. Discard dilemma. If AT meets conditions (STRENGTH>44), discard dilemma and continue to next. If not, randomly select one AT member to be killed; AT is "stopped"; discard dilemma.

[S] **NAVIGATIONAL HAZARDS**
To get past requires Stellar Cartography and 2 Navigation.
 If crew meets conditions (Stellar Cartography and 2 Navigation), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **NEW ESSENTIALISTS**
Unless INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery present, place one non-Borg Away Team member (random selection) atop draw deck. Nullify with Jamaharon.
 If AT is Borg, discard dilemma and continue to next. If Jamaharon played, discard nullified dilemma and continue to next. Otherwise: If AT meets conditions (INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery), discard dilemma and continue to next. If not, randomly select one AT member to place atop your draw deck; AT is "stopped"; replace dilemma under mission to be encountered again.

[S] **NITRIUM METAL PARASITES**
Place on ship. Ship can still move, but is destroyed at the end of your second full turn unless 2 SCIENCE OR 2 ENGINEER aboard by that time.
 Place on ship. If 2 SCIENCE OR 2 ENGINEER in crew, discard cured dilemma and continue to next. Otherwise, crew is not "stopped" and must continue to next dilemma. If 2 SCIENCE OR 2 ENGINEER aboard before end of your second full turn, discard cured dilemma; otherwise, ship is destroyed (discard with all cards aboard).

[S/P] **NO LOOSE ENDS**
Unless SCIENCE, OFFICER and Computer Skill OR Keiko O'Brien OR Resistance OR any [D] drone present, kills all MEDICAL and ENGINEER present. Discard dilemma.
 If no MEDICAL or ENGINEER in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions ((SCIENCE, OFFICER and Computer Skill) OR Keiko O'Brien OR Resistance OR [D] drone), discard dilemma and continue to next. If not, all MEDICAL and ENGINEER in AT/crew are killed; rest of AT/crew is "stopped"; discard dilemma.

[P] **NONE SHALL PASS**
To get past requires STRENGTH>53 OR 3 Diplomacy OR 2 Anthropology OR Guramba.
 If AT meets conditions (STRENGTH >53 OR 3 Diplomacy OR 2 Anthropology OR Guramba), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S] **NULL SPACE** [5 PT]
Ship hits null space turbulence and is damaged unless 2 Navigation aboard. Discard dilemma.
 If crew meets conditions (2 Navigation), place dilemma in bonus point area and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[P] **ODO'S "COUSIN"** [5 PT]
To get past requires 2 Exobiology and Geology. If you overcome, one SCIENCE may stay behind ("stopped") to score points.
 If AT cannot meet conditions (2 Exobiology + Geology), AT is "stopped"; replace dilemma under mission to be encountered again. If AT meets conditions, make choice:
 • Select one SCIENCE personnel to be "stopped" till end of turn. Place dilemma in bonus point area. Rest of AT continues to next dilemma. OR,
 • Discard dilemma. Entire AT continues to next dilemma. (Borg must take this non-points choice.)

[S/P] **OOBY DOOBY**
Draw one card for each non-android Youth present, then discard one card for each Music present. All Youth, Music and Zefram Cochrane present are "stopped."
 For each non-android Youth skill in AT/crew, draw one card from your draw deck into your hand. Then, for each Music skill in AT/crew, discard one card from your hand (your choice). All Youth, Music and Zefram Cochrane are "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma. If earlier in this turn you played a Q's Tent or other card that cancels your card draws for rest of turn, you may not draw cards for this dilemma, but must still discard.

[S/P] **OOPSI**
Unless Leadership present, kills one personnel (random selection) and "stops" all others present. To get past requires three [Stf] personnel OR three [Def] drones OR Nog.
 If AT/crew does not meet first set of conditions (Leadership), randomly select one AT/crew member to be killed; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If AT/crew meets first set of conditions (Leadership), continue to second set. If AT/crew meets second set of conditions (three [Stf] personnel OR three [Def] drones OR Nog), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S] **ORION SYNDICATE BOMB**
Damages ship unless Transporter Skill OR any Orion Syndicate personnel present. Discard dilemma.
 If crew meets conditions (Transporter Skill OR any Orion Syndicate personnel), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[S/P] **OUTPOST RAID**
If at your outpost: two personnel are killed (opponent's choice) unless STRENGTH>81. Discard dilemma. OR Elsewhere: requires STRENGTH>18 to pass.
 • If you have an outpost at this location: If AT/crew meets conditions (STRENGTH >81), discard dilemma and continue to next. If not, opponent chooses two AT/crew members to be killed; AT/ship and crew are "stopped"; discard dilemma.
 • If you do not have an outpost at this location: If AT/crew meets conditions (STRENGTH >18), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **PALUKOO** [2]
Unless Resistance OR ANIMAL present, "bites" a non-android (random selection). If Trill with symbiont, dies now (discard dilemma); otherwise, disabled until countdown expires.
 If no non-androids in AT, discard dilemma and continue to next. Otherwise, if AT meets conditions (Resistance OR ANIMAL), discard dilemma and continue to next. If not, place dilemma on one randomly selected non-android personnel. If that personnel is a Trill with symbiont, he/she is killed (discard dilemma), otherwise disabled. AT is "stopped". Discard dilemma when countdown expires at end of 2nd turn of player who seeded dilemma.

[P] **PARALLEL ROMANCE** [AU]
If present, one male and one female (random selection) have affair. They are STRENGTH -2 each and stopped now and for your next two full turns.
 If AT does not include both male and female, discard dilemma and continue to next. Otherwise: randomly select one male and one female to place dilemma on. Each is STRENGTH -2 and "stopped" until you discard dilemma at end of your second full turn. Rest of AT is not "stopped" and must continue to next dilemma. (Gender-related; Borg player discards immediately.)

[P] **PHASED MATTER**
Away Team is split into two Away Teams (your choice). Larger team is phased and cannot beam until cured by ENGINEER and SCIENCE in another Away Team on planet.
 Split AT into two AT's (your choice) and place dilemma on larger AT (your choice if equal), which is "phased". (If only one personnel, ATs have 1 and 0 members.) If ENGINEER and SCIENCE present in unphased (smaller) AT, discard cured dilemma. Otherwise, phased AT, though not "stopped", may not beam up or participate in mission attempt until cured. Smaller AT is not "stopped" and must continue to next dilemma. Discard dilemma when cured with ENGINEER and SCIENCE in another AT on planet.

[S] **PHOTONIC ENERGY BEING** [2]
Three crew members (random selection) are held with dilemma atop mission; discard all when countdown expires. Cure with [Holo] personnel OR Anthropology and Diplomacy.
 Randomly select three crew members and place with dilemma atop mission. If [Holo] personnel OR Anthropology and Diplomacy remain in crew, discard cured dilemma and retrieve held personnel. Ship and crew are not "stopped" and must continue to next dilemma. Discard dilemma and personnel when countdown expires (end of 2nd turn of player who seeded dilemma). Discard dilemma

if cured before countdown expires with [Holo] personnel OR Anthropology and Diplomacy in one crew/AT at mission location (relocate held crew members to that crew/AT).

[S/P][Q] **PLA-NET** [-5 PT]
Immediately choose whether or not to nullify the next seed card at this location. If you choose to nullify, lose points. Otherwise, if that seed card turns out to be a dilemma and it "stops," disables or puts in stasis any of your personnel, lose points.
 If you wish to nullify Pla-Net (e.g., with Q2), you must do so before making your choice. If you do not nullify Pla-Net, make a choice whether or not you wish to nullify the next seed card you will encounter under this mission, without looking at it first:
 • You choose to nullify the seed card. Remove seed card and place it in owner's discard pile. Place Pla-Net in your bonus point area. AT/crew is not "stopped" and must continue to next dilemma. OR,
 • You choose not to nullify the seed card. Set Pla-Net aside and continue mission/scouting attempt. If next seed card is a dilemma, and it "stops," disables or puts in stasis any of your personnel, place Pla-Net in your bonus point area. If it is not a dilemma, or does not affect your personnel as specified, discard Pla-Net. (Borg player must choose this option but cannot lose points.)

[P] **PORTAL GUARD**
Unless at least one Away Team member has CUNNING>7 OR Honor, the entire Away Team must abort mission and beam up or die.
 If AT meets conditions (at least one AT member with CUNNING>7 OR Honor), discard dilemma and continue to next. If not, entire AT must attempt to beam up to ship or facility. If entire AT beams up they are "stopped". If any are prevented from beaming up, or if no place to beam to, entire AT is killed. Replace dilemma under mission to be encountered again, whether AT escaped or not. ("Abort mission" has no effect on resolution for Borg; must still beam up or die. Unity Drone has no effect on individual CUNNING.)

[P] **PRIMITIVE CULTURE**
To get past, requires 3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jem'Hadar OR 2 Tal Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 [Def] Borg.
 If AT meets conditions (3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jem'Hadar OR 2 Tal Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 [Def] Borg), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] *** PRIMITIVE HUMANOID**
Unless 2 Leadership and Anthropology present, place two Away Team members (random selection) with dilemma atop mission until solved (or planet assimilated).
 If AT meets conditions (2 Leadership and Anthropology), discard dilemma and continue to next. If not, randomly select two AT members and place with dilemma on top of mission. Rest of AT is "stopped." When mission is solved or planet assimilated, discard dilemma and return two AT members to planet surface.

[P] **PUNISHMENT BOX**
Place on planet. Now and start of each mission attempt here, cannot get past unless one OFFICER is "placed in the box" ("stopped") until end of turn.
 Place dilemma on planet. If any OFFICERS in AT, choose one to be "stopped" till end of turn; rest of AT continues to next dilemma. If no OFFICERS, entire AT is "stopped". (Having an OFFICER to be "stopped" is a condition to pass the dilemma.) Each new mission attempt here by either player, must "stop" one OFFICER till end of turn, as if dilemma just encountered; if no OFFICERS, entire AT is "stopped". (Dilemma stays on planet, even when mission is completed. Borg player must place on planet but has no effect after initial scouting attempt.)

[P] **PUNISHMENT ZONE** [-5 PT]
One Away Team member (random selection) is killed OR beam up that personnel at a penalty. Double penalty if Federation.
 Randomly select one AT member and choose whether to beam him back to ship or facility. If you beam him up, place dilemma in bonus point area. If he is killed, discard dilemma. If you are prevented from beaming him up, or have no place to beam him to, he is killed. (Borg must choose this non-points option.)

[S] "PUP"
Place on ship. Disables RANGE until start of your next turn; then WEAPONS until start of your next turn; then SHIELDS; then repeats. Nullify with 4 Computer Skill OR any Miles.

If 4 Computer Skill or any Miles in crew, discard nullified dilemma and continue to next. Otherwise, place on ship. RANGE is immediately disabled until start of your next turn. Crew is not "stopped" and must continue to next dilemma. When RANGE re-enabled, WEAPONS are disabled till start of your next turn; then SHIELDS. Repeat RANGE-WEAPONS-SHIELDS cycle until dilemma nullified (discarded) with 4 Computer Skill or any Miles aboard. (Disabled attribute is an "undefined" quantity. Treat as 0 for totals or comparisons, but not =0 for Birth of "Junior.")

[S/P] Q
Unless 2 Leadership and INTEGRITY>60, Q allows opponent to rearrange spaceline locations. Otherwise, discard all dilemmas seeded under here. Discard dilemma. If AT/crew meets conditions (2 Leadership and INTEGRITY>60), discard all dilemmas (but not Q-Flashes) seeded under the mission and continue mission/scouting attempt. If not, opponent may rearrange locations on this spaceline, keeping all cards from each location together; AT/ship and crew are "stopped". Discard Q dilemma regardless of outcome. (Q-related. Nullified by Q2. Borg cannot adapt.)

[S/P] Q GETS THE POINT
To get past requires 2 Treachery or Mortal Q, but one such personnel (opponent's choice) is "forked" ("stopped") if opponent has any Guinan in play. Nullified by any Guinan.

If any Guinan in AT/crew, discard nullified dilemma and continue to next. Otherwise, if AT/crew does not meet conditions (2 Treachery or Mortal Q), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If AT/crew meets conditions, opponent (if he has any Guinan in play) chooses one Treachery personnel (or Mortal Q) to be "stopped." The rest of the AT/crew (if any) continues to the next dilemma; discard dilemma. (Q-related. Nullified by Q2. Borg cannot adapt.)

[S/P/Q] Q-TYPE ANDROID
Opponent places dilemma on one Personnel card at this location, then chooses: All copies of that card become Q-type androids (STRENGTH +4) or, if already androids, become humans (STRENGTH -4). OR That card, unless Borg, seeds (relocates) under Q's Planet, if not solved; discard dilemma. (May be nullified only by Mortal Q or a version of the William T. Riker persona present.)

If Mortal Q or any version of the William T. Riker persona in AT/crew, discard nullified dilemma and continue to next. Otherwise, opponent chooses one Personnel card anywhere at location where dilemma encountered (personnel may belong to either player), places dilemma on that card, and makes choice:

• If non-android, all copies of the Personnel card become "Q-type androids" and are STRENGTH +4. (Must choose this option for Borg.) If already android, all copies of the card become humans and are STRENGTH -4. OR,

• Personnel card relocates and is seeded face down under unsolved Q's Planet. Discard dilemma. (Personnel will join AT or be captured when Q's Planet solved and personnel "earned".) In either case, AT/ship and crew are not "stopped" and must continue to next dilemma.

[P] Q'S VICIOUS ANIMAL THINGS
Unless 22< STRENGTH <55, one Away Team member is killed (random selection) and opponent re-seeds dilemma under a different unsolved planet mission.

If AT meets conditions (total STRENGTH greater than 22 but less than 55), discard dilemma and continue to next. If not, randomly select one AT member to be killed; AT is "stopped"; opponent re-seeds dilemma under different unsolved planet mission (if any) on any spaceline. Do not replace under same mission. (Q-related. Nullified by Q2. Borg cannot adapt.)

[S] QUANTUM FISSURE
To get past requires Astrophysics and Physics. Also, cannot get past if opponent has a ship here with two or more staffing icons that is staffed, undocked, and undamaged.

If crew does not meet conditions (Astrophysics and Physics) OR opponent has an undock/unphased ship at this location with two or

more staffing icons that is staffed, undocked, and undamaged, your ship and crew are "stopped"; replace dilemma under mission to be encountered again. If both conditions are met, discard dilemma and continue to next.

[S] QUANTUM SINGULARITY LIFEFORMS [AU]
If a Romulan ship present, all ships and personnel here are placed in stasis. Cure with Emergency Transporter Armbands, Timepod Ring or new ENGINEER arriving. If no Romulan-affiliation or Romulan-origin ship (either player's) is at this location, discard dilemma and continue to next. Otherwise: Place dilemma on mission. All ships and personnel (both players') currently at this location are placed in stasis until dilemma cured. Discard dilemma when cured (by either player) by playing Emergency Transporter Armbands or by a moving or reporting a new ENGINEER to the location (Timepod Ring cure mechanism is still unknown). Ships arriving at the location after the dilemma is encountered are not affected. (Cyber Drone may prevent crew from being placed in stasis but not ship.)

[S] RADIOACTIVE GARBAGE SCOW
Place on spaceline here. Mission cannot be attempted where present. Ship with Tractor Beam and 2 ENGINEER can tow scow.

Place on spaceline; mission attempt ends. Crew is not "stopped", but cannot attempt or solve mission until Scow is towed away with a ship with Tractor Beam and 2 ENGINEER. Affects any mission (planet or space) where present. May be moved repeatedly, but may only be discarded by Destroy Radioactive Garbage Scow interrupt. (Borg player must place on spaceline but does not prevent scouting.)

[S] RASCALS
All unique crew members (maximum of 4, random selection) are kids. STRENGTH=2 and Youth replaces first-listed skill. Cure with 2 MEDICAL and Biology. If no unique personnel in crew, discard dilemma and continue to next. Otherwise, randomly select four unique crew members to place dilemma on. For each of the four, STRENGTH=2 and Youth replaces their first-listed skill. If 2 MEDICAL and Biology remain, discard cured dilemma. Crew is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 2 MEDICAL and Biology. (Enigma-icon cards are not unique and cannot be targeted.)

[P] REBEL ENCOUNTER
Kills one Away Team member (random selection) unless STRENGTH>44 OR you bribe rebels first by discarding an Equipment card, if present. Discard dilemma. If AT meets conditions (STRENGTH>44 OR you discard an Equipment card from AT), discard dilemma and continue to next. If not, randomly select one AT member to be killed; AT is "stopped"; discard dilemma.

[S/P] REM FATIGUE HALLUCINATIONS [5 PT]
Entire crew or Away Team dies in three of your full turns unless 3 MEDICAL present OR ship returns to outpost first.

Place on AT/crew. If 3 MEDICAL in AT/crew, place cured dilemma in bonus point area and continue to next. Otherwise, AT/crew is not "stopped" and must continue to next dilemma. AT/crew dies at end of your third full turn unless dilemma cured first by 3 MEDICAL OR by returning to and docking at your outpost (place dilemma in bonus point area).

[S] REPLICATOR ACCIDENT [5 PT]
Ship is damaged and entire crew is killed unless ENGINEER, Physics, and CUNNING>30 present. Discard dilemma.

If crew meets conditions (ENGINEER, Physics, and CUNNING>30), place dilemma in bonus point area and continue to next. If not, ship is damaged and all crew members attempting the mission are killed. Discard dilemma.

[S/P/Q] RHETORICAL QUESTION
If crew or Away Team completes mission on this attempt, discard dilemma. Otherwise, opponent may place dilemma on any one of your non-Borg ships in play (at this location if possible). While dilemma in play, you may not re-attempt this mission and ship must do nothing but return to one of your facilities; then discard dilemma. (Immune to Q2.)

If you are playing Borg, discard dilemma and continue to next. Otherwise, set dilemma aside and continue to next dilemma. If this AT/crew completes mission on this attempt, discard dilemma. If not, opponent may choose one of your ships in play (at this location if possible) to place dilemma on. You may not reattempt this mission while dilemma in play. Ship must do nothing but return to one of your facilities (and dock, if space facility), then discard dilemma.

[S/P/Q] RISKY BUSINESS [5 PT]
If only one personnel in crew or Away Team, that personnel dies (erased if [H]); seed dilemma beneath mission to be encountered again. Otherwise, if you have any one-person crews or Away Teams anywhere in play, choose one of them to die OR lose points. (Dilemma does not affect Borg.)

If you are playing Borg, discard dilemma and continue to next. If you are not playing Borg: if only one personnel in AT/crew, he dies (holo erased); replace dilemma under mission to be encountered again. Otherwise, if you have any one-person ATs or crews anywhere in play, make choice:

- choose one of your one-person AT/crews to die; discard dilemma; OR
 - place dilemma in bonus point area.
- If no one-person AT/crews anywhere in play, discard dilemma. Rest of AT/crew continues to next dilemma regardless of outcome.

[P] ROYALE CASINO: BLACKJACK [AU][±5 PT]
Play one game of blackjack, using CUNNING numbers. Players must show entire hand. Closest to 21 without going over wins points. Others lose points. Ties=0. Each player must show entire hand. Total CUNNING numbers of all personnel cards. (Modifiers do not affect cards in hand.) Player with total closest to (but not over) 21 wins points. Others lose points (both lose points if both over 21). Place dilemma in owner's bonus point area; note point gains/losses for each player in some way. Ties = 0 (discard dilemma). (Borg player plays out without points. Non-Borg opponent may win or lose points.)

[P] ROYALE CASINO: CRAPS [AU][7 PT]
Show a personnel from hand. If CUNNING =7 or 11 OR opponent cannot match your number, win points. Otherwise, opponent wins points. Choose a personnel card to show from your hand. If CUNNING =7 or 11 OR CUNNING is other than 7 or 11 and opponent cannot match that CUNNING with a personnel card from his hand, win points. Otherwise, opponent wins points. (Modifiers do not affect cards in hand.) If you cannot show a personnel card, opponent wins points. Place dilemma in bonus point area of winning player. (Borg player plays out without points. Non-Borg opponent may win points.)

[P] ROYALE CASINO: SLOTS [AU][±5 PT]
Show a personnel from hand; if two of its attributes match, win points (if all three, win double points). Otherwise, lose points. Choose a personnel card to show from your hand. If two of its printed attributes match, win 5 points. If all three printed attributes match, win 10 points. (Modifiers do not affect cards in hand.) If no attributes match or you cannot show a personnel card, lose 5 points. Place dilemma in bonus point area. (Borg player plays out without points.)

[P] SABOTAGED NEGOTIATIONS
To get past, four personnel present (random selection) "attend a conference." If their total INTEGRITY<24, each one without Treachery x2 is killed.

If AT does not meet conditions (at least four personnel present to "attend a conference"), AT is "stopped"; replace dilemma under mission to be encountered again. If at least four personnel in AT, randomly select four and check their total INTEGRITY (apply enhancements). If their total INTEGRITY<24, each of the four who does not have Treachery x2 is killed; discard dilemma whether anyone is killed or not. Rest of AT is not "stopped" and must continue to next dilemma.

[P] SARJENKA [5 PT]
Primitive alien begs for help. Ignore her (discard dilemma) OR help her and earn bonus points, but all Away Teams here are "stopped."

Make choice:

- Ignore Sarjenka; discard dilemma and continue to next. (Borg player must choose this non-points option.)
- Help Sarjenka; all ATs on planet are "stopped". Place dilemma in bonus point area.

[S/P] SCIENTIFIC METHOD
To get past requires MEDICAL and 3 SCIENCE.
If AT/crew meets conditions (MEDICAL and 3 SCIENCE), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] SCOUT ENCOUNTER
Opponent may download to this location one scout ship with one or two [univ] crew members. That ship may (if possible) initiate battle against you or move away.
Opponent may (but is not required to) download a scout ship to this location. Must also download at least one and up to two universal crew members with scout; if no compatible universal available for download, cannot download scout ship. Eligible ships have "scout" in ship name or class name (not lore). To initiate battle, must have leader or [Def] Borg, meet affiliation battle restrictions, have battle-enabling Borg objective, etc. To move away, must be properly staffed. If ship is landable, the "movement away" may be to land on a planet at the same location (but not in combination with any other movement). Scout may do nothing. If scout does not initiate battle, your AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] SECURITY PRECAUTIONS
To get past, Away Team must have Jenice Manheim OR android OR phaser OR disruptor OR 3 SECURITY.
If AT meets conditions (Jenice Manheim OR android OR phaser OR disruptor OR 3 SECURITY), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] SEISMIC SHAKE
One Away Team member (random selection) is "stopped" if opponent's score is odd, killed otherwise. Cannot get past (shuffle back into seed cards here) unless Geology present.
Randomly select one AT member. If opponent's score is odd, personnel is "stopped"; if even, he is killed (zero is even). If remaining AT meets conditions (Geology), discard dilemma and continue to next. If not, AT is "stopped"; shuffle dilemma into all seed cards under mission, then replace all seed cards under mission.

[S/P] SHAKA, WHEN THE WALLS FELL
Must have 2 Diplomacy and CUNNING>30 to communicate and proceed.
If AT/crew meets conditions (2 Diplomacy and CUNNING>30), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] SHOT IN THE BACK
"Stops" SECURITY androids and OFFICER androids, if any present. Otherwise, kills one non-android Away Team member (opponent's choice).
Any SECURITY androids and OFFICER androids are "stopped" for rest of turn; separate from AT. If none present, opponent selects one non-android (if any) to be killed. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma, even if no one is killed or "stopped".

[S/P] SKULLDUGGERY
One personnel present (random selection) is killed (only "stopped" if that personnel has Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY<5). Mission continues.
Randomly select one personnel from AT/crew. If he has Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY<5, he is "stopped"; if not, he is killed. Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma. ("Mission continues" does not affect resolution for Borg.)

[S/P] SLEEPER TRAP
Opponent may download to one site or planet here up to three different [univ] Cardassians and one hand weapon. They may (if possible) initiate personnel battle. Discard dilemma.

Opponent may (but is not required to) download up to three different universal Cardassians and one hand weapon, to one site or planet at this location. (Site restrictions on classifications or equipment that can report there do not apply.) Downloaded personnel may initiate personnel battle if they include a leader and meet affiliation battle restrictions. If they do not battle your AT/crew, your AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P] SPATIAL RIPT
Two personnel present (random selection) "disappear" (discarded) unless their combined CUNNING>14. To get past requires Astrophysics and 2 ENGINEER.
Randomly select two AT/crew members (if only one present, select that one). If they do not meet first set of conditions (combined CUNNING>14), discard them; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If they do meet first set of conditions, continue to second set. If AT/crew meets second set of conditions (Astrophysics and 2 ENGINEER), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S] STELLAR FLARE
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.
Check each ship at the mission location (belonging to either player) that is not docked, landed or carried. If it does not have 2 Navigation and Astrophysics aboard, and does not have SHIELDS>11, that ship is damaged and "stopped". Discard dilemma, even if no ship is damaged. If the ship attempting the mission is not damaged, it is not "stopped" and the crew must continue to the next dilemma.

[S/P] STRANGE BEDFELLOWS
If a male and female present, lowest INTEGRITY male and lowest INTEGRITY female are "stopped" (discarded if their INTEGRITY numbers are the same).
If AT/crew does not include both male and female, discard dilemma and continue to next. Otherwise: locate lowest INTEGRITY male and lowest INTEGRITY female in AT/crew. If their INTEGRITY numbers are the same, discard them; if not, both are "stopped". Rest of AT/crew are not "stopped" and must continue to next dilemma. Discard dilemma regardless of outcome. (Gender-related; Borg player discards immediately.)

[S] STRICT DRESS CODE
Sacrifice one Diplomacy, one [Holo] or two [Def] personnel present (killed); otherwise, one personnel present is killed (opponent's choice). Mission continues.
If any Diplomacy, holograms, or [Def] personnel in crew, you must choose one Diplomacy, one hologram or two [Def] personnel to be killed. Sacrificed hologram is deactivated as usual; others are discarded. If none of listed targets in crew, opponent chooses one crew member to be killed. Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma regardless of outcome. ("Mission continues" does not affect resolution for Borg.)

[S/P] SUBSPACE FRACTURE [5 PT]
Entire crew or Away Team is killed unless ENGINEER, SCIENCE, Leadership, and CUNNING>28 present. Discard dilemma.
If AT/crew meets conditions (ENGINEER, SCIENCE, Leadership, and CUNNING>28), place dilemma in bonus point area and continue to next. If not, entire AT/crew dies; ship (if any) is "stopped". Discard dilemma.

[S] "SUBSPACE SEAWEED"
Unless 3 Navigation aboard, place on ship. Reduces RANGE by 3 (cumulative). Your Transporter Skill may subsequently beam dilemma to your Science Lab at same location.
If crew meets conditions (3 Navigation), discard dilemma and continue to next. If not, place dilemma on ship; ship and crew are "stopped"; RANGE is reduced by 3. (Cumulative—ship may be affected by more than one copy of dilemma from different

missions.) To remove dilemma from ship, move ship with Transporter Skill aboard to same location as Nor you control, with Science Lab site, and "beam" dilemma to site (place on site).

[P] SURPRISE ASSAULT
Unless Leadership, 2 OFFICER and 2 SECURITY present OR 2 hand weapons present, kills two personnel (lowest CUNNING first, then lowest STRENGTH). Discard dilemma.

If AT meets conditions (Leadership, 2 OFFICER and 2 SECURITY OR 2 hand weapons), discard dilemma and continue to next. If not, AT member with lowest CUNNING is killed, then AT member with lowest STRENGTH is killed (if tie, opponent chooses); AT is "stopped"; discard dilemma.

[S/P] SYSTEM-WIDE CASCADE FAILURE
Mission continues but one android present (your choice) dies at end of this turn unless Dr. Soong OR Ira Graves present. Discard dilemma.
If no android in AT/crew, or if AT/crew meets conditions (Dr. Soong OR Ira Graves), discard dilemma and continue to next. Otherwise, choose one android to die at end of this turn; AT/ship and crew are NOT "stopped" and must continue to next dilemma. Discard dilemma when android dies. ("Mission continues" has no effect on resolution for Borg.)

[P] * TALOSIAN CAGE
Unless 3 Empathy OR Christopher Pike present, opponent may choose to discard two females (random selection) OR male with most [Skill] icons. Discard dilemma.
If AT meets conditions (3 Empathy OR Christopher Pike), discard dilemma and continue to next. If not, opponent may examine the entire Away Team and choose which to discard: either two randomly-selected females OR the male with the most [Skill] icons. Rest of AT is "stopped." Discard dilemma.

[S] TARELLIAN PLAGUE SHIP [5 PT]
Entire crew immediately dies from plague unless MEDICAL "beams over" (discarded) to Tarellians. Discard dilemma.
If crew meets conditions (MEDICAL beams over/is discarded), place dilemma in bonus point area and continue to next. If not, crew dies; ship is "stopped"; discard dilemma. A holographic MEDICAL may "beam over" only if wearing a Mobile Holo-Emitter (both are discarded). If MEDICAL skill is supplied by equipment, the equipment must be discarded with the personnel it enhances. The MEDICAL can beam away even if the ship is under quarantine. The dilemma is assumed to provide transporters if ship does not have them available, but cannot overcome obstacles to beaming. (Discarding a MEDICAL is a condition, not a "points-related choice." A [Com] Borg with shared MEDICAL may be beamed over.)

[S] TEMPORAL CAUSALITY LOOP [5 PT]
Unless SCIENCE and CUNNING>35, undo your last two actions of this turn and end turn. Discard dilemma.
If crew meets conditions (SCIENCE and CUNNING>35), place dilemma in bonus point area and continue to next. If not, undo your last two actions of this turn; ship and crew are "stopped"; discard dilemma; end turn immediately.

[S] THE CLOUD
Unless 2 MEDICAL, 2 ENGINEER, and 2 Astrophysics present, ship is damaged and "stopped" until end of your next turn. Discard dilemma.
If crew meets conditions (2 MEDICAL, 2 ENGINEER, and 2 Astrophysics), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped" until end of your next turn; discard dilemma.

[S/P] THE CLOWN: BENEATH THE MASK
To get past, one personnel must have total attributes>23.
If AT/crew meets conditions (at least one personnel with total attributes>23, including enhancements), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] * THE CLOWN: GUILLOTINE
Unless 2 Diplomacy present, kills one personnel (random selection) and "stops" each personnel whose total attributes are lower than killed personnel until end of your next turn.
If AT/crew meets conditions (2 Diplomacy), discard dilemma and continue to next. If not, randomly select one personnel and total its

attributes (apply enhancements); that personnel is killed. Each remaining personnel whose total attributes are lower than those of the killed personnel is "stopped" until the end of your next turn. Rest of AT/ship and crew are "stopped" normally (until start of the next turn). replace dilemma under mission to be encountered again.

[S/P] **THE CLOWN: MY FESTIVAL**

To get past, crew or Away Team must have no fewer personnel than lowest INTEGRITY present and no more personnel than highest INTEGRITY present.

If AT/crew meets conditions (no fewer personnel than lowest INTEGRITY present and no more personnel than highest INTEGRITY present, including enhancements), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] * **THE CLOWN: PLAYING DOCTOR**

One personnel (random selection) and all others present who have the same first-listed skill are killed (only "stopped" if a [Holo] personnel present).

Randomly select one AT/crew member. That personnel and all others present who have the same first-listed skill are killed (or only "stopped" if any [Holo] personnel present). (If first-listed skill has been lost, all personnel whose first-listed skill was lost are killed.) Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] **THE GATHERERS**

Unless Marouk OR INTEGRITY>36 present, discard all Equipment and Artifacts in Away Team, plus one card (random selection) from your hand. Discard dilemma.

If AT meets conditions (Marouk OR INTEGRITY>36), discard dilemma and continue to next. If not, discard all equipment and artifacts in AT, plus one card from your hand (random selection); AT is "stopped"; discard dilemma.

[S/P] **THE HIGHER... THE FEWER** [-X]

Subtract X from your total score, where X= the number of personnel in this crew or Away Team.

Count personnel in AT/crew (=X) and determine point reduction. This value is fixed and will not change later. Place dilemma in bonus point area. AT/crew is not "stopped" and must continue to next dilemma. (No effect on Borg.)

[P] **THE SHELIAK**

Place at far end of spaceline. End of every turn, moves toward this mission (RANGE = 6). Upon arrival, destroys any outposts, stations and Away Teams present. Mission then = zero points.

Place at farthest end of spaceline (count cards; count span if tie). AT is not "stopped" and must continue to next dilemma. End of every turn (of both players), dilemma moves toward the mission where encountered, with a RANGE of 6. When it arrives at that mission, destroys all outposts, stations and Away Teams at that location. (Does not affect ships or headquarters.) If mission not yet completed, its value is reduced to 0 (but points box does not change). Mission already completed does not lose points. Discard dilemma after it arrives. It has no further effects. (Has no effect on planet assimilation.)

[S] **THE THREE VIPERS**

Ship damaged unless ENGINEER and 2 Navigation present. Even if not damaged, crew "stopped" unless SCIENCE, OFFICER and Astrophysics present. Discard dilemma.

If crew cannot meet first set of conditions (ENGINEER + 2 Navigation), ship is damaged and crew is "stopped". Discard dilemma. If ship not damaged and crew meets second set of conditions (SCIENCE, OFFICER, and Astrophysics), discard dilemma and continue to next. If not, crew is "stopped"; discard dilemma.

[S] **THE SWARM** [3]

Place on ship; WEAPONS are disabled and SHIELDS -2. After start of your next turn, cure with 3 ENGINEER and Physics in crew. If countdown expires, ship destroyed.

Place on ship. Its WEAPONS are disabled and SHIELDS -2. Ship and crew are not "stopped" and must continue to next dilemma. After the start of your next turn, you may cure and discard dilemma with 3 ENGINEER and Physics in crew. If not cured before countdown expires (at end of 3rd turn of player who seeded dilemma), ship is

destroyed (discard dilemma). (Disabled attribute is an "undefined" quantity. Treat as 0 for totals or comparisons.)

[S/P] **THE WEAK WILL PERISH**

Kills each personnel who has any printed attribute<5 and each [Univ] Borg drone present. (Immune to Adapt: Negate Obstruction.)

Examine each AT/crew member's printed attributes. If any attribute is <5, or of the personnel is a [Univ] Borg drone, that personnel is killed. Discard dilemma whether anyone is killed or not. Rest of AT/crew is not "stopped" and must continue to next dilemma. (This is a Species 8472-related dilemma which may be nullified by Borg Nanoprobes.)

[S/P] **THETA-RADIATION POISONING**

Place on any ship or outpost here (opponent's choice). End of each turn, one personnel present without Medical Kit killed (random selection). Cure with 6 ENGINEER.

Opponent chooses a ship or outpost at this location (not necessarily where mission attempted from) to place dilemma on. (If no ship or outpost, discard dilemma.) AT/crew is not "stopped" and must continue to next dilemma. At end of each of your turns, if any personnel present on affected ship or outpost and no Medical Kit present, randomly select one personnel to be killed. Only one Medical Kit is required to protect all personnel aboard. Discard dilemma when cured with 6 ENGINEER.

[S/P] **THOUGHT FIRE** [AU]

If The Traveler: Transcendence is affecting you, all crew or Away Team members with (CUNNING+INTEGRITY) <12 are killed unless Empathy present.

If The Traveler: Transcendence is not affecting you, or if no AT/crew members have (CUNNING + INTEGRITY) <12, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (Empathy), discard dilemma and continue to next. If not, all AT/crew members with (CUNNING + INTEGRITY) <12 are killed; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **TRABE GRENADE**

Kills one Away Team member who has SECURITY or Leadership (random selection) unless that personnel has CUNNING>8. Mission continues.

If no AT members have SECURITY or Leadership, discard dilemma and continue to next. Otherwise, shuffle all SECURITY or Leadership in AT and randomly select one. If that personnel does not have CUNNING>8, it dies; otherwise it must continue. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P] **TRAUMA** [3]

Place on personnel present with the most • icons (your choice if tie). That personnel is disabled. If you solve this mission before countdown expires, that personnel dies.

Locate personnel in AT/crew with most • [skill dot] icons (your choice if tie) and place dilemma on him; he is disabled. Rest of AT/crew is not "stopped" and must continue to next dilemma. If you solve this mission before end of 3rd turn of player who seeded dilemma, affected personnel dies (discard dilemma). If you don't solve mission before then, dilemma self-nullifies and is discarded; personnel is re-enabled.

[S] **TSOLKOVSKY INFECTION**

Place aboard ship. It is now infected. Mission can continue but all personnel, while aboard, lose their first-listed skill. Cure with 3 MEDICAL to discard. (Not cumulative.)

Place on ship. All personnel lose first-listed skill. If 3 MEDICAL remain, discard cured dilemma. Crew is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 3 MEDICAL aboard. ("Mission can continue" has no effect on resolution for Borg.)

[S/P] **TWISTED**

Cannot get past unless at least half of personnel in crew or Away Team (round up) each have CUNNING>7.

If AT/crew meets conditions (at least half of personnel, rounding up, have CUNNING>7), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S] **TWO-DIMENSIONAL CREATURES**

Place on ship. Empaths aboard are disabled. Ship can't move until SCIENCE and ENGINEER aboard, discarding dilemma and curing empaths.

Place on ship. All crew members with Empathy are disabled. If non-disabled SCIENCE and ENGINEER remain, discard cured dilemma. Rest of crew is not "stopped" and must continue to next dilemma. Ship cannot move until dilemma cured with SCIENCE and ENGINEER (discard dilemma), re-enabling empaths.

[P] **UNDER FIRE**

Immediately probe (then place probe card atop draw deck):

[Door], [Int], [SD], [Borg] : Kills two personnel (random selection).

Otherwise: "Stops" one personnel (random selection).

If your draw deck is empty, discard dilemma and continue to next. Otherwise: Probe your draw deck (look at top card). If one of the listed icons ([Door], [Int], [SD], [Borg]) appears anywhere on the probe card, randomly select two personnel in AT to be killed. If not, randomly select one personnel to be "stopped". Rest of crew is not "stopped" and must continue to next dilemma. Replace probe card on draw deck and discard dilemma regardless of outcome.

[S/P] **UNDETECTED BEAM-IN**

Opponent may download to this location up to 4 Borg drones or Rogue Borg Mercenaries (they do not battle now). Nullify dilemma with Shelby OR 4 SECURITY.

If Shelby OR 4 SECURITY in AT/crew, discard nullified dilemma and continue to next. Otherwise: opponent may download up to 4 Borg drones to planet, any facility, or any ship(s) at mission location, or up to 4 Rogue Borg Mercenaries (not Crosis) to occupied ship(s) only. May be split among multiple destinations. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma after download. Rogue Borg battle at start of the next turn. Drones stay on planet as Away Team, or on ship or facility as intruders. On Borg player's turn, may beam to Borg ship if at same location and a drone available which allows beaming through enemy SHIELDS. Borg may not initiate battle unless current objective allows it (and only on Borg player's turn).

[S/P] **UNSCIENTIFIC METHOD**

Assassin kills the most CUNNING SCIENCE personnel present who does not have Greed or Treachery. To get past requires CUNNING >24 remaining.

If any SCIENCE present who does not have Greed or Treachery, most CUNNING (if tie, opponent chooses) is killed. Total remaining CUNNING in AT/crew (even if no one killed). If >24, discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **UNTRUSTWORTHY ASSOCIATE**

Unless CUNNING>40, opponent places on any one ship or facility here. Opponent's cards may beam, dock and undock with ship or facility (as appropriate). Nullify with 4 SECURITY.

If you have no ships or facilities at this location, discard dilemma and continue to next. If 4 SECURITY in AT/crew, discard nullified dilemma and continue to next. Otherwise: if AT/crew meets conditions (CUNNING>40), discard dilemma and continue to next. If not, crew is "stopped". Opponent chooses one ship or facility at this location to place dilemma on. Opponent may beam his cards to and from ship or facility. If space facility, opponent's ships may dock and undock from facility. Discard dilemma when nullified with your 4 SECURITY on affected ship or facility.

[S/P] **VANTIKKA'S NEURAL PATHWAYS**

Place on a non-changeling present (random selection). Loses skills, classification and INTEGRITY; gains Treachery x2. Cure at Infirmary site with MEDICAL and Transporter Skill.

If no non-changelings present, discard dilemma and continue to next. Otherwise, randomly select one non-changeling to place dilemma on. All existing skills, classification, and INTEGRITY are erased; gains skill of Treachery x2. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when cured with MEDICAL + Transporter Skill at Infirmary site.

[S/P] VENDETTA [5 PT]
Unless Law present, place on one crew or Away Team member (opponent's choice). If that personnel dies, opponent scores points.

If AT/crew meets conditions (Law), place dilemma in your bonus point area and continue to next. If not, AT/ship and crew are "stopped"; opponent chooses one personnel to place dilemma on. If target dies at any time, place dilemma in opponent's bonus point area. Dilemma never discarded unless target is discarded for reason other than death.

[P] VOLCANIC ERUPTION
Place on planet if no facility is on planet. Now and start of every player's turn, randomly kills one of their personnel present. Nullified if Thermal Deflectors is in play.

If any player has Thermal Deflectors in play, discard nullified dilemma and continue to next. If a facility is on the planet, discard dilemma and continue to next. (Outposts are located in space.) Otherwise, place dilemma on planet. Randomly select one AT member to be killed. AT is not "stopped" and must continue to next dilemma. Start of every turn of both players, randomly select one personnel (belonging to the player whose turn it is) present with dilemma on planet (outside a facility or landed ship) to be killed. If either player plays Thermal Deflectors, discard nullified dilemma.

[S] VOLE INFESTATION
Unless hand weapon OR ANIMAL OR Guard Drone present, place on ship. Disables special equipment; all attributes -2. To nullify, evacuate ship at your outpost until end of turn.

If crew meets conditions (hand weapon OR ANIMAL OR Guard Drone), discard dilemma and continue to next. If not, crew is "stopped"; place dilemma on ship; disables special equipment listed on ship card and all ship attributes reduced by 2. Discard dilemma when nullified by docking at your outpost (not station) and evacuating ship till end of turn.

[P] WIND DANCER
To get past, Lwaxana Troi must be present OR at least one Away Team member must have: Youth OR Music OR STRENGTH>9.

If AT meets conditions (Lwaxana Troi OR [one AT member with Youth OR Music OR STRENGTH>9]), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] WORSHIPER [5 PT]
If Away Team's Greed>Honor, score bonus points. Otherwise, Away Team is stopped unless Edo Vessel or Anthropology present. Discard dilemma.

If Greed > Honor, place dilemma in bonus point area and continue to next. Otherwise: If Edo Vessel or Anthropology present, discard dilemma and continue to next. If neither present, Away Team is "stopped". Discard dilemma after it has its effect. (If Greed>Honor, Borg pass and discard dilemma but earn no bonus points.)

[S/P] * YOUR GALAXY IS IMPURE
Place on mission. Now and start of each mission or scouting attempt here, kills one personnel present (opponent's choice). (Immune to Adapt: Negate Obstruction.)

Place dilemma on mission. Opponent chooses one AT/crew member to be killed. Rest of AT/ship and crew are not "stopped" and must continue to next dilemma. Each time either player begins a mission or scouting attempt at this mission, your opponent must choose one AT/crew member to be killed.

[S/P] YUTA
Opponent chooses a number X. Randomly examine crew or Away Team one by one. If (INTEGRITY + CUNNING - STRENGTH) = X, discard that personnel and dilemma. Shuffle personnel in AT/crew. Opponent selects number X. Turn over personnel one by one. First personnel whose INT + CUNN - STR matches X is discarded (dies) along with dilemma. (Apply all attribute modifiers.) No more personnel are affected. If no personnel match number, discard dilemma. AT/crew is not "stopped" and must continue to next dilemma. (Unity Drone has no effect on individual CUNNING or Yuta number.)

[P] ZALDAN
Unless 2 Treachery OR a disruptor OR Wesley Crusher OR Exobiology present, kills two Away Team members who have Diplomacy (random selection).

If no personnel with Diplomacy in AT, discard dilemma and continue to next. Otherwise: If AT meets conditions (2 Treachery OR a disruptor OR Wesley Crusher OR Exobiology), discard dilemma and continue to next. If not, randomly select two AT members with Diplomacy to be killed; AT is "stopped"; replace dilemma under mission to be encountered again.