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The Clown: Go Away

Dilemma

Place this dilemma on this mission. At the start of each of your turns, if you command no personnel or ships that you own at this mission, remove this dilemma from the game. When personnel begin a mission attempt at this mission, randomly select a personnel to be returned to its owner's hand.

*"Well, you certainly know how to bring a party to a halt."*

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Delphi Ardu IV

The Last Outpost

A

Acquisition, Security, 2 Treachery, and Cunning>36 or 2 Diplomacy, Leadership, Officer, and Integrity>31

*Investigate power emanations from this ancient outpost of the long-extinct Tkon Empire.*

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