

# Star Trek: CCG Dilemma Resolution Guide

**"Rock People"** - If AT meets conditions (2 Anthropology and INTEGRITY > 30 or Exobiology, MEDICAL, and CUNNING > 35) discard dilemma and continue to next. If not, randomly select an AT member to be killed and rest of AT is "stopped"; discard dilemma.

**A Bad End** - Randomly select one of your "stopped" personnel on this planet to be killed, discard dilemma and continue to next.

**A Crime of Passion** - If crew meets conditions (a female ENGINEER OR a unique male with printed INTEGRITY>7), discard dilemma and continue to next. If not, ship and crew are stopped. If opponent has a Battle Bridge side deck, they may draw two damage markers and place them on ANY ship at this mission. Then, discard dilemma.

**A Fast Ship Would Be Nice** - 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.)

**A Good Day to Lie** - If the AT/crew meets does not meet conditions (3 Diplomacy OR 3 Treachery) AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. Otherwise, if any [KLG] personnel with Treachery in play opponent may download Duras to anywhere at the spaceline location. Duras may not be downloaded into a house arrest situation (e.g., may not download to a [FED] outpost). After download (if any), discard dilemma and continue to next.

**A Pattern of Lies** - Randomly select three AT/crew members. If the selected AT/crew members are all members of the same species, they are "stopped"; discard dilemma. If not, selected AT/crew members are not "stopped"; discard dilemma. AT/crew is not "stopped" and must continue to next dilemma.

**A Pleasant Surprise** - If no Diplomacy or Treachery in crew, discard dilemma and continue to next. Otherwise: Randomly select one crew member with Diplomacy or Treachery to be "stopped"; discard dilemma and continue to next.

**Abandon Ship!** - 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). If crew cannot meet all staffing requirements fill as many requirements as possible. Place all 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/her turn; relocate to opponent's ship).

**Accelerated Aging** - Place dilemma on mission and continue to next. While dilemma on mission each personnel here may not use their first-listed skill. At the end of the turn this dilemma is encountered, discard it.

**Aggressive Behavior** - 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.

**Alice** - 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."

**Alien Abduction** - 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, the victim is stopped. The remaining AT is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 3 Leadership or when mission is completed.

**Alien Labyrinth** - 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.

**Alien Parasites** - 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; or AT not associated with a ship or facility) until they become "stopped" or he/she 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 (unless a card or rule prevents them from attempting your missions). 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.

**Alien Parasites & REM Fatigue** - Alien Parasites: 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; or AT not associated with a ship or facility) until they become "stopped" or he/she 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 (unless a card or rule prevents them from attempting your missions). 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. 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).

**All Available Personnel** - When crew/AT first encounters the dilemma, opponent may download Balancing Act to the table as an [INC] OR Skeleton Crew onto any mission. After download (if any), continue with dilemma. If Crew/AT meets conditions (began mission attempt with 6 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. (Opponent may download Balancing Act OR Skeleton Crew on next encounter.)

**Altonian Brain Teaser** - Locate most CUNNING personnel in AT/crew (if tie, opponent chooses). He/She is "stopped". If his/her CUNNING

**Anaphasic Organism** - 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.)

**Anaphasic Organism & Nagilum** - 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 affiliation.) 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.

**Ancient Computer** - 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.

**Ancient Computer & Microvirus** - 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.

**Android Nightmares** - If opponent has no doorway that allows the seeding of AU dilemmas, or 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.

**Angry Mob** - 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.

**Ankari Spirits** - 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. (This is not a murder-related dilemma.)

**Antedean Assassins** - If no Anthropology or Empathy in crew/AT, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. Otherwise, if crew/AT meets conditions (one personnel with Anthropology x2 OR one personnel with Empathy x2), discard dilemma and continue to next. If not, opponent chooses one crew/AT member with Anthropology OR Empathy to "stop", discard dilemma and continue to next.

**Aphasia Device** - 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.

**Ar-Q-ologist** - 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.

**Archer** - 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.

**Armed Search Party** - Randomly select three AT/crew members. If AT/crew meets conditions (selected AT/crew members have STRENGTH > 17 or a non-Hand Weapon equipment present) discard dilemma and continue to next. If not, for each mission you seeded that has a headquarters on it, randomly select one of the three selected AT/crew members to be captured and placed in brig (if any), placed with opponent's AT/crew here (if any), or held with this dilemma as a trap card. Rest of AT/crew is not "stopped" and must continue to next dilemma. If dilemma not being used as a trap card, discard it.

**Arms Deal** - 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.

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

**Armus - Sticky Situation** - Locate strongest AT member (if tie, opponent chooses). Is there another personnel in AT with Diplomacy and CUNNING>7?  $\hat{\text{€}}$  Yes: strongest is "stopped". Discard dilemma and rest of AT continues to next dilemma.  $\hat{\text{€}}$  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.

**Artillery Attack** - If your draw deck is empty, discard dilemma and continue to next. Otherwise: Probe your draw deck (look at top card). If  $\hat{\text{€}}$  icon (red skill dot) appears anywhere on probe card,  $X = \text{number of } \hat{\text{€}}$  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 ( $\hat{\text{€}}$  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. Discard dilemma.

**Assassin's Blade** - 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 a shape-shifter or android); AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

**Assassination Attempt** - Randomly select two AT members. Examine each separately and kill each who does not have Treachery. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma.

**Astral Eddy** -

**Authenticate Artifacts** - If no Anthropology or Archaeology present, AT is "stopped"; replace dilemma under mission to be encountered again. Otherwise, if AT meets conditions (one AT member has 2 Anthropology (or Anthropology x2) OR 2 Archaeology (or Archaeology x2)), discard dilemma and continue to next. If not, opponent chooses one AT member with Anthropology OR Archaeology to "stop", discard dilemma and continue to next.

**Automated Weapons** - If AT meets conditions (2 Security OR Hand Weapon), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

**B'omar Stipulations** - If crew meets conditions (Diplomacy and Cunning > 30 or Leadership and STRENGTH > 30) discard dilemma and continue to next. If not, crew is "stopped"; replace dilemma under mission to be encountered again.

**Back to Basics** - Opponent counts all personnel and ship cards in their discard pile, then shuffles counted cards into their draw deck. If number of counted cards is > 13 then entire AT is "stopped". Otherwise, AT is not "stopped" and continues to next dilemma. Discard dilemma.

**Balancing Act** - Calculate difference between space and planet missions (with point boxes) for each player. Dual Missions count as both planet and space. 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. 4P, 1S, 1dual = 5P - 2S = 3, lose 50 points. Affects both players, including Borg player. Note point losses and discard dilemma. Player may lose points from more than one Balancing Act dilemma.

**Barclay's Protomorphosis Disease** - 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.

**Bendii Syndrome** - 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.

**Berserk Changeling** - 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 you discard Changeling Sweep OR Shape-Shift Inhibitor in play 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.

**Between Duty and Respect** - If AT/crew meets conditions (Archaeology, Geology, and SCIENCE OR Honor, Leadership,

and OFFICER) discard dilemma and continue to next. If not, randomly select an AT/crew member to be "stopped"; if your opponent seeded Bajor, they may take a card into hand from their discard pile. Rest of AT/crew is not "stopped". Discard dilemma.

**Birth of Junior** - 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.

**Bleeding to Death** - If AT meets conditions (Biology and 2 MEDICAL OR 2 Honor and INTEGRITY > 30) discard dilemma and continue to next. Otherwise: Randomly select an AT member to be killed; place dilemma on table and continue to next dilemma. While dilemma is on the table, at the start of each turn place top card of your draw deck on this dilemma. When you complete a mission, shuffle all cards on this dilemma and place them on top of your deck, then remove dilemma from the game.

**Blended** - 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.

**Borg Servo** - If opponent is not playing Borg affiliation, 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).

**Borg Ship** - 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).

**Brief Romance** - Opponent immediately specifies "male" or "female". Randomly select one personnel of that gender and place dilemma

on them. (If none of that gender present, discard dilemma.) Selected personnel is "stopped" until end of second full 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.)

**Broken Captive** - If opponent has no captives, discard dilemma and continue to next. Otherwise: Opponent chooses one of his/her captives. If AT/crew meets conditions (skills of the selected captive) discard dilemma and continue to next. If not, AT/crew is "stopped"; discard dilemma.

**Captain's Holiday** - If AT meets conditions (2 Archaeology OR 2 Geology), discard dilemma and continue to next. Otherwise, AT is "stopped"; replace dilemma under mission to be encountered again.

**Cardassian Processing** - If AT/crew meets conditions (Diplomacy, Honor, Transporter Skill, and CUNNING>30 OR Law, Security and STRENGTH>40), discard dilemma and continue to next. Otherwise, randomly select one personnel to be captured. If no opposing crew/AT to escort the captive, 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; otherwise, replace dilemma under mission to be encountered again. AT/ship and crew are "stopped."

**Cardassian 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.)

**Center of Attention** - 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.

**Chalnoth** - 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.

**Chinese Finger Puzzle** - 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.)

**Chula: Crossroads** - 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.

**Chula: Echoes** - 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. Undefined CUNNING is treated as zero.

**Chula: Move Along Home** - Randomly select three AT/crew members and find the highest STRENGTH (applying enhancements). If highest STRENGTH is odd, discard dilemma and continue to next. If not, all three are "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

**Chula: Pick One to Save Two** - If AT/crew does not meet conditions (at least three personnel present), 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.

**Chula: The Abyss** - If AT/crew does not meet conditions (at least three personnel present), 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 sum 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. Undefined CUNNING is treated as zero.

**Chula: The Chandra** - Randomly select one AT/crew member. Examine each of the other AT/crew members. Selected personnel, and all other personnel who have at least one attribute that matches the selected personnel, continue on to the next dilemma. All other personnel 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."

**Chula: The Dice** - 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.

**Chula: The Door** - If nullified by placing any Doorway card out-of-play from your hand, discard nullified dilemma and continue to next. Otherwise: If AT/crew has only one personnel, AT/crew is "stopped"; replace dilemma under the mission to be encountered again. If AT/crew has more than one personnel, 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. 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.

**Chula: The Drink** - If AT/crew does not meet conditions (at least four personnel present), 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>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.

**Chula: The Game** - 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.

**Chula: The Lights** - 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.

**Chula: The Way Home** - If AT/crew does not meet conditions (at least three personnel present), 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

**Chula: Trickery** - Opponent shuffles crew/AT then 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.

**Civil Unrest** - 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.

**Clan People** - 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.

**Close Call** - If no personnel with ENGINEER in AT, discard dilemma and continue to next. Otherwise: If AT meets conditions (2 Diplomacy and SECURITY OR 2 Computer Skill and Transporter Skill), discard dilemma and continue to next. If not, randomly select an AT member with ENGINEER to be killed; Rest of AT is not "stopped" and must continue to next dilemma.

**Coalescent Organism** - 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.

**Command Decisions** - Randomly select a personnel in crew with either Leadership OR OFFICER to be "stopped," continue on to the next set of conditions. If you cannot, randomly select one personnel in crew to be killed, ship and crew are "stopped"; replace dilemma under mission to be encountered again. If remaining crew meets the second set of conditions (Strength>24) discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

**Common Thief** - If equipment present, randomly select one to discard. Otherwise: opponent chooses a personnel with STRENGTH + CUNNING

**Compassionate Interference** - Randomly select an AT/crew member to be "stopped". You may then reveal from hand a personnel who has Biology or Geology. If you do not, the selected AT/crew member is killed. Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

**Computer Weapon & Hyper-Aging** - 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; no one from crew can leave the ship (or the AT cannot leave the planet.) Anyone boarding ship (or beaming to the planet) is also 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. If not cured by the end of your third full turn entire AT/Crew dies and discard dilemma. ("Mission continues" is irrelevant to resolving dilemma for Borg.)

**Confined to Quarters** - If crew is less than three personnel, all are "stopped", replace dilemma under mission to be encountered again. Otherwise, randomly select three crew members. If at least one of the selected crew members has Leadership, "stop" the selected crew members. Discard dilemma and continue to next.

**Contaminating a Culture** - Randomly select an AT/crew member. You must then choose:  Destroy an equipment card in this AT/crew; discard dilemma and continue to next.  Selected AT/crew member is killed; discard dilemma and continue to next.

**Contingency Plan** - Place dilemma on ship. Opponent may download A Change of Plans. After download (if any), continue onto next. While dilemma is on ship: that ship may not be attacked by [BORG], that ship may not be returned to hand, and any Assimilate Starship targeting that ship is worth 35 points.

**Conundrum** - If opponent has no doorway that allows the seeding of AU dilemmas, or 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 (if there is a way to get there, e.g. a Bajoran Wormhole, you must attempt to use it.) If the target is in another quadrant with no way for your ship to get there, your ship may not initiate actions until the target is on the same spaceline or a means to get to the other quadrant is made available, at which point it must resume its chase. If the target is at a time location, your ship must move to the corresponding spaceline location and then is unable to take actions until the target is on the same spaceline, at which point it must resume its chase. (This is a "moving required action"; see "actions ??" required" in Glossary for rules. Overrides Borg attack restrictions.) 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. Battle must be initiated to end the effects of Conundrum. As such, Cards that prevent the initiation of a battle (e.g. Nebula or Strategema) prevent the fulfillment of the attack requirement of the card. (This is a "moving required action"; see "actions ??" required" in Glossary for rules. Overrides Borg attack restrictions.)

**Cosmic String Fragment** - 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.

**Crippling Attack** - If crew meets conditions (2 Leadership and OFFICER OR 2 Navigation and SHIELDS > 6) discard dilemma and continue to next. If not, randomly select a crew member to be killed and place dilemma on ship as a damage marker (RANGE: -2, WEAPONS: -2, SHIELDS: -2, Hull: -35%); ship and crew are not "stopped" and must continue to next dilemma.

**Crisis** - 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. (Unless at a dual mission, ship and crew, if any, are not "stopped", because they are not participating in the mission attempt or scouting.)

**Crowded Bar** - Each player draws one card. Count the number of cards in your hand, this total = x. - If X > 5 opponent chooses X AT members to be "stopped"

**Crystalline Entity** - 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. If at a dual mission: AT encounters planet conditions and effects, crew encounters space conditions and effects.

**Cultural Differences** - Randomly select a personnel in AT with either Acquisition OR Anthropology to be "stopped," continue on to the next set of conditions. If you cannot randomly select one personnel in AT to be killed, AT is "stopped"; replace dilemma under mission to be encountered again. If remaining AT meets the second set of conditions (CUNNING>24) discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

**Cytherians** - 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.)

**Cytoplasmic Life-form** - 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. Dilemma remains atop mission even after mission or objective is completed.

**Dal'rok** - 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.

**Damaged Reputation** - If AT has INTEGRITY>50, lose 5 points (ignore this portion of dilemma if playing Borg affiliation). If AT meets conditions (2 Diplomacy OR any Intelligence and 2 Treachery OR STRENGTH>30 at a non-[DQ] mission OR STRENGTH>50 at a [DQ] mission), discard dilemma and continue to next. If not, AT is "stopped;" replace dilemma under mission to be encountered again.

**Dangerous Climb** - If AT meets conditions (STRENGTH>40 OR 2 Geology and CUNNING>20), discard dilemma and continue to next. Otherwise, randomly select one personnel to be killed; replace dilemma under mission to be encountered again

**Dangerous Liaisons** - 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.

**Dead End** - 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.

**Dedication to Duty** - Randomly select one member of the crew to be "stopped". Choose one: - Kill that personnel - Opponent may draw one card for each [SD] that personnel Discard dilemma and continue to next.

**Definitely Not Swedish** - Opponent may download and seed up to two of the following dilemmas under mission: Don't Call Me Ahab, My First Raygun, or Strict Dress Code. After download (if any), discard dilemma; continue onto next.

**Dejaren** - 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

**Denevan Neural Parasates** - 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.

**Destined Journey** - If AT/crew does not meet conditions (Honor OR Leadership) AT/ship and crew are "stopped"; discard dilemma. Otherwise: Select a AT/crew member with Honor OR Leadership to be "stopped"; if the selected AT/crew member has both Honor and Leadership, "unstop" your "stopped" personnel on same planet/ship as attempting AT/crew, the "unstopped" personnel joins attempting AT/crew; discard dilemma and continue to next.

**Devastating Communicue** - If Subspace Interference discarded, discard dilemma and continue to next. Otherwise opponent selects one personnel to be "stopped" until the end of attempting player's next turn. Discard dilemma and continue to next.

**Difficult Rescue** - If playing Borg, discard dilemma and continue to next. Otherwise: If ship and crew meet conditions (SHIELDS + unused RANGE > number of personnel in crew) discard dilemma and continue to next. If not, randomly select a crew member to be killed; crew is "stopped". Discard dilemma.

**Dignitaries and Witnesses** - If AT/crew meets conditions (INTEGRITY>20 and an Admiral OR STRENGHT>30 and a General OR CUNNING>30 and 3 Leadership OR STRENGTH and a Maje), discard dilemma and continue to next. Otherwise, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

**Diplomatic Intervention** - When AT encounters this dilemma, opponent may download to the planet's surface up to two [FED] personnel identified as ambassadors in their card title or lore. You cannot initiate battle against these personnel on the turn the dilemma was encountered. After download (if any), place dilemma on mission, and continue to next. While dilemma is on mission, attempting ATs must have more diplomacy than opponent's personnel on planet to solve.

**Disgraceful Assault** - If crew meets the first set of conditions (2 SECURITY and Transporter Skill), continue to the second set of conditions. If not, randomly select a crew member to be "stopped", and then continue to the second set of conditions. If crew meets the second set of conditions (Biology and 2 MEDICAL), discard dilemma and continue to next. If not, the crew member "stopped" by this dilemma, if any, is killed and ship and crew are "stopped"; discard dilemma.

**Displaced** - Randomly select one personnel; relocate that personnel to nearest planet. If remaining crew meets conditions (CUNNING>30 at a non-[DQ] mission, or CUNNING>50 at a [DQ] mission), discard dilemma and continue to next. If not, crew is "stopped"; replace dilemma under mission to be encountered again.

**Disruptor Accident** - Randomly select a crew member, then make choice:  Kill the selected crew member; discard dilemma. Ship and crew are not "stopped" and must continue to next dilemma.  "Stop" the selected crew member and another randomly crew member; discard dilemma. Ship and crew are not "stopped" and must continue to next dilemma.

**Distracted by Thoughts of Home** - Place dilemma on this mission. All personnel at this location are attributes -1. AT/crew is not "stopped" and must continue to next dilemma. Determine X for countdown icon: X=4 if this is a [DQ] mission; otherwise X=2. Any player must discard a card from hand to begin a mission attempt while dilemma remains here. Dilemma remains on mission until countdown expires (end of X turns of player who seeded dilemma).

**Distraction** - 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.)

**Divided Loyalties** - All multi-affiliation personnel are "stopped" for two full turns. If remaining crew/AT meets conditions (CUNNING >20 at non-[DQ] mission OR CUNNING > 40 at [DQ] mission), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

**DNA Analysis** - If no Medical or Science in crew/AT, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. Otherwise, if crew/AT meets conditions (one personnel with Medical x2 OR one personnel with Science x2), discard dilemma and continue to next. If not, opponent chooses one crew/AT member with Medical OR Science to "stop", discard dilemma and continue to next.

**DNA Clues** - Place dilemma on mission. If no exobiology present, you must select the second choice (see below). Otherwise, if AT/crew contains Exobiology, make a choice:  AT/crew is "stopped". Any further dilemmas encountered 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. Dilemma stays on mission regardless of outcome, even after mission (or objective) is completed.

**DNA Metamorphosis** - 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.

**DNA Security Scan** - If AT/crew meets conditions (ENGINEER and 2 Computer Skill OR 2 SECURITY and CUNNING > 36), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

**Do You Smell Something Burning?** - If AT meets conditions (a cook OR ANIMAL OR discarding Lure of the Nexus), discard dilemma and continue to next. Otherwise, randomly select half (rounded

down) the AT to be "stopped"; discard dilemma and continue to next.

**Don't Call Me Ahab** - If no OFFICER with INTEGRITY>6 and no [EE] icon personnel present, discard dilemma and continue to next. Otherwise, opponent chooses from all officers and [EE] icon personnel any number of personnel to be "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

**Don't Let It End This Way** - If no "stopped" personnel in crew discard dilemma and move onto next. Otherwise, randomly select one of your "stopped" personnel on this ship to be killed, discard dilemma and continue to next.

**Drumhead** - If Plexing played, discard nullified dilemma and continue to next. If not nullified: If any crew member(s) present with INTEGRITY

**Duonetic Field Generator** - 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.

**Echo Papa Stasis Field** - If no personnel with OFFICER or SECURITY in AT, discard dilemma and continue to next. Otherwise: Randomly select an AT member with OFFICER or SECURITY to be "stopped"; rest of AT is not "stopped" and continue to next dilemma. Discard dilemma.

**Edo Probe** - If playing Borg affiliation, 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/she 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.

**El-Adrel Creature** - 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.

**Emergency Conversion** - 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.

**Emergent Life-form** - 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 (Ship and crew are not "stopped;" you may use any remaining range later on your turn). 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.

**Empathic Echo** - If opponent has no doorway that allows the seeding of AU dilemmas, or ff 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.

**Engine Imbalance** - Place dilemma on ship. If crew has 2 ENGINEER, Computer Skill and Physics aboard discard dilemma and Move on to next. While dilemma is on ship, ship may only move to an adjacent location, stopping at that location and expending all of its RANGE. Dilemma remains on ship until cured with 2 ENGINEER, Computer Skill, and Physics aboard. Crew is not "stopped" and must continue to next dilemma.

**Executive Authorization** - 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.

**Explosive Decompression** - Randomly select one crew member to be killed. If remaining crew has fewer than nine personnel, discard dilemma and continue to next. If not, randomly select a second crew member to be killed. If remaining crew now has less than ten personnel, discard dilemma and continue to next. If not, randomly select a third crew member to be killed; discard dilemma and continue to next.

**Exposed Power Relay** - Randomly select one AT/crew member to be "stopped". If AT/crew now has fewer than nine personnel, discard dilemma and continue to next. If not, kill the selected AT/crew member and randomly select a second AT/crew member to be killed. If AT now has less than ten personnel, discard dilemma and continue to next. If not, opponent chooses a third AT/crew member to be killed; discard dilemma and continue to next.

**Extradition** - If opponent does not meet conditions (Law or Treachery anywhere at this location) discard dilemma and move on to the next. Otherwise, up to four of his/her SECURITY personnel at this location may beam (using his/her 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 strength of the beamed SECURITY personnel (relocate him/her 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.

**Eye to Eye** - Opponent selects a number. Randomly select two AT/crew members. Examine each separately and "stop" each who has an attribute matching the selected number; discard dilemma. AT/crew is not "stopped" and must continue to next dilemma.

**Face to Face** - Opponent selects a skill. Randomly select two crew members. Examine each separately and kill each who has the selected skill; discard dilemma. Ship and crew are not "stopped" and must continue to next dilemma.

**Failure to Communicate** - If no Anthropology or Security in AT, AT is "stopped"; replace dilemma under mission to be encountered again. Otherwise, if crew/AT meets conditions (one personnel with Anthropology x2 OR one personnel with Security x2), discard dilemma and continue to next. If not, opponent chooses one AT member with Anthropology OR Security to "stop", discard dilemma and continue to next.

**Female's Love Interest** - If no female AT member, discard dilemma and continue on to the next. Otherwise, randomly select one female AT member and relocate to farthest 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.)

**Female's Love Interest & Garbage Scow** - FEMALE'S LOVE INTEREST: If no female in AT/Crew, continue on to Radioactive Garbage Scow. Otherwise, randomly select one female AT/Crew member and relocate to farthest 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 continues on 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 end scouting attempt or prevent future scouting.)

**Ferengi Ambush** - Opponent may download up to three [UNIV] Ferengi to that the planet's surface; they may also download one Ferengi Whip to downloaded Ferengi. "Ferengi" may include species or affiliation. Opponent may initiate battle, if possible (has a leader, meets affiliation battle restrictions, ect). If opponent initiates battle the attempt ends, discard dilemma and continue with battle. If not your AT/crew is not "stopped" and must continue to next. Discard dilemma.

**Ferengi Attack** - 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.

**Ferengi Bug** - 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).

**Ferengi Infestation** - 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.)

**Ferengi Ingenuity** - 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.

**Fightin' Words** - Place on table. All of your personnel in play (not just in this AT/crew) who have three or more ⚡ [skill dot] 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.

**Final Triumph** - You must choose: ⚡ Discard an event from hand; discard dilemma and continue to next. ⚡ Opponent chooses an AT/crew member to be "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

**Firestorm** - If any Thermal Deflectors in play (lists Firestorm as a nullified card), discard nullified dilemma. Otherwise, all AT members with INTEGRITY

**Flash Plasma Storm** - If you have Thermal Deflectors in play, discard nullified dilemma and continue to next. Otherwise, each AT member with both STRENGTH

**Flaxian Assassin** - If no personnel with three or more ⚡ [skill dot] 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 ⚡ [skill dot] 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.

**Forsaken** - If AT/crew meets conditions (2 Honor OR 2 Treachery), place each personnel who helped meet conditions on the bottom

of their owner's draw deck; discard dilemma and continue to next. Otherwise, AT/crew and ship are stopped; replace dilemma under mission to be encountered again.

**Founder Secret** - If AT meets conditions (a changeling 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.

**Fractured Time** - If fewer than ten personnel in AT/crew, discard dilemma and continue to next. Otherwise, randomly select 9 AT/crew members to continue to next dilemma; all other personnel in AT/crew are removed from the game. Discard dilemma.

**Frame of Mind** - If opponent has no doorway that allows the seeding of AU dilemmas, discard dilemma and continue to next. Otherwise, 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. (Nonaligned Borg is placed under house arrest (aboard ship) or becomes separate AT (on planet) that cannot board ship or continue scouting.)

**Framed for Murder** - 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.)

**Friendly Fire** - 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).

**Garak Has Some Issues** - 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.

**Garanian Bolites** - 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.)

**Go Back Whence Thou Comest** - 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.

**God** - If AT meets conditions (at least two AT members have INTEGRITY>7 each), discard dilemma and continue to next. Otherwise, AT is "stopped;" place dilemma on mission. Opponent must choose one ship at this location (if possible). Chosen ship is destroyed (discard all cards aboard). While dilemma is on mission, each player must have a ship at this location to attempt mission.

**Gomtuu Shock Wave** - If crew meets conditions (2 Diplomacy and INTEGRITY>32 OR Empathy and INTEGRITY>35) discard dilemma and continue to next. Otherwise, all undocked ships at this location are damaged, then each is moved one mission towards the far end of the spaceline; all ships damaged by this dilemma and their crews are "stopped"; replace dilemma under mission to be encountered again.

**Gorn Encounter** - 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.)

**Gravimetric Distortion** - 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.

**Gravitic Mine** - 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.

**Graviton Ellipse** - If crew meets conditions ((Astrophysics OR Stellar Cartography), ENGINEER, and Physics OR SHIELDS + unused RANGE this turn > 13) discard dilemma and continue to next. If not, place on ship as a damage marker (RANGE: -2, WEAPONS: -2, SHIELDS: -2, Hull: -35%) and ship and crew are "stopped".

**Graviton Wave** - If no personnel with SCIENCE in crew, discard dilemma and continue to next. Otherwise: If crew meets conditions ((Astrophysics OR Stellar Cartography), Physics, and CUNNING > 32 OR Biology and 2 MEDICAL), discard dilemma and continue to next. If not, randomly select a crew member with SCIENCE to be killed; crew is not "stopped" and must continue to next dilemma.

**Guess Who's Coming to Dinner?** - If AT/crew does not meet conditions (Diplomacy OR a personnel with INTEGRITY > 6) randomly select a crew member to be killed; discard dilemma and continue to next. Otherwise: Select an AT/crew member with Diplomacy OR INTEGRITY > 6 to be "stopped"; discard dilemma and continue to next.

**Guilty - Provisionally** - 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.

**Hanonian Land Eel** - If AT meets conditions (SECURITY, SCIENCE, and STRENGTH>50), discard dilemma and continue to next. If not, reveal the AT member with lowest CUNNING and the AT member with the fewest [skill dot] icons (include all ties); opponent selects one to be killed. AT is "stopped"; replace dilemma under mission to be encountered again.

**Harvester Virus** - 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.

**Hate Crime** - If playing Borg affiliation, 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.

**Hazardous Duty** - 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/she loses points). Otherwise discard dilemma when mission solved (by either player).

**Head to Head** - Opponent selects a skill. Randomly select two AT members. Examine each separately and kill each who has the selected skill; discard dilemma. AT is not "stopped" and must continue to next dilemma.

**Hero Worship** - If entire AT/crew is Borg, discard dilemma and continue to next. Otherwise: select non-Borg AT/crew members with the most and fewest number of skill dot icons. If there is a tie, all tied personnel are selected. All selected personnel are "stopped." Discard dilemma; remaining "unstopped" personnel must continue to next dilemma.

**Hidden Entrance** - 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.

**Hide and Seek** - Shuffle dilemma into AT/crew (personnel cards only). Turn over cards one by one. For each card: [skill dot] If a non-universal personnel, it is "stopped"; continue to next card. [skill dot] If a universal personnel, it is "stopped"; remove dilemma from stack and discard. [skill dot] 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

**Hippocratic Oath** - 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 (if most CUNNING MEDICAL only has medical because of an equipment, the equipment must also relocate). 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".

**Hired Muscle** - If no [NA] in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meet conditions (2 Acquisition or you discard three cards from hand), discard dilemma and continue to next. If not, opponent chooses a [NA] AT/crew member to place on top of owner's deck; discard dilemma. AT/ship and crew are not "stopped" and must continue to next dilemma.

**His Honor, the High Sheriff of Nottingham** - If none of your personnel are held captive, discard dilemma and continue to next. If any held captive, make choice: [skill dot] Leave all captive, place dilemma in bonus point area for -5. OR, [skill dot] 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.

**History Repeats Itself** - If AT does not have three personnel, AT is "stopped", replace dilemma under mission to be encountered again. Otherwise, randomly select three AT members. If at least one of the selected AT members has Anthropology, "stop" the selected AT members. Discard dilemma and continue to next.

**Hologram Ruse** - 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.

**Horta** - 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.

**Hull Breach** - 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.)

**Hunter Gangs** - 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.)

**Hyper-Aging** - Place on AT. they are quarantined; the AT cannot leave the planet. Anyone beaming to the planet is also quarantined. If SCIENCE and 2 MEDICAL present, place cured dilemma in the point area. Otherwise, AT/ship and crew are not "stopped" and must continue to next dilemma. Place dilemma in the point area if cured with SCIENCE and 2 MEDICAL present before end of your third full turn. If not cured by the end of your third full turn entire AT/Crew dies and discard dilemma. ("Mission continues" is irrelevant to resolving dilemma for Borg.)

**I Hate You** - If opponent has no doorway that allows the seeding of AU dilemmas, discard dilemma and continue to next. Otherwise: if AT meets conditions (Anthropology, Youth, and no Music in AT), or if any player nullifies by playing Vulcan Nerve Pinch from hand, discard dilemma and continue to next. Otherwise, AT is "stopped;" replace dilemma under mission to be encountered again.

**I Tried to Warn You** - ¶ If you began the current mission attempt with more than one personnel in AT/crew (or if you are playing Borg affiliation), 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 affiliation personnel in AT/crew AND/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).

**I'm Not Going to Fight You** - Opponent may download and seed two of the following dilemmas under mission: Chalnoth, EI-Adrel Creature, Nausicaans, or Rebel Encounter. After download (if any), place dilemma on mission and continue to next. While this dilemma is on mission, if you encounter Chalnoth, EI-Adrel Creature, Nausicaans, or Rebel Encounter, randomly select one member of AT with diplomacy to be "stopped" before resolving the text of the dilemma.

**Iconian Computer Weapon** - 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.

**Impassable Door** - 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.

**Implication** - 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.

**Important Guests** - If AT/crew does not meet conditions (V.I.P. OR CIVILIAN), AT/crew "stopped;" replace dilemma under mission to be encountered again. Otherwise, determine total number of V.I.P. and CIVILIAN personnel present in AT/crew and randomly select that many personnel with OFFICER OR SECURITY to be "stopped" (if AT/crew does not have that many OFFICER OR SECURITY, all eligible OFFICER and SECURITY are "stopped"). AT/crew is not "stopped" and must continue to next dilemma.

**Impressive Trophies** - If AT/crew meets conditions (CUNNING>50), discard dilemma and continue to next. If not, reveal the AT member with highest CUNNING+ STRENGTH and the AT member with the most ¶ [skill dot] icons (include all ties); opponent selects one 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."

**In the Pale Moonlight** - If AT/crew meets conditions (a personnel who has INTEGRITY

**In the Way** - Randomly select an AT member. If the selected personnel has a skill in mission requirements, or alternate mission requirements being used for this attempt, he is "stopped". Rest of AT is not "stopped" and must continue to next dilemma. Discard Dilemma.

**Inside Collaborators** - If no Diplomacy or Treachery in crew/AT, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. Otherwise, if crew/AT meets conditions (one personnel with Diplomacy x2 OR one personnel with Treachery x2), discard dilemma and continue to next. If not, opponent chooses one crew/AT member with Diplomacy OR Treachery to "stop", discard dilemma and continue to next.

**Interphasic Plasma Creatures** - 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.

**Invasive Procedures** - 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).

**Invidium Leak** - If crew meets conditions (3 ENGINEER OR one personnel with CUNNING > 7 and MEDICAL OR one personnel with CUNNING > 7 and Physics), discard dilemma and continue to next. Otherwise, crew and ship are "stopped"; replace dilemma under mission to be encountered again.

**Isolinear Puzzle** - 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.

**Justice or Vengeance** - If no personnel with Treachery in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (Anthropology and 2 SECURITY OR Exobiology, Honor, and INTEGRITY > 32), discard dilemma and continue to next. If not, randomly select an AT/crew member with Treachery to be killed; Rest of AT/crew is not "stopped" and must continue to next dilemma.

**Kazon Bomb** - 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

**Kelvan Show of Force** - 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.

**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/her 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.)

**Kolaran Raiders** - If AT does not meet conditions (Leadership OR SECURITY), randomly select a crew member to be killed; discard dilemma and continue to next. If not, select an AT member with Leadership OR SECURITY to be "stopped"; discard dilemma and continue to next.

**Komar Possession** - 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".

**Ktarian Game** - 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.

**Lack of Preparation** - 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.

**Last Gasp** - Randomly select an AT/crew member to be "stopped". You may then reveal from hand a personnel who has Leadership or OFFICER. If you do not, the selected AT/crew member is killed. Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

**Lethean Telepathic Attack** - 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

**Lineup** - 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 INTEGRITY8, 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.

**Linguistic Legerdemain** - If AT/crew meets conditions (Anthropology and Exobiology), discard dilemma and continue to next. Otherwise, AT/ship and crew are "stopped;" place dilemma on mission. Determine X for countdown icon: X = the number of

affiliation icons on this mission that do not have matching personnel in AT/crew. Until countdown expires (end of the (x+1)turn of the player who seeded the dilemma), mission cannot be attempted (but Borg may scout mission.)

**Local Trouble** - If the Crew/AT meets does not meet conditions (Anthropology and STRENGTH > 24), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. Otherwise, opponent may download and seed two of the following dilemmas under mission: Archer, Hunter Gangs, or Punishment Zone. After download (if any), discard dilemma and continue to next.

**Lockbox** - 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.

**Macrovirus** - 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.)

**Maglock** - 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.

**Magnetic Field Disruptions** - Randomly select a personnel in crew with either Astrophysics OR Navigation to be "stopped," continue on to the next set of conditions. If you cannot randomly select one personnel in crew to be killed, ship and crew are "stopped"; replace dilemma under mission to be encountered again. If remaining crew meets the second set of conditions (CUNNING>24) discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

**Make Us Go** - 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").

**Male's Love Interest** - If no male AT member, discard dilemma and continue on to the next. Otherwise, randomly select one male AT member and relocate to farthest 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.)

**Male's Love Interest & Plague Ship** - MALE'S LOVE INTEREST: If no male AT member, discard dilemma and continue on to the next. Otherwise, randomly select one male AT member and relocate to farthest planet on this spaceline (count cards; count span if tie). Male is not "stopped". Rest of AT is not "stopped" and must continue to Tarellian Plague Ship. Discard dilemma. (Gender-related; Borg player discards 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.)

**Malfunctioning Door** - 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.

**Maman Picard** - If opponent has no doorway that allows the seeding of AU dilemmas, or 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".

**Mandarin Bailiff** - 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/her 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.

**Maquis Vendetta** - Randomly select an AT member to be "stopped." If the selected AT member has OFFICER or SECURITY, randomly select another AT member to be "stopped." Rest of AT is not "stopped" and continues to next dilemma. Discard dilemma.

**Matriarchal Society** - 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.)

**Meaningless Words** - You may choose to discard three cards from the top of your draw deck, if you do, discard dilemma and continue to next. If you do not, opponent chooses a AT/crew member to be "stopped"; discard dilemma. AT/crew are not "stopped" and must continue to next dilemma.

**Medical Crisis** - Randomly select a MEDICAL personnel. That personnel is killed if [Kaz] or [Vid]; "stopped" otherwise. If remaining AT meets conditions (2 Biology and 2 MEDICAL OR 2 Biology and a Nurse)), discard dilemma and continue to next. If not, crew is "stopped;" replaced dilemma under mission to be encountered again.

**Memory Invasion** - Reveal your hand to your opponent, who then chooses a card. You must then choose: â€¢ Discard the chosen card; discard dilemma. AT/ship and crew are not "stopped" and must continue to next dilemma. â€¢ Randomly select three AT/crew members to be "stopped"; discard dilemma. AT/ship and crew are not "stopped" and must continue to next dilemma.

**Menthar Booby Trap** - 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.

**Microbiotic Colony** - 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.

**Microbrain** - If no Exobiology or Geology in crew/AT, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. Otherwise, if crew/AT meets conditions (one personnel with Exobiology x3 OR one personnel with Geology x3), discard dilemma and continue to next. If not, opponent chooses one crew/AT member with Exobiology OR Geology to "stop", discard dilemma and continue to next.

**Microvirus** - 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.

**Misguided Activist** - 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.

**Mission Fatigue** - If not playing Borg affiliation: 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. If playing Borg affiliation: 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. It has no further effect on your crew/AT.

**Molecular Reversion Field** - If crew meets conditions (two personnel with no attribute 38) discard dilemma and continue to next. If not, crew is "stopped"; place dilemma on ship as a damage marker (Hull: -35%).

**My First Raygun** - 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.

**Nagilum** - 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.

**Nanite Attack** - If crew meets conditions (2 Diplomacy and 2 ENGINEER OR 2 SECURITY and a Hand Weapon) discard dilemma and continue to next. If not, place on ship as a damage marker (At the end of each turn, randomly select a crew member to be killed, Hull: -35%); ship and crew are not "stopped" and must continue to next dilemma.

**Nanites** - 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.

**Nausicaan Pirates** - If crew meets conditions (Leadership and 2 SECURITY OR 2 Treachery and STRENGTH > 35), discard dilemma and continue to next. If not, randomly select a crew member to be killed; ship and crew are "stopped"; discard dilemma.

**Nausicaans** - 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.

**Navigational Hazards** - 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.

**New Essentialists** - If AT is Borg affiliation, 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.

**Nitrium Metal Parasites** - 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).

**No Loose Ends** - 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.

**None Shall Pass** - 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.

**Not Quite Domesticated Pets** - If AT/crew meets conditions (Diplomacy, 2 Leadership, and INTEGRITY > 28 OR Biology, 2 Exobiology, and CUNNING > 34) discard dilemma and continue to next. If not, randomly select an AT/crew member to be "stopped". If your opponent has more events in play on the table than you, does not command that personnel, and seeded a mission with a headquarters played on it, place the selected AT/crew member on that headquarters mission, opponent now commands that personnel. Rest of AT/crew is not "stopped". Discard dilemma.

**Now Would Be a Good Time** - If you have Transporter Skill aboard your ship or facility at this location, you may beam up entire AT to discard dilemma. AT is not "stopped" and may beam back afterward. Otherwise, opponent chooses one AT member 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 is "stopped."

**Null Space** - 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.

**Odd's Cousin** - 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.)

**Oh No!** - If AT/crew has CUNNING>60, lose 5 points (ignore this portion of dilemma if playing Borg affiliation). If AT meets conditions (3 Astrophysics OR any PADD and any tricorder OR INTEGRITY>30 at non-[DQ] mission OR INTEGRITY>50 at a [DQ] mission), discard dilemma and continue to next. If not, AT/crew is "stopped;" replace dilemma under mission to be encountered again.

**Ooby Dooby** - 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.

**Oops!** - 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.

**Orion Syndicate Bomb** - 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.

**Ornaran Threat** - Randomly select one member of crew/AT to be "stopped". If the remaining crew/AT meets conditions (2 Diplomacy and MEDICAL OR 2 SECURITY and STRENGTH > 25), discard dilemma and continue to next. Otherwise, selected personnel is killed; replace dilemma under mission to be encountered again.

**Outpost Raid** -  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.

**Palukoo** - 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.

**Parallel Romance** - If opponent has no doorway that allows the seeding of AU dilemmas, or 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. (Genderrelated; Borg player discards immediately.)

**Parallels** - If playing Borg, discard dilemma and continue to next. Otherwise, reveal cards from the top of your deck equal to the number of events your opponent has in play on the table; "stop" every copy of each AT/crew member revealed in this way; place the revealed cards on the bottom of your deck in any order; discard dilemma. Rest of AT/crew is not "stopped" and must

continue to next dilemma.

**Personal Duty** - If no Leadership or OFFICER in crew, ship and crew "stopped"; replace dilemma under mission to be encountered again. Otherwise, determine how many personnel in crew have Leadership or OFFICER. If only one such personnel, that personnel is "stopped." If more than one, randomly select one to continue; the rest are "stopped." Discard dilemma; remaining "unstopped" crew must continue to next dilemma.

**Phased Matter** - 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.

**Photonic Energy Being** - 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).

**Pinned Down** - In only one personnel in crew/AT, crew and ship/AT is "stopped"; replace dilemma under mission to be encountered again. Otherwise, randomly select two personnel from crew/AT to be "stopped". If any [QC] icon cards in play randomly select one additional member of crew/AT to be "stopped". Discard dilemma and continue to next.

**Pla-Net** - 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.)

**Planetary Survey** - If AT does not meet conditions (Geology OR Computer Skill), AT is "stopped"; replace dilemma under mission to be encountered again. If not, select an AT member with Geology OR Computer Skill to be "stopped"; discard dilemma and continue to next.

**Plasma Shock** - Randomly select one AT/crew member. If selected personnel has Strength > 6 he or she is stopped. If not he or she is killed. Regardless of outcome, discard dilemma. AT/ship and crew are not "stopped" and must continue to next dilemma.

**Portal Guard** - 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.)

**Primitive Culture** - 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.

**Primitive Humanoids** - 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.

**Psionic Attack** - If AT meets conditions (MEDICAL and SCIENCE OR 3 SECURITY) discard dilemma and continue to next. If not, randomly select an AT member to be placed on the bottom of its owner's deck. If the selected AT member has Anthropology, randomly select a second AT member to be placed on the bottom of its owner's deck. Rest of AT is not "stopped" and must continue to next dilemma.

**Psychic Receptacle** - Opponent selects a skill. If the opponent is playing Borg or no personnel with the selected skill is in AT/crew, discard dilemma and continue to next. Otherwise: Randomly select an AT/crew member with the selected skill. Personnel with the selected card's title may not use skills while facing dilemmas for the rest of the mission attempt, discard dilemma and continue to next.

**Psycho-Kinetic Attack** - If no personnel with SECURITY in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (Exobiology and 2 MEDICAL OR Honor and Empathy), discard dilemma and continue to next. If not, randomly select an AT/crew member with SECURITY to be killed; AT/crew is not "stopped" and must continue to next dilemma.

**Punishment Box** - 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.)

**Punishment Zone** - Randomly select one AT member and choose whether to beam him/her back to ship or facility. If you beam him/her up, place dilemma in bonus point area. If he/she is killed, discard dilemma. If you are prevented from beaming him/her up, or have no place to beam him/her to, he/she is killed. (Borg must choose this non-points option.)

**Pup** - 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 is reenabled, 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.")

**Pursuit Just Behind** - Randomly select one AT member to be killed. If remaining AT has fewer than nine personnel, discard dilemma and continue to next. If not, randomly select a second AT member to be killed. If remaining AT now has less than ten personnel, discard dilemma and continue to next. If not, randomly select a third AT member to be killed; discard dilemma and continue to next.

**Q** - If the crew/AT meets conditions (2 Leadership and Integrity>60), discard dilemma and move on to next. If not, crew/ship and AT are "stopped", discard dilemma.

**Q Gets the Point** - 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.)

**Q's Vicious Animal Things** - 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 reseeds 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.)

**Q-Type Android** - 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.

**Quaint Technology** - If AT meets conditions (2 Anthropology and Computer Skill OR 2 Diplomacy and CUNNING > 34), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

**Quantum Filament** - If crew meets conditions ((2 Astrophysics OR Astrophysics and Stellar Cartography OR 2 Stellar Cartography) and 2 Navigation OR 2 ENGINEER, SCIENCE, and SHIELDS > 8) discard dilemma and continue to next. If not, place on ship as a damage marker (When your personnel aboard this ship are about to face a dilemma, randomly select one crew member to be "stopped.", Hull: -35%); Crew is not "stopped" and must continue to next dilemma.

**Quantum Fissure** - If crew does not meet conditions (Astrophysics and Physics) OR opponent has an uncloaked/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.

**Quantum Singularity Lifeforms** - If opponent has no doorway that allows the seeding of AU dilemmas, OR 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, or if Timepod Ring anywhere in play. 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.)

**Racial Tension** - Randomly select two AT/crew members. If the selected personnel are members of the same species, discard dilemma and continue to next. If not, the selected personnel are "stopped"; discard dilemma. AT/ship and crew are not "stopped" and must continue to next dilemma.

**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 end scouting attempt or prevent future scouting.)

**Rascals** - If no unique personnel in crew, discard dilemma and continue to next. Otherwise, randomly select four unique crew members to place dilemma on (If less than four unique crew members, select all unique crew members). For each selected, 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.)

**Rebel Encounter** - 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.

**Recurring Injury** - If crew/AT has no Biology or Medical, AT/ship and crew is "stopped"; replace dilemma under mission to be encountered again. Otherwise, if AT/crew meets conditions (one AT/crew member has 2 Biology (or Biology x2) OR 2 MEDICAL (or MEDICAL x2)), discard dilemma and continue to next. If not, opponent chooses one AT/crew member with Biology OR MEDICAL to "stop", discard dilemma and continue to next.

**Reluctant Informant** - If the crew meets conditions (Empathy OR a brig on the ship), discard dilemma and continue to next. Otherwise, otherwise opponent selects the personnel with lowest INTEGRITY and (if present) a different [CMD] personnel to be "stopped". The rest of the crew is not "stopped"; discard dilemma and continue to next.

**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).

**Replicator Accident** - 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.

**Rhetorical Question** - If you are playing Borg affiliation, 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.

**Risky Business** - If you are playing Borg affiliation, discard dilemma and continue to next. If you are not playing Borg affiliation: 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.

**Royale Casino: Blackjack** - If opponent has no doorway that allows the seeding of AU dilemmas, discard dilemma and continue to next. Otherwise: 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.)

**Royale Casino: Craps** - If opponent has no doorway that allows the seeding of AU dilemmas, discard dilemma and continue to next. Otherwise: 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.)

**Royale Casino: Slots** - If opponent has no doorway that allows the seeding of AU dilemmas, discard dilemma and continue to next. Otherwise: 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.)

**Sabotaged Negotiations** - 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

**Sabotaged Reactor** - If crew meets conditions ((Astrophysics OR Stellar Cartography), ENGINEER, and Navigation OR Leadership, OFFICER, and CUNNING > 28) discard dilemma and continue to next. If not, place on ship as a damage marker (RANGE -2, Hull: -35%); crew is "stopped".

**Sarjenka** - 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.

**Scientific Method** - 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.

**Scout Encounter** - 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.

**Secret Identity** - Opponent chooses an AT/crew member. You may search your draw deck for a personnel of the same affiliation as the selected AT/crew member and replace it. Discard the selected

AT/crew member, shuffle your draw deck, discard dilemma and continue to next.

**Security Precautions** - 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.

**Seismic Quake** - Randomly select one AT member. If opponent's score is odd, personnel is "stopped"; if even, he/she 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.

**Shaka, When the Walls Fell** - 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.

**Shall We Begin Again?** - Opponent draws three cards then reveals their entire hand. For each card with a [CMD] icon, randomly select one personnel to be "stopped". The rest of the crew/AT is not "stopped"; discard dilemma and continue to next.

**Shields Up!** - Randomly select a crew member to be "stopped." If the selected crew member has Astrophysics, Stellar Cartography or Navigation, randomly select another crew member to be "stopped." Rest of crew is not "stopped" and continues to next dilemma. Discard dilemma.

**Shipboard Fire** - If attempting ship meets conditions (no damage markers) discard dilemma and continue to next. If not, crew is "stopped"; discard dilemma.

**Short Circuit** - If crew meets conditions (ENGINEER and 2 Physics OR 2 Computer Skill and SCIENCE) discard dilemma and continue to next. If not, crew is "stopped"; replace dilemma under mission to be encountered again.

**Shot in the Back** - 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".

**Side by Side** - Opponent selects a skill. Randomly select two AT/crew members. Examine each separately and "stop" each who has the selected skill; discard dilemma. AT/crew is not "stopped" and must continue to next dilemma.

**Skeleton Crew** - Place dilemma on mission. The player that encountered this dilemma may not begin another attempt at this mission with fewer than six personnel (does not include current attempt). AT/crew is not "stopped" and must continue to next dilemma.

**Skullduggery** - Randomly select one personnel from AT/crew. If he has Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY

**Sleeper Trap** - 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.

**So Many Enemies** - If crew/AT has fewer contains few than three personnel, AT/ship and crew are "stopped", replace dilemma under mission to be encountered again. Otherwise, randomly select three AT/crew members. If at least one of the selected personnel has Anthropology, "stop" the selected AT/crew member. Discard dilemma and continue to next.

**Sorting Things Out** - If playing Borg, discard dilemma and continue to next. Otherwise: if a personnel has been killed during this mission attempt, randomly select a personnel to be "stopped". Discard dilemma and continue to next.

**Spatial Rift** - 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.

**Stand-Off** - If AT meets conditions (Anthropology, Diplomacy, and Honor OR Law, SECURITY, and STRENGTH > 28) discard dilemma and continue to next. If not, randomly select an AT member with Leadership (if any) to be captured and placed in brig (if any), placed with opponent's AT/crew here (if any), or held with this dilemma as a trap card. Rest of AT is "stopped". If dilemma not being used as a trap card, discard it.

**Stellar Core Fragment** - If AT/crew has no Physics OR Science, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If AT/crew meets conditions (one AT/crew member has 2 Physics (or Physics x2) OR 2 SCIENCE (or SCIENCE x2)), discard dilemma and continue to next. If not, opponent chooses one AT/crew member with Physics OR SCIENCE to "stop", discard dilemma and continue to next.

**Stellar Flare** - 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". If the ship is damaged, ship and crew is "stopped". If the ship attempting the mission is not damaged, it is not "stopped" and the crew must continue to the next dilemma. Discard dilemma, even if no ship damaged.

**Strange Bedfellows** - 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.)

**Strict Dress Code** - 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.)

**Subspace Accident** - If crew meets conditions ((Astrophysics OR Stellar Cartography) and 2 Navigation OR 2 Physics and SCIENCE), discard dilemma and continue to next. If not, randomly select a crew member to be placed on the bottom of its owner's draw deck, discard dilemma. Ship and crew are not "stopped" and must continue to next dilemma.

**Subspace Fracture** - 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.

**Subspace Seaweed** - 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).

**Subspace Shock Wave** - If crew meets conditions (a personnel with Navigation and CUNNING>7 aboard), discard dilemma and continue to next. Otherwise, ship is damaged(resolve tactics before selecting casualties); randomly select two crew members to be killed; ship and crew are "stopped;" discard dilemma.

**Subterranean Barrier** - If AT meets conditions (Biology, Exobiology, and INTEGRITY > 25 OR Diplomacy, Leadership, OFFICER, and CUNNING > 32) discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma beneath mission to be encountered again.

**Surprise Assault** - 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.

**Symbalene Blood Burn** - If AT meets conditions (Biology, Exobiology, and MEDICAL OR OFFICER, SECURITY and STRENGTH > 28) discard dilemma and continue to next. If not, randomly select four AT members to be "stopped". Place dilemma on your ship here (if not ship here, discard dilemma) as a damage marker (At the start of each turn, randomly select a personnel on this ship to be killed. Hull: -35%); rest of AT is not "stopped" and must continue to next dilemma.

**Sympathetic Magic** - If you have no ship at this mission, AT is "stopped"; discard dilemma. If not, make choice: â€¢ AT is "stopped"; discard dilemma. â€¢ Place dilemma on ship as a damage marker (RANGE: -2, WEAPONS: -2, SHIELDS: -2, Hull: -35%); AT is not "stopped" and must continue to next dilemma.

**System-Wide Cascade Failure** - 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.)

**Systems Diagnostic** - If crew does not meet conditions (ENGINEER OR Computer Skill), ship and crew are "stopped"; replace dilemma under mission to be encountered again. If not, select a crew member with ENGINEER OR Computer Skill to be "stopped"; discard dilemma and continue to next.

**Tactical Disadvantage** - Both players reveal their hands and examine revealed ship cards in those hands. Determine total SHIELDS of all ship cards you reveal and total WEAPONS of all ship cards your opponent reveals (modifiers do not effect cards in hand). If either player has no ship cards in hand, their number is 0. If your total revealed SHIELDS is greater than your opponent's total revealed WEAPONS, discard dilemma and continue to next. Otherwise, randomly select one personnel in crew to be killed; ship and crew are "stopped;" discard dilemma.

**Talosian Cage** - 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. (Gender-related; Borg player discards immediately.)

**Tarellian Plague Ship** - 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.)

**Telepathic Deception** - If AT/crew meets conditions (Biology, Exobiology, and SECURITY OR Empathy and CUNNING > 28), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

**Temporal Causality Loop** - 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.

**Temptation** - If crew/AT has fewer than three personnel, AT/crew and ship are "stopped"; replace dilemma under mission to be encountered again. Otherwise, randomly select three members of AT/crew. Each without Honor OR Treachery is "stopped", discard dilemma and continue to next.

**Tense Negotiations** - If no Diplomacy or Leadership in crew/AT, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. Otherwise, if crew/AT meets conditions (one personnel with Leadership x3 OR one personnel with Diplomacy x3), discard dilemma and continue to next. If not, opponent chooses one crew/AT member with Diplomacy OR Leadership to "stop", discard dilemma and continue to next.

**The Arsenal: Separated** - Divide all unique personnel in AT/crew into two piles (attempting player's choice), face-down. Opponent chooses one pile to be "stopped." The other pile is not "stopped" and returns to AT/crew. If remaining AT/crew meets conditions (CUNNING>27), discard dilemma and continue to next. If not, AT/crew is "stopped;" replace dilemma under mission to be encountered again.

**The Caretaker's Guests** - Opponent chooses one personnel in AT/crew to be placed on top of your draw deck. You may (if possible) choose a different personnel in your discard pile of the same affiliation as the personnel opponent chose. That personnel joins AT/crew and is added to the mission attempt. Discard dilemma; AT/crew must continue to next dilemma.

**The Cloud** - 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.

**The Clown: Playing Doctor** - [S/P] 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 hologram personnel present). (If the personnel selected has lost his/her first-listed skill, only he/she is killed or "stopped") Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

**The Clown: Beneath the Mask** - 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.

**The Clown: Bitter Medicine** - Opponent names a skill. All your personnel with named skill are attributes -2 until end of turn. Place dilemma on mission; AT/crew must continue to next dilemma. While dilemma remains on mission, each time any player begins a mission attempt or scouting attempt at that mission, that player's opponent names a skill; attempting player's personnel with named skill are attributes -2 until end of turn.

**The Clown: Guillotine** - 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.

**The Clown: My Festival** - 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.

**The Demands of Duty** - Opponent chooses an AT member. You must then choose: â€¢ AT is "stopped"; discard dilemma. â€¢ Chosen AT member is killed; discard dilemma. AT is not "stopped" and must continue to next dilemma.

**The Gatherers** - 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.

**The Higher... The Fewer** - 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.)

**The Sheliak** - 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.)

**The Swarm** - 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.)

**The Three Vipers** - 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.

**The Weak Will Perish** - Examine each AT/crew member's printed attributes. If any attribute is

**The Whale Probe** - If opponent has no doorway that allows the seeding of AU dilemmas, discard dilemma and continue to next. Otherwise: Place this dilemma on spaceline at this mission and

note farthest end (left or right). All ships, personnel, and facilities at the location of this dilemma are in stasis while dilemma remains here. At end of every turn of both players, move dilemma one card toward farthest end of spaceline. Discard dilemma when it moves off end of spaceline. While in play, if a second copy seeded by the same player is encountered by either player, discard the second copy.

**Theta-Radiation Poisoning** - 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.

**Thought Fire** - If opponent has no doorway that allows the seeding of AU dilemmas, if The Traveler: Transcendence is not affecting you, or if no AT/crew members have (CUNNING + INTEGRITY)

**Trabe Grenade** - 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.

**Traitor Exposed** - If no AT/crew member has Treachery, discard dilemma and continue to next. Otherwise, randomly select a AT/crew member with Treachery. If the selected personnel have CUNNING > 6, he or she is stopped. Otherwise, she is killed. Regardless of outcome, discard dilemma. AT/ship and crew are not "stopped" and must continue to next dilemma.

**Trauma** - Locate personnel in AT/crew with most ⚔ [skill dot] icons (your choice if tie) and place dilemma on him; he/she 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.

**Triage** - Randomly select a personnel in AT with either Biology OR MEDICAL to be "stopped," continue on to the next set of conditions. If you cannot, randomly select one personnel in AT to be killed, ship and AT "stopped"; replace dilemma under mission to be encountered again. If remaining AT meets the second set of conditions (CUNNING>24) discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

**Trilithium Raid** - If any facility is at the location where the dilemma is encountered, opponent may download up to two [univ] Romulans to that facility (or up to 6 if a station). "Romulans" may include species or affiliation; personnel may not be downloaded into a house arrest situation (e.g., may not download [ROM] personnel to his or her [Klg] outpost). After download (if any), continue with dilemma. If AT/crew meets conditions (2 ENGINEER and

STRENGTH>40), 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 Romulans on next encounter.)

**Tsiolkovsky Infection** - 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.)

**Twisted** - 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.

**Two-Dimensional Creatures** - Place on ship. All crew members with Empathy are disabled. If nondisabled 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.

**Unbelievable Emergency** - If you have seeded no missions with a headquarters played on them discard dilemma and continue to next. Otherwise: Opponent names a skill. Randomly select two crew members for each mission you seeded that has a headquarters played on it. "Stop" each selected crew member who does not have the named skill. Kill each selected crew member who does have the named skill. Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma.

**Under Fire** - 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.

**Under Pressure** - If crew meets conditions ((Astrophysics OR Stellar Cartography), ENGINEER, and Navigation OR Biology, MEDICAL, and SCIENCE) discard dilemma and continue to next. If not, randomly select a crew member. You must then choose: ⚔ Selected personnel is killed. Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma. ⚔ Randomly select two crew members to be "stopped". Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma.

**Undercover Agent** - If any [ROM] ship in play, opponent may download here Selok OR any Romulan (species or affiliation) with an infiltration icon. After download (if any), continue with dilemma. If AT/crew meets conditions (SECURITY, Biology and (CUNNING > 40 OR Law)), discard dilemma and continue to next. Otherwise, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. (Opponent may download Selok or Romulan infiltrator on next encounter.)

**Undetected Beam-In** - 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).

**Unexpected** - Randomly select one AT/crew member to be "stopped". If remaining AT/crew meets conditions ((Astrophysics OR Stellar Cartography) and 2 Diplomacy OR Exobiology and 2 MEDICAL), discard dilemma and continue to next. If not, place personnel "stopped" by this dilemma atop its owner's draw deck; discard dilemma. Ship and crew are not "stopped" and must continue to next dilemma.

**Ungracious Hosts** - You choose an AT member. Opponent must then choose: â€¢ Discard cards equal to the number of [SD] icons on the selected personnel; selected AT member is captured, placed in opponent's brig (if any), placed with opponent's AT/crew here (if any), or held with this dilemma as a trap card; discard dilemma (if not being used as a trap card). â€¢ Discards no cards: Discard dilemma. AT is not "stopped" and must continue to next dilemma.

**Unknown Microorganism** - If AT meets conditions (Biology, MEDICAL, and SCIENCE OR 2 SECURITY and a non-Hand Weapon equipment) discard dilemma and continue to next. If not, randomly select an AT member to be killed; remaining AT is "stopped"; replace dilemma under mission to be encountered again.

**Unscientific Method** - 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.

**Untrustworthy Associate** - 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.

**V'Ger** - If opponent has no doorway that allows the seeding of AU dilemmas, discard dilemma and continue to next. Otherwise: if crew meets conditions (2 Empathy OR Diplomacy, Anthropology, and Computer Skill), place dilemma in bonus point area and continue to next. If not, ship is destroyed (discard with all cards aboard); discard dilemma.

**Vantika's Neural Pathways** - 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.

**Vastly Outnumbered** - If crew has STRENGTH>55, lose 5 points (ignore this portion of dilemma if playing affect Borg affiliation). If crew meets conditions (Anthropology and 2 Honor OR two hand weapons OR INTEGRITY>28 at a non-[DQ] mission OR INTEGRITY>48 at a [DQ] mission), discard dilemma and continue to next. If not, crew is "stopped;" replace dilemma under mission to be encountered again.

**Vendetta** - 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.

**Virus** - If crew meets conditions (4 Computer Skill), discard dilemma and continue to next. If not, crew is "stopped;" place dilemma on ship; this ship and all other ships of same class controlled by same player are attributes -2 while dilemma remains here. Dilemma remains cured with 6 Computer Skill until or countdown expires (end of 3rd turn of player who seeded dilemma).

**Volcanic Eruption** - 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.

**Vole Infestation** - 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 (or added by other cards) 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.

**War Games** - If crew meets conditions (2 ENGINEER, SECURITY and Navigation) place dilemma on ship and continue to next. Otherwise, crew and ship are "stopped", replace dilemma under mission to be encountered again. While dilemma is on a ship, if opponent moves a ship they control to the same location as dilemma opponent scores points.

**Warp Bubble Mishap** - Randomly select a personnel in crew with either Physics OR SCIENCE to be "stopped," continue on to the next set of conditions. If you cannot randomly select one personnel in crew to be killed, ship and crew are "stopped";

replace dilemma under mission to be encountered again. If remaining crew meets the second set of conditions (CUNNING>24) discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

**Wavefront** - If the crew has no Astrophysics, Stellar Cartography or Navigation, ship and crew are "stopped"; replace dilemma under mission to be encountered again. Otherwise, if crew meets conditions (one crew member has 2 Astrophysics (or Astrophysics x2) OR 2 Stellar Cartography (or Stellar Cartography x2) OR Astrophysics and Stellar Cartography OR 2 Navigation (or Navigation x2)), discard dilemma and continue to next. If not, opponent chooses one crew member with Astrophysics OR Stellar Cartography OR Navigation to "stop", discard dilemma and continue to next.

**Wind Dancer** - 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.

**Worshiper** - 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.)

**Your Galaxy Is Impure** - 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.

**Yuta** - 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.)

**Zaldan** - 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.