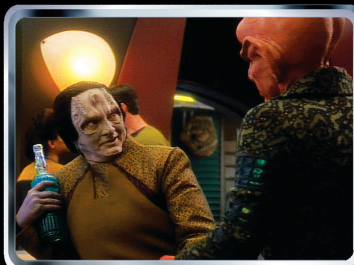




DILEMMA

STAR TREK
DEEP SPACE NINE

BLENDED

Whether it be Kanar, Blood Wine, or Romulan Ale, a little libation can often yield valuable intelligence.

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).

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

1 V



DILEMMA

STAR TREK
DEEP SPACE NINE

CHULA: THE CHANDRA

"Allamarine, count to four. Allamarine, then three more. Allamarine, if you can see. Allamarine, you'll come with me."

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."

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

2 V



DILEMMA

STAR TREK
DEEP SPACE NINE

CHULA: THE LIGHTS

Julian Bashir's confidence after completing two shops did not serve him well in the fourth shop of the Wadi game Chula.

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.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3 V



DILEMMA

STAR TREK
DEEP SPACE NINE

DAL'ROK

Despite his best effort, Miles O'Brien could not rally the villagers to defeat their feared enemy. Some people just aren't very good storytellers.

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.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4 V



DILEMMA

STAR TREK
DEEP SPACE NINE

DEAD END

Risky business ventures often require those involved to alter information or logs that might leave clues. The head honcho personally assigns an underling to undertake this risky scam.

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.)

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

5 V



DILEMMA

STAR TREK
THE NEXT GENERATION

FLIM-FLAM ARTIST

The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

Your opponent may immediately draw a card. To get past requires Diplomacy and 2 Computer Skill OR Law and CUNNING>32 (CUNNING>50 if this is a mission).

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

6 V



DILEMMA

STAR TREK



FRIENDLY FIRE

Only a seasoned leader can prevent disaster during tense situations.

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.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

7 V



DILEMMA

STAR TREK



"GOD"

A powerful being who claimed to be Apollo. Appeared in the classic style and performed "god-like" acts, but failed to convince the crew of the Enterprise to worship him.

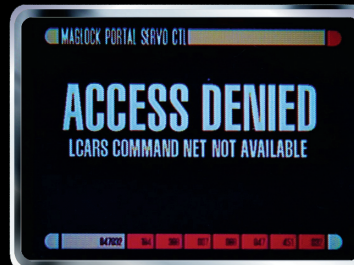
Unless two Away Team members each have INTEGRITY>7, place on mission; destroys one ship here (opponent's choice). You must have a ship here to attempt mission.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

8 V



DILEMMA

STAR TREK
FIRST CONTACT

MAGLOCK

Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

9 V



DILEMMA

STAR TREK
VOYAGER



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

MURDER INVESTIGATION

Tuvok was forced to question many of U.S.S. Voyager's crew to solve a mystery. The efforts took focus away from his other duties.

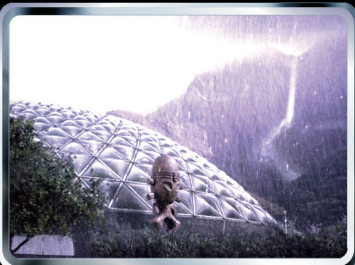
Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has SECURITY, all of them are "stopped."

10 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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NEW ESSENTIALISTS

In 2373, Mr. Lubitsch, Mr. Hopkins, Mr. Marshall, and other New Essentialists sabotaged Risa's weather modification network causing a great deal of trouble in paradise.

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 Jamaharan.

11 V



DILEMMA

STAR TREK
ENTERPRISE



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NOW WOULD BE A GOOD TIME

A transporter chief in possession of a good sense of timing can work miracles.

Unless Transporter Skill aboard your ship or facility here beams up entire Away Team, one personnel present (opponent's choice) is captured. Discard dilemma.

12 V



DILEMMA

STAR TREK
NEMESIS



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PICKING UP THE PIECES

Parts of B-4's assembly were found strewn across the Kolaron system. Many planetary scans were required to locate all of the positronic signatures.

To get past requires Geology or Computer Skill. All such personnel are "stopped," but if two or more present, one must continue (random selection).

13 V



DILEMMA

STAR TREK
ENTERPRISE



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PUNISHMENT BOX

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.

14 V



DILEMMA

STAR TREK
THE NEXT GENERATION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Q'S VICIOUS ANIMAL THINGS

Q and his creations have appeared as soldiers from medieval times, the American Civil War, the Napoleonic era, and World War II, in addition to other eras.

Unless 22 < STRENGTH < 55, one Away Team member is killed (random selection) and opponent re-seeds dilemma under a different unsolved planet mission.

15 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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RESTRICTED AREA

To disable a station's deflector array (which has been turned into an anti-graviton beam), one could access the EPS feed and overload the waveguide. But there are alarms.

If nine or fewer personnel in crew or Away Team, one is "stopped" (random selection). If more than nine personnel in crew or Away Team, three are captured (random selection).

16 V



DILEMMA

STAR TREK
THE VOYAGER COLLECTION



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

SUBSPACE SHOCK WAVE

On Stardate 9521.6, the U.S.S. Excelsior monitored a "minor incident" on the Klingon moon Praxis.

Ship is damaged and two crew members are killed (random selection) unless a Navigation personnel who has CUNNING > 7 aboard. Discard dilemma.

17 V



DILEMMA

STAR TREK
THE VOYAGER COLLECTION



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THE WHALE PROBE

Unstaffed alien communications device. Sent to the Terran solar system in 2286. Broadcasting signal disables all technology in its wake. Waiting for a specific response.

Place on mission. End of every turn, moves one location toward and off spaceline's long end. All ships, personnel, and facilities are in stasis while here. (Unique.)

18 V



Chamber of Ministers

STAR TREK
DEEP SPACE NINE



Legislative body of Bajoran provisional government.
Established following Cardassian withdrawal in 2369.

Seeds or plays on Bajor. A Nor may coexist here. Once per turn, one Bajoran Minister, Vedek or Kai **OR** one HQ card may play for free here. (Not duplicatable.)



HEADQUARTERS

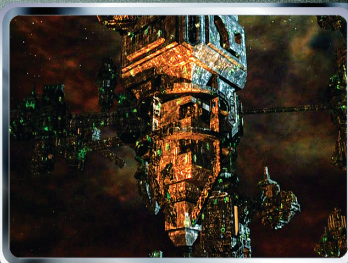
SHIELDS 36

19 V



★ Unicomplex

STAR TREK
VOYAGER



IDENTIFICATION: **BORG UNICOMPLEX**
Task: Centralize all collective operations. Coordinate.

Seeds or plays at any mission with no affiliation icons.
Once each turn, Borg Queen **OR** one unique drone **OR** one unique ship may report for free here.



OUTPOST

SHIELDS 74

20 V



Central Command

STAR TREK
DEEP SPACE NINE



The Central Command controls every Cardassian ship, outpost and space station from its great War Room.

Seeds or plays on Cardassia Prime. Once per turn, one Cardassian Gul or Legate **OR** one HQ card may play for free here. (Not duplicatable.)



HEADQUARTERS

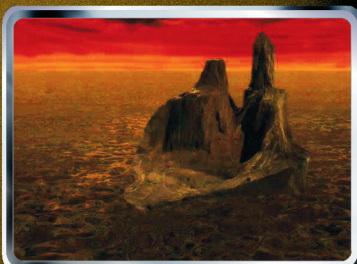
SHIELDS 44

21 V



The Great Link

STAR TREK
DEEP SPACE NINE



Changelings intermingle in the Great Link, merging form and thought into one communal entity.

Seeds or plays on Founders' homeworld. Ketracel-White on planet does not count down. Once per turn, one Founder **OR** one HQ card may play for free here. (Not duplicatable.)



HEADQUARTERS

SHIELDS 46

22 V



Office of the President

STAR TREK
DEEP SPACE NINE



From his office in Paris, the President of the United Federation of Planets leads the representative council.

Seeds or plays on Earth. Once per turn, one Federation Ambassador, Admiral, Vice-Admiral or President **OR** one HQ card may play for free here. (Not duplicatable.)



HEADQUARTERS

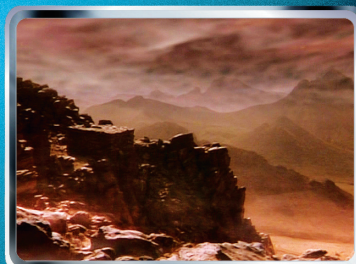
SHIELDS 42

23 V



Terran Rebellion HQ

STAR TREK
DEEP SPACE NINE



Subterranean base of the Terran Rebellion. Hidden on a small planetoid in the treacherous Badlands.

Seeds or plays on Terran Hideout; it is now the homeworld of cards. Once per turn, one personnel (except **OR** one HQ card may play for free here. (Not duplicatable.)



HEADQUARTERS

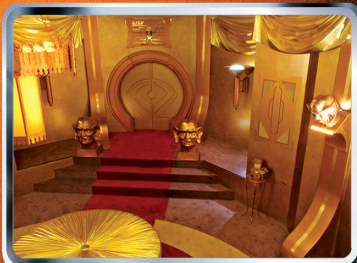
SHIELDS 54

24 V



Tower of Commerce

STAR TREK
DEEP SPACE NINE



The Grand Nagus enjoys absolute control over Ferengi business affairs from his Chamber of Petitioners.

Seeds or plays on Ferenginar. Once per turn, one Ferengi V.I.P., CIVILIAN or Hupyrrian **OR** one HQ card may play for free here. (Not duplicatable.)



HEADQUARTERS

SHIELDS 40

25 V



The Great Hall

STAR TREK
THE NEXT GENERATION



The Great Hall on Qo'noS is the seat of power for the entire Klingon Empire.

Seeds or plays on Qo'noS. Once per turn, one Klingon Emperor, Chancellor or personnel with "High Council" in lore **OR** one HQ card may play for free here. (Not duplicatable.)



HEADQUARTERS

SHIELDS 44

26 V



Continuing Committee

STAR TREK
DEEP SPACE NINE



Praetor Neral presides over the Continuing Committee of the Romulan People, the final authority on Romulus.

Seeds or plays on Romulus. May coexist with Office of the Proconsul. Once per turn, one Tal Shiar personnel **OR** any Neral may report for free here. (Not duplicatable.)



HEADQUARTERS

SHIELDS 44

27 V

Office of the Proconsul **STAR TREK NEMESIS**



The Proconsul heads the Romulan Senate. Neral was Proconsul during the 2368 Vulcan Unification ruse.

Seeds or plays on Romulus. Once per turn, one Romulan General, Admiral, Senator or Proconsul **OR** Sela or Tomalak **OR** one HQ card may play for free here. (Not duplicatable.)

HEADQUARTERS **SHIELDS 44**

28 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Computer Skill x2 + Obsidian Order x2 **OR** Computer Skill x2 + Treachery x4

Alter Records

Bajor Region • Bajor: Create false documents on Bajoran homeworld pertaining to Cardassian occupation.

Computer Skill x2 + Obsidian Order x2 **OR** Computer Skill x2 + Treachery x4

35

29 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Navigation + Diplomacy + Honor

Cloaked Mission

Romulus System • Romulus: Secretly escort covert operatives to the Romulan homeworld.

Navigation + Diplomacy + Honor

30

30 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

V.I.P. + Diplomacy + Acquisition **OR** Quark Son of Keldar **OR** Nog

Deliver Message

Ferenginar: Convey documents to Grand Nagus Zek on the Ferengi Homeworld; beware enemy patrols.

V.I.P. + Diplomacy + Acquisition **OR** Quark Son of Keldar **OR** Nog

30

31 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Tal Shiar x2 **OR** Obsidian Order x2 **OR** FCA x2 **OR** Klingon Intelligence x2 **OR** 2 Founders

Espionage Mission

Sector 001 Region • Earth: Infiltrate Starfleet HQ; compile intelligence dossier on the Federation homeworld.

Tal Shiar x2 **OR** Obsidian Order x2 **OR** FCA x2 **OR** Klingon Intelligence x2 **OR** 2 Founders

Any "Espionage..." on Federation" card may play here. Also, mission may be attempted if Selok in Away Team.

40

32 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Treachery x3 + Navigation

Expose Covert Supply

Qo'noS: Uncover covert supply lines supporting rebels on the Klingon Homeworld.

Treachery x3 + Navigation

30

33 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Navigation x2 + (Tal Shiar **OR** Obsidian Order) + Anthropology + (SECURITY x3 **OR** any Odo)

Intelligence Operation

Founders' homeworld: Covertly compile data on current Dominion homeworld in the Omarian Nebula.

Navigation x2 + (Tal Shiar **OR** Obsidian Order) + Anthropology + (SECURITY x3 **OR** any Odo)

40

34 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Diplomacy x3 + V.I.P. **OR** personnel

Orb Negotiations

Cardassia Region • Cardassia Prime: Negotiate for return of stolen Orbs still on Cardassian homeworld.

Diplomacy x3 + V.I.P. **OR** personnel

Any number of Orb artifacts may seed here.

35

35 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

SECURITY + CUNNING > 30 + 2 leaders **OR** Professor Sisko

Search for Rebels

Mirror Universe • Badlands Region • Terran Hideout: Locate secret base of escaped slaves.

SECURITY + CUNNING > 30 + 2 leaders **OR** Professor Sisko

When seeded, you may download one Emblem card.

30

36 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES