Star Trek: CCG Dilemma Resolution Guide

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This supplemental rules document is a play aid maintained by the Continuing Committee, authored by Kathy McCracken, Jon Carter, Jarrod Cafaro, Tim Mirkes, and others.

The Dilemma Resolution Guide is offered as a play aid, not an authoritative rules document. Due to the large number of dilemmas, the pace of new production, and subtle changes in dilemma resolution rules over the decades, we cannot guarantee that the Dilemma Resolution Guide is either 100% complete or 100% accurate. Always check for a card's Glossary entry before resorting to this document. In the event of a conflict, the Glossary is correct.

There are four main rules of dilemma resolution:

1 If it says "unless" or "to get past," you can prevent it by meeting the conditions... but, if you fail, the entire team is stopped and the dilemma reseeds.
2 If it says "cure," you can discard the dilemma (after it has its initial effect) by meeting the conditions, but, if you can't, there's no penalty.
3 If it says, "nullify," it works just like a "cure," except you can meet the conditions and discard the dilemma before it has any effect.
4 If it doesn't say any of those, then it's an automatic effect. Just do what it says, then continue to the next dilemma.

Uebersetzung in das Deutsche (Wir danken MrSloan):

1 Wenn das Dilemma "unless" (wenn nicht...) oder "to get past" (um weiter zu kommen...), als Kartentext hat, kann es verhindert werden, wenn man diese Bedingungen (engl. conditions) erfuellt. Allerdings, wenn man es nicht schafft, ist das ganze Team gestopped und das dilemma kommt zurueck unter die Mission (reseed).
2 Wenn das Dilemma als Kartentext "cure" (heilen) hat, kann das Dilemma entfernt werden (removed bzw. im Traditional Format discarded), nachdem es zuerst seinen Effekt hatte, in dem man die Bedingungen nach "cure" erfuellt. Schafft man es nicht, gibt es keine Strafe (kein stopped).
3 Wenn das Dilemma als Kartentext "nullify" hat, funktioniert es wie "cure", ausser dass wenn man die Bedingung schafft, das Dilemma entfernt wird, bevor es einen Effekt hat. Keine Strafe/kein stoppen wenn die nullify Bedingung nicht erfuellt wird.
4 Wenn das Dilemma nichts davon hat, hat es einfach seinen Effekt und danach geht es weiter zum naechsten Dilemma.

Der Dilemma Resolution Guide dient als Hilfe, ist jedoch kein offizielles Regeldokument.

"GOD" [P]

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

If Away Team meets conditions (at least two Away Team members have INTEGRITY>7 each), discard dilemma; mission continues. Otherwise, Away Team 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, you (but not opponent) must have a ship at this location to attempt mission.

"PUP" [S]

Place on ship. Disables RANGE until start of your next turn; then WEAPONS until start of your next turn; then SHIELDS; then repeats. Nullify with 4 Computer Skill OR {any Miles}.

If 4 Computer Skill OR any Miles in crew, discard nullified dilemma; mission continues.

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 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 ship.

Disabled attribute is an "undefined" quantity. Treat as 0 for totals or comparisons, but not equal to 0 for Birth of "Junior."

"SUBSPACE SEAWEED" [S]

Unless 3 Navigation aboard, place on ship. Reduces RANGE by 3 (cumulative). Your Transporter Skill may subsequently beam dilemma to your {Science Lab} at same location.

If crew meets conditions (3 Navigation), discard dilemma; mission continues. 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 any Nor you control with a Science Lab site, and "beam" dilemma to site (place on site).

A BAD END [P]

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 Biology.

Examine ALL of your stopped personnel at the location of the mission attempt (not just those on the planet) and select half of those (your choice, rounding up) to be killed.

Then, if Away Team still meets conditions (2 Biology), discard dilemma; mission continues.

Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

A CRIME OF PASSION [S]

Unless a female ENGINEER OR a unique male with printed INTEGRITY>7 present, opponent may choose a ship here to [Flip][Flip]. Discard dilemma.

If playing Borg affiliation, discard gender-related dilemma immediately; scouting continues.

If crew meets conditions (a female ENGINEER OR a unique male with printed INTEGRITY>7), discard dilemma; mission continues. 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 [S/P]

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

Opponent chooses one Away Team/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).

Away Team/ship and crew are not stopped; mission continues. Discard dilemma.

Substituting a ship is not an option with a Borg opponent, because Borg cannot commandeer.

A GOOD DAY TO LIE [S/P]

To get past, requires 3 Diplomacy OR 3 Treachery. If a [Kli] Treachery personnel in play, opponent may then download {Duras} to anywhere at this location.

If the Away Team/crew meets conditions (3 Diplomacy OR 3 Treachery), and any [KLG] personnel with Treachery is 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 Owner's [FED] outpost). After download (if any), discard dilemma; mission continues.

Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

A LITTLE FUN EVERY DAY [P]

Place on mission. Now and start of each attempt here, cannot get past unless three personnel with total attributes less than 52 OR 2 CIVILIAN present.

Place on mission. If Away Team meets conditions (three personnel with total attributes less than 52 OR 2 CIVILIAN); mission continues. Otherwise, Away Team stopped; dilemma remains on mission.

Each time any player begins a mission attempt here, if Away Team meets conditions (three personnel with total attributes less than 52 OR 2 CIVILIAN); mission continues. Otherwise, Away Team stopped; dilemma remains on mission.

Discard dilemma when countdown expires at end of third turn of player who seeded dilemma.

A MINER CONFRONTATION [P]

To get past requires three personnel with Leadership OR three personnel with ENGINEER classification.

If Away Team meets conditions (Three different personnel with Leadership OR three different personnel with ENGINEER classification), discard dilemma; mission continues.

Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

A NEW GAME [S/P]

Opponent may download and seed here up to two Chula dilemmas (except The Chandra or The Game). Place on mission; one personnel (opponent's choice) is excluded from random selections of each Chula dilemma here.

Opponent may download and seed up to two Chula dilemmas under mission (Except Chula: The Chandra or Chula: The Game).

After download (if any), place dilemma on mission; mission continues. For each subsequent Chula dilemma encountered at this location, opponent chooses one personnel to be excluded from any random selection of that Chula dilemma. Discard dilemma when countdown expires.

A PASSIONATE VULCAN [P]

Unless Mindmeld and Anthropology present, opponent may download (or relocate) {Sybok} here and may download {Release This Pain} onto one of your personnel present (random selection). Discard dilemma.

If Away Team meets conditions (Mindmeld and Anthropology), discard dilemma; mission continues.

Otherwise, Away Team is stopped. Opponent may download or relocate Sybok to anywhere at the mission where the dilemma is encountered. If opponent downloads or relocates Sybok to the planet (so he is present with the dilemma and the Away Team), opponent may also download Release This Pain to one of your personnel present. If opponent downloads or relocates Sybok but NOT to the planet, he is not present with the dilemma, and therefor you may NOT also download Release This Pain using the dilemma's gametext.

After relocation and/or download(s), discard dilemma.

A PLEASANT SURPRISE [S]

To get past, "stop" a personnel with CUNNING>6 and either Diplomacy or Treachery (random selection).

If no personnel with CUNNING>6 and either Diplomacy or Treachery in crew, ship and crew are stopped. Otherwise: Randomly select one crew member with CUNNING>6 and either Diplomacy or Treachery to be stopped; discard dilemma; mission continues.

ABANDON SHIP! [S]

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

If ship is not damaged and RANGE not reduced, discard dilemma; mission continues. 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. It is your choice whether any equipment or captives remain on the ship or depart with the dilemma. Rest of crew is not stopped; mission continues.

Rescue personnel with another ship (after current mission attempt is over) at same location, or opponent may capture them (on his/her turn; relocate to opponent's ship). After rescue or capture, discard dilemma.

AGGRESSIVE BEHAVIOR [S]

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

If crew meets conditions (2 Anthropology OR Leadership, Anthropology, and CUNNING>35), discard dilemma; mission continues. Otherwise, ship is damaged; randomly select one crew member to be killed; ship and crew are stopped; replace dilemma under mission to be encountered again.

ALDEBARAN SERPENT

If personnel are present, and the number of personnel in this crew or Away Team > lowest attribute present, discard event. Otherwise, place on mission; after this Q-Flash ends, crew or Away Team is stopped and you must attempt a different mission before attempting this one again.

If personnel are present, and Away Team/crew meets conditions (the number of personnel in this Away Team/crew is greater than the lowest attribute number [apply enhancements] present), discard Q-Event; Q-Flash continues.

Otherwise, place Q-Event on mission. Q-Flash continues, but when complete, Away Team/ship and crew (if any present) are stopped. You may not attempt this mission while Q-Event on mission. You must attempt a different mission to discard this Q-Event (then you may attempt this mission again).

ALICE [S/P]

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

If Away Team/crew meets conditions (2 Computer Skill and Biology), discard dilemma; mission continues.

Otherwise, select personnel with the most Navigation (opponent chooses if tie or no Navigation present) to be captured.

If present, opponent's crew or Away Team at same location takes custody of captive. Away Team/ship and crew are stopped; discard dilemma.

Otherwise, 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). Away Team/ship and crew are stopped.

ALIEN ABDUCTION [P]

Most CUNNING Away Team member (owner's choice if tie) is held atop mission. Cure with 3 Leadership. Nullified when mission completed.

Place on most CUNNING personnel in Away Team (if tie, owner chooses). That personnel forms a separate Away Team. If 3 Leadership remain in original Away Team, discard cured dilemma and held personnel rejoins Away Team; mission continues.

If not, dilemma remains on the held personnel. That personnel is still "in play" but may not be moved and may not use any skills, attributes or abilities. The remaining Away Team is not stopped; mission continues. Discard dilemma when cured with 3 Leadership present or when mission is completed.

ALIEN ABDUCTION: TEST SUBJECTS [S]

Three personnel (random selection) are held with dilemma atop mission. Cure with 2 Physics OR a Holodeck and CUNNING>40.

Randomly select three personnel in crew. If less then three personnel in crew, all of them are selected. Place those personnel on top of mission with dilemma. If 2 Physics OR CUNNING>40 (and ship has a Holodeck) remain in original crew, discard cured dilemma and held personnel rejoin crew; mission continues.

If not, dilemma remains on the held personnel. Those personnel is still "in play" but may not be moved and may not use any skills, attributes or abilities. The remaining crew is not stopped; mission continues. Discard dilemma when cured with 2 Physics OR CUNNING>40 (and ship has a Holodeck) present.

ALIEN CONSPIRACY [S/P]

Choose one personnel in crew or Away Team for each Dissident your opponent has in play. Your opponent chooses up to two of those personnel to be killed.

Opponent reveals the number of dissidents they have in play. For each dissident, you choose one personnel in Away Team/crew, up to the total number of personnel in your Away Team/crew. Reveal chosen personnel to opponent, who selects up to two of those personnel to be killed. Away Team/crew are not stopped; discard dilemma; mission continues.

ALIEN LABYRINTH [P]

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

If Away Team meets conditions (Tricorder OR 2 ENGINEER), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

ALIEN PARASITES [P]

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

If Away Team meets conditions (INTEGRITY>32), discard dilemma; mission continues.

If not, set dilemma aside; Away Team beams back to ship (including landed ships) 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 Away Team (including crew or Away Team that was already aboard ship or facility; or Away Team not associated with a ship or facility) until they become stopped or opponent 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 Away Team/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 [S/P] [5 points]

ALIEN PARASITES: Unless INTEGRITY>32, Away Team (if any) beams back and opponent immediately controls ship and crew until "stopped." REM FATIGUE HALLUCINATIONS: Crew or Away Team dies at end of your third full turn unless cured by 3 MEDICAL OR docking at outpost.

If Away Team/crew meets conditions (INTEGRITY>32), Alien Parasites is overcome; continue to second half of combo dilemma (REM Fatigue Hallucinations).

If not, set dilemma aside; Away Team (if encountered on planet) beams back to ship (including landed ships) 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 Away Team (including crew or Away Team that was already aboard ship or facility; or Away Team not associated with a ship or facility) until they become stopped or opponent 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 Away Team/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 Away Team/crew. If 3 MEDICAL in Away Team/crew, place cured dilemma in bonus point area (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. Otherwise, Away Team/crew is not stopped; mission continues.

Away Team/crew dies at end of your third full turn unless dilemma cured first by having 3 MEDICAL present with Away Team/crew that originally encountered the dilemma OR by returning to and docking at your outpost (place dilemma in bonus point area). Borg Away Teams/crews that trigger scoring do not score bonus points; discard dilemma. Note that only personnel in the Away Team/crew that originally encountered the dilemma will die if dilemma not cured. Any other personnel present at time of death are not affected.

ALL AVAILABLE PERSONNEL [S/P]

Opponent may download {Balancing Act} to table as [Incident] OR download {Skeleton Crew} atop any mission. Cannot get past unless you began mission attempt with at least six personnel.

When Away Team/crew 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 Away Team/crew meets conditions (began mission attempt with 6 or more personnel) discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

Since mission attempts are irrelevant to the Borg, they automatically pass this dilemma.

Opponent may download Balancing Act OR Skeleton Crew on next encounter.

ALTONIAN BRAIN TEASER [S/P]

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

Locate most CUNNING personnel in Away Team/crew (if tie, opponent chooses). That personnel is stopped. If that personnel's CUNNING less than 15, any bonus points scored at any time during game at this spaceline location (before or after encountering dilemma) do not count toward winning (points still count for other purposes, such as Dead End; leave cards in bonus point area if applicable). Rest of Away Team/crew is not stopped; discard dilemma; mission continues.

AMANDA'S PARENTS

Plays on table until any Q-Flash. Each time you play an {Amanda Rogers} card (except to nullify a [Q] icon card), opponent may take that Amanda Rogers (and any two other cards) from your discard pile and place all three out-of-play.

Play on table when encountered; Q-Flash continues. While on table, each time you play Amanda Rogers, unless you are nullifying a [Q] icon card, opponent may respond to and prevent that Amanda Rogers and place it, and any other two cards opponent chooses from your discard pile, out of play.

Discard Q-Event from table when either player has a Q-Flash during a mission attempt.

Note that since Amanda Rogers: Protector is played as a hidden agenda, it essentially enters play face down without a known title, and thus will not "trigger" Amanda's Parents. Also since revealing a hidden agenda is not "playing" that card with that name, this will not trigger Amanda's Parents either.

AN ABSENCE OF MANNERS

Plays on table until any Q-Flash. Play with your hand revealed. If, at the start of opponent's turn, you have drawn exactly one card since end of opponent's last turn (including card draws converted to downloads), discard event. May be nullified only by {Plexing} or {Wolf}.

If nullified by Wolf or Plexing, discard nullified Q-Event; Q-Flash continues.

Otherwise, place Q-Event on table when encountered. Then place your hand face up (revealed) on the table. Your hand remains face up as you play. During each of your turns (including the turn your first encountered this Q-Event), track how many cards you have drawn (including any card draws you convert to downloads), and let that number of draws = X.

At start of each turn of opponent, if X = 1, discard Q-Event. If X = any other number, (including 0), continue to play with hand face up (revealed). X resets back to 0 at the start of each of your turns.

If you play Wolf or Plexing at any time to nullify Q-Event, discard Q-Event.

Discard Q-Event from table when either player has a Q-Flash during a mission attempt.

ANAPHASIC ORGANISM [P]

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

If playing Borg Affiliation, immediately discard gender-related dilemma; scouting continues.

If no trigger (female) in Away Team, discard dilemma; mission continues.

Otherwise: If Away Team meets conditions (SECURITY and MEDICAL), discard dilemma; mission continues. If not, locate female in Away Team with highest total attributes (apply enhancements; if tie, opponent chooses) and discard; Away Team is stopped; discard dilemma. The discarded female is not "killed".

ANAPHASIC ORGANISM & NAGILUM [S/P]

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

ANAPHASIC ORGANISM: If playing Borg Affiliation, immediately overcome gender-related dilemma; continue to second half of combo dilemma (Nagilum).

If no trigger (female) in Away Team/crew, Anaphasic Organism is overcome; continue to second half of combo dilemma (Nagilum).

Otherwise: If Away Team/crew meets conditions (SECURITY and MEDICAL), Anaphasic Organism is overcome; continue to second half of combo dilemma (Nagilum).

If not, locate female in Away Team/crew with highest total attributes (apply enhancements; if tie, opponent chooses) and discard; Away Team/ship and crew are stopped. The discarded female is not "killed". Mission attempt ends, and Anaphaic Organism is not repeatable (replace combo dilemma under mission to be encountered again. On subsequent mission attempt, encounter Nagilum first).

NAGILUM: If Away Team/crew meets conditions (3 Diplomacy OR STRENGTH>40), discard dilemma; mission continues. If not, randomly select half of crew (round down, half of one rounded down is zero) to be killed; Away Team/ship and crew are

stopped; discard dilemma.

ANCIENT COMPUTER [S]

Cannot get past unless 2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER present.

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

ANCIENT COMPUTER & MICROVIRUS [S/P]

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

ANCIENT COMPUTER: If Away Team/crew meets conditions (2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER), Ancient Computer is overcome. Continue to second half of combo dilemma (Microvirus). If not, Away Team/ship and crew are stopped; replace dilemma under mission for Ancient Computer to be encountered again.

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

ANDROID NIGHTMARES [S/P]

If android present, one non-android personnel (random selection) killed (three if {Interphasic Plasma Creatures} affecting you) unless Empathy OR {Dr. Soong} present.

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

If no trigger (android) in Away Team/crew OR no target (non-androids) in Away Team/crew, discard dilemma; mission continues. Otherwise: If Away Team/crew meets conditions (Empathy OR Dr. Soong), discard dilemma; mission continues. If not, randomly select one (OR three if Interphasic Plasma Creatures is affecting you) non-android to be killed; Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

ANGRY MOB [P]

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

Shuffle all SECURITY and shape-shifters in Away Team (in any) and randomly select one. If remaining Away Team meets conditions (INTEGRITY>27 from up to 4 personnel OR STRENGTH>50), discard dilemma and mission continues for entire Away Team. If not, selected personnel (if any) is killed; rest of Away Team is stopped; discard dilemma.

ANKARI "SPIRITS" [S]

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

If crew meets conditions (3 Honor and INTEGRITY>35), discard dilemma; mission continues. 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 [S/P]

To get past, one Anthropology OR Empathy personnel (opponent's choice) must be "stopped." Nullify with a personnel who has either 2 Anthropology OR 2 Empathy.

If no Anthropology or Empathy in Away Team/crew, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

Otherwise, if nullifier present in Away Team/crew (one personnel with Anthropology x2 OR one personnel with Empathy x2), discard dilemma; mission continues. If not, opponent chooses one Away Team/crew member with Anthropology OR Empathy to stop, discard dilemma; mission continues.

APHASIA DEVICE [S]

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

Place on ship. Randomly select one crew member to be disabled. If cure remains (2 MEDICAL + 2 Biology), discard cured dilemma; selected crew member is no longer disabled; mission continues.

Otherwise, until dilemma cured, 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 present (even if all crew dies). All disabled are cured when dilemma is discarded.

AR-Q-OLOGIST

Opponent may place up to X cards from their discard pile on top of their draw deck, where X=total number of [*] and DL/ icons on lowest INTEGRITY personnel present. Nullify with Archaeology and Honor present.

If Archaeology and Honor in Away Team/crew, discard nullified dilemma; mission (or Q-Flash) continues.

If not, find lowest INTEGRITY personnel present (apply enhancements, opponent's choice if tie) and count total number of [*] and DL/ icons on that personnel. Total=X (i.e., X is a variable equal to that number). Opponent may look through his/her discard pile and retrieve up to that many (number=X) cards and place them in any order on top of his/her draw deck. Discard dilemma; mission (or Q-Flash) continues.

ARCHAIC RITUAL [S/P]

To get past, two personnel in crew or Away Team with the highest STRENGTH and one additional personnel with highest remaining CUNNING are stopped.

If Away Team/crew have two or less personnel present, all are stopped; replace dilemma under mission to be encountered again.

Otherwise, find the two highest STRENGTH personnel in Away Team/crew (apply enhancements, opponent's choice if tie). Then, of the remaining personnel, find the highest CUNNING personnel remaining (apply enhancements, opponent's choice if tie). Those three personnel are all stopped; discard dilemma; mission continues.

ARCHER [P]

Away Team member with highest total attribute numbers is shot and dies unless SECURITY and MEDICAL present. Discard dilemma.

If Away Team meets conditions (SECURITY and MEDICAL), discard dilemma; mission continues. If not, locate Away Team member with highest total attributes (apply enhancements; if tie, opponent chooses) to be killed; Away Team is stopped; discard dilemma.

ARE THESE TRULY YOUR FRIENDS, BROTHER?

If you have more cards in your discard pile than personnel in this crew or Away Team, examine one card in your discard pile (random selection). If it has a point box with a number, give it to your opponent who immediately scores those points. Otherwise, place it out-of-play. (May not be nullified.)

Count the cards in your discard pile. If Away Team/crew has fewer personnel than cards in discard pile, discard Q-Interrupt; Q-Flash continues.

Otherwise, randomly select a target (one card in your discard pile) to examine. If the target has a point box containing a number, opponent scores points; place the target in opponent's bonus points area. Otherwise, place the target out of play. Discard Q-Interrupt; Q-Flash continues.

This card cannot be nullified.

ARMS DEAL [S/P] [5 points]

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

If Away Team/crew meets conditions [Acquisition OR (Vulcan with Treachery) OR Smuggling OR [M] personnel], place dilemma in bonus point area (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. If not, Away Team/ship and crew are stopped; discard dilemma.

ARMUS - SKIN OF EVIL [P]

Kills one Away Team member (random selection). Discard dilemma.

Randomly select one Away Team member to be killed; discard dilemma; mission continues.

ARMUS: ENERGY FIELD [S]

One personnel (random selection) aboard each of your ships here is "stopped." To get past, crew must be able to meet mission requirements (even if playing Borg).

Randomly select one personnel aboard each of your ships at this location to be stopped. If crew meets conditions (able to complete mission, even if playing Borg affiliation), discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

ARMUS: ROULETTE [P]

If four personnel (random selection) have CUNNING>30 OR one of them has Leadership and INTEGRITY>7, discard dilemma. Otherwise, one is killed (opponent's choice) and the other selected personnel are "stopped." Mission continues.

Randomly select and examine four personnel in Away Team (If less than four personnel in Away Team, they are all, by default, selected). If they have CUNNING>30 or one of the four has Leadership and INTEGRITY>7, discard dilemma; mission continues. Otherwise, opponent chooses one of the four selected personnel to be killed, and the other three are stopped.

Remaining Away Team members, if any, are not stopped, discard dilemma; mission

continues.

ARMUS: STICKY SITUATION [P]

Away Team member with highest STRENGTH is stopped if another personnel present has Diplomacy and CUNNING>7, killed otherwise. To get past requires any personnel remaining.

Locate strongest Away Team member (if tie, opponent chooses). If there is another personnel in Away Team with Diplomacy and CUNNING>7, strongest personnel is stopped. If not, strongest personnel is killed. If no other personnel present after death, replace dilemma under mission to be encountered again. If other personnel remain, discard dilemma; mission continues.

ARTILLERY ATTACK [P]

Kills X personnel (random selection); immediately probe: [*]: X = number of [*] icons on probe card. [Equipment]: X = 0 (discard probe card). Otherwise: X = 1.

Probe your draw deck. If [*] icon (skill dot) appears anywhere on probe card, X = number of [*] icons on probe card; randomly select X personnel in Away Team to be killed; replace probe card on draw deck.

If [Eq] icon appears anywhere on probe card, no personnel are killed; discard probe card.

If neither icon ([*] or[Eq]) appears on probe card, or if your draw deck is empty and you cannot probe, randomly select one personnel in Away Team to be killed; replace probe card on draw deck.

Rest of Away Team is not stopped; discard dilemma; mission continues.

ASSASSIN'S BLADE [S/P]

Unless CUNNING>36 OR 2 SECURITY present, assassin kills one personnel present (opponent's choice) except a shape-shifter or android.

If Away Team/crew meets conditions (CUNNING>36 OR 2 SECURITY), discard dilemma; mission continues. If not, opponent chooses one personnel to die (except a shape-shifter or android), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

ASSASSINATION ATTEMPT [P]

Opponent may download an assassin here. Unless Transporter Skill and a personnel with INTEGRITY>7 OR a personnel with SECURITY x2 present OR no assassin on planet, one personnel is killed (random selection).

Opponent may download an assassin to anywhere at the mission where the dilemma is encountered.

If opponent has no assassin on planet, discard dilemma; mission continues. If Away Team meets conditions (Transporter Skill and a personnel with INTEGRITY>7 OR a personnel with SECURITY x2), discard dilemma, mission continues. Otherwise, randomly select one personnel to be killed. Away team is stopped; replace dilemma under mission to be encountered again.

ASSIMILATED VESSEL [S/P] [10 points]

End of every turn: Attacks one ship (random selection), then moves. Opponent scores points if dilemma moves off spaceline (even if [Bor]).

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

Otherwise, place dilemma on spaceline at location where it was encountered. Determine the dilemma's direction of movement (toward far end of spaceline, if tie, opponent chooses). Mission continues.

At end of every turn, randomly select one ship at dilemma's location to be attacked, then dilemma moves.

If dilemma destroyed, discard dilemma. If dilemma moves off end of spaceline, place in bonus point area of the opponent of the player the originally encountered the dilemma (even if that player is playing Borg affiliation).

ASTRAL EDDY [S]

Unless Navigation, Physics, and 2 ENGINEER present, one crew member (random selection) is killed.

If crew meets conditions (Navigation, Physics, and 2 ENGINEER), discard dilemma; mission continues. Otherwise, randomly select one crew member to be killed; ship and crew are stopped; replace dilemma under mission to be encountered again.

ATTACK OF THE DRONES [P]

Opponent may download up to three {Transporter Drones} to this planet. Three personnel (random selection) face the Drones as if in personnel battle, then are stopped; lose 3 points for each personnel captured.

Opponent may download up to three Transporter Drones to planet where dilemma encountered. If opponent chooses not to download any Transporter Drones, discard dilemma; mission continues.

Otherwise, randomly select three members of Away Team to face Transporter Drones in personnel battle. Lose 3 points for each of your personnel who are captured. Personnel who battle but are not captured are stopped.

Remaining personnel, if any, in Away Team are not stopped, discard dilemma; mission continues if any personnel remain.

ATTRACTIVE ANTIQUITIES [S/P]

To get past requires Acquisition and 2 Greed OR Honor, OFFICER, SECURITY, and INTEGRITY>20X, where X=number of opponent's {Gold-Pressed Latinum} in play (limit 3).

If Away Team/crew meets conditions (Acquisition and 2 Greed OR Honor, OFFICER, SECURITY, and INTEGRITY>20X, where X=number of opponent's Gold-Pressed Latinum in play, limit 3), discard dilemma; mission continues. Otherwise, Away Team/crew is stopped; replace dilemma under mission to be encountered again.

AUGMENT AGGRESSION [S]

Opponent may download to this location up to three augments. If you have Archaeology and MEDICAL, these augments are in stasis until the end of your next turn.

Opponent may download up to three augments to anywhere at location where dilemma encountered. Regardless of where opponent downloads augments to, so long as attempting crew has Archaeology and MEDICAL, the downloaded augments are in stasis until end of your next turn.

After download, if any, discard dilemma; mission continues.

AUTHORIZED ACCESS ONLY [S]

To get past requires three personnel with Acquisition OR three personnel with OFFICER classification.

If crew meets conditions (Three different personnel with Acquisition OR three

different personnel with OFFICER classification), discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

BACK ROOM DEALINGS [S/P]

One personnel (random selection) is killed unless you "stop" a personnel with Treachery or INTEGRITY less than 4. To get past requires STRENGTH>24 remaining.

Choose one personnel in Away Team/crew with either Treachery OR INTEGRITY less than 4 to be stopped, continue on to the next set of conditions.

If you cannot, randomly select one personnel in Away Team/crew to be killed, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If remaining Away Team/crew meets the second set of conditions (STRENGTH>24) discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

BACK TO BASICS [P]

Your opponent shuffles each personnel and ship in their discard pile into draw deck. If fourteen or more cards were shuffled in, Away Team stopped. Discard dilemma.

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 Away Team is stopped, discard dilemma. Otherwise, Away Team is not stopped, discard dilemma; mission continues.

BALANCING ACT [S/P]

Each player whose missions with point boxes were mostly [S] or mostly [P] (by a difference of 3 or more), when seeded, loses 50 points (even if playing Borg).

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 Affiliation player. Note point losses, discard dilemma; mission continues. Player may lose points from more than one Balancing Act dilemma.

BARCLAY'S PROTOMORPHOSIS DISEASE [S/P] [10 points]

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

If Away Team/crew meets conditions (MEDICAL, SCIENCE and SECURITY), place dilemma in bonus point area (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues.); mission continues. If not, Away Team/crew dies (except androids, which are stopped); ship is stopped; discard dilemma.

BENDII SYNDROME [S/P]

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

If no target (Vulcan without Youth) in Away Team/crew, discard dilemma; mission continues. Otherwise: Opponent chooses one Vulcan without Youth to place dilemma on. Away Team/crew is not stopped; mission continues.

All your personnel present with affected Vulcan are INTEGRITY -2. Next time you score points, Vulcan dies; discard dilemma.

BERSERK CHANGELING [S/P]

Unless 2 hand weapons OR 3 SECURITY OR {Changeling Sweep} OR {Shape-Shift Inhibitor} OR {Interphase Generator} OR {Mora Pol} present, kills a non-changeling present (random selection).

If 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; mission continues.

If not, randomly select one non-changeling (if any) to die; Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

BETA XII-A ENTITY [S/P]

End of every turn: If no personnel here, moves. Otherwise, on planet surface and aboard each ship and facility here, two strongest personnel must battle each other.

Place dilemma on spaceline at location where it was encountered. Determine the dilemma's direction of movement (toward far end of spaceline, if tie, opponent chooses). Mission continues.

At end of every turn, if there are no personnel at the dilemma's location, dilemma moves using its RANGE.

Otherwise, one by one, examine each ship and facility (if any), belonging to either player, at the dilemma's location, as well as the planet (if at a planet location). If there are at least two personnel in any of those places, the two strongest personnel engage in personnel battle.

If dilemma destroyed or moves off end of spaceline, discard dilemma.

BETWEEN DUTY AND RESPECT [P]

To get past requires Geology, Leadership, and OFFICER OR Honor, Archaeology, and SCIENCE (all requirements doubled if 4 or more Bajor Region missions in play).

Examine spaceline. If four or more Bajor Region locations (Alpha Quadrant locations only) are in play, all conditions are doubled.

If Away Team meets conditions (Geology, Leadership and OFFICER OR Honor, Archaeology, and SCIENCE) discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

BIRTH OF JUNIOR

Place on ship. If nullifier present in crew (3 ENGINEER), discard dilemma, mission continues.

If not, crew is not stopped; mission continues. 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.

Note: A ship which has had its RANGE disabled (Such as by "Pup"), is not considered to have 0 RANGE and therefore is not destroyed by this dilemma.

BLENDED [P]

To get past requires Empathy, Diplomacy, {Morn} or {traits[]=any

Scotty|any Scotty}. All such personnel are "stopped," but if two or more present, one must continue (random selection).

If none of the conditions (Empathy, Diplomacy, Morn or any Scotty) are in Away Team, the Away Team is stopped; replace dilemma under mission to be encountered again.

If only one personnel meeting any of the conditions is in the Away Team, that one is stopped. Rest if Away Team (if any) is not stopped, discard dilemma; mission continues.

If more than one personnel meeting any of the conditions is in the Away Team, randomly select one to continue with the rest of the Away Team (if any). All others meeting any of the conditions are stopped, discard dilemma; mission continues.

BORG SERVO [S/P]

Unless Cybernetics and MEDICAL present, opponent (if playing Borg) assimilates one personnel present (random selection). Discard dilemma.

If Away Team/crew meets conditions (Cybernetics and MEDICAL), discard dilemma; mission continues. If not, randomly select one personnel which opponent (if playing Borg affiliation) assimilates as a drone; Away Team/ship and crew are stopped; discard dilemma.

Remove 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 opponent's SHIELDS. Assimilated personnel may not initiate battle unless current objective allows it (and only on Borg player's turn).

BORG SHIP [S] [15 points]

Place at furthest spaceline end. End of every turn: Attacks all ships, then moves. Worth points if destroyed in battle.

Place on far end of spaceline (opponent's choice if tie); mission continues

At end of every turn, Borg Ship initiates ship battle against all targets ships at its current location, then moves. 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). If destroyed in battle before moving off spaceline, place dilemma in destroyer's bonus point area (Borg players may destroy dilemma, but do not score bonus points, discard dilemma). Discard dilemma when it moves off end of spaceline (or if destroyed other than in battle).

BRIEF ROMANCE [S/P]

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

If playing Borg affiliation, discard gender-related dilemma immediately; scouting continues.

Opponent immediately specifies "male" or "female". If no target (member of specified gender) present, discard dilemma; mission continues.

Otherwise, randomly select one personnel of specified gender and place dilemma on them. Selected personnel is stopped until countdown expires. Rest of Away Team/crew is not stopped; mission continues. Discard dilemma when countdown expires.

BURIED ALIVE [P]

If you did not seed this dilemma, place on mission and attempt ends. Adds [S] (does not count for {Balancing Act}). (Unique.)

If you seeded this dilemma, discard dilemma; mission continues.

If Buried Alive has already been placed atop one of your other missions in play, discard dilemma; mission continues.

Otherwise, place dilemma on mission. Current mission attempt ends. Away Team is not stopped. Dilemma adds [S] icon to mission (making this a dual-icon mission). The added [S] icon is not included in any Balancing Act calculations if Balancing Act is later encountered. To attempt mission, you must have both an Away Team on the planet and crew aboard your ship at this location. Refer to "dual-icon missions" entry in the Glossary for additional details.

CAPTAIN'S HOLIDAY [P]

To get past requires 2 Archaeology OR 2 Geology.

If Away Team meets conditions (2 Archaeology OR 2 Geology), discard dilemma; mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

CARDASSIAN PROCESSING [S/P]

Unless Diplomacy, Honor, Transporter Skill, and CUNNING>30 OR Law, SECURITY, and STRENGTH>40, one personnel is captured (random selection).

If Away Team/crew meets conditions (Diplomacy, Honor, Transporter Skill, and CUNNING>30 OR Law, Security and STRENGTH>40), discard dilemma; mission continues.

Otherwise, randomly select a personnel to be captured.

If present, opponent's crew or Away Team at same location takes custody of captive. Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

Otherwise, 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). Away Team/ship and crew are stopped.

CARDASSIAN TRAP [S/P]

Unless Empathy present, opponent captures one unique non-[Car] personnel present (random selection). Discard dilemma.

If Away Team/crew meets conditions (Empathy), discard dilemma; mission continues. Otherwise, select a unique personnel who is not Cardassian affiliation to be captured.

If present, opponent's crew or Away Team at same location takes custody of captive. Away Team/ship and crew are stopped; discard dilemma.

Otherwise, 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). Away Team/ship and crew are stopped.

CARETAKER'S ARRAY

Seeds at {Ocampa planet} (limit one here). Each player may seed a non-Borg [DQ] ship here. OR Plays once each turn to relocate your ship in the Badlands Region to Caretaker's Array. OR Plays at any time, for free, if a ship is about to be destroyed by {Navigate Plasma Storms}. Instead relocate ship to Ocampa planet or owner's hand.

If crew meets conditions (Astrophysics and Stellar Cartography OR 3 Navigation), discard dilemma; mission continues. Otherwise choose: Opponent may [Flip][Flip][Flip], or [Flip] and/or relocate ship to Caretaker's Array.

After opponent applies damage markers, relocates to Caretaker's Array, or chooses

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to do neither, crew is stopped; replace dilemma under mission to be encountered again.

CARGO PIRATES [S/P]

One personnel (random selection) is "stopped." Then, if you have a [DQ] personnel in play OR if your opponent has three thieves, one personnel (opponent's choice) is "stopped."

Randomly select one personnel to be stopped. Then, if you have a [DQ] personnel in play OR if opponent has three thieves in play, opponent selects one personnel to be stopped, discard dilemma; mission continues.

CENTER OF ATTENTION [S/P]

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

If Away Team/crew meets conditions (4 SECURITY OR hand weapon and CUNNING>36 OR any Quark), discard dilemma; mission continues. If not, opponent chooses one Away Team/crew member with Treachery or Greed (if any) to be killed; Away Team/ship and crew are stopped; discard dilemma.

CHALNOTH [P] [5 points]

Kills one Away Team member (opponent's choice) unless 3 SECURITY OR STRENGTH>40 present. Discard dilemma.

If Away Team meets conditions (3 SECURITY OR STRENGTH>40), place dilemma in bonus point area (Borg Away Teams that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. If not, opponent chooses one Away Team member to die; Away Team is stopped; discard dilemma.

CHINESE FINGER PUZZLE [S/P]

If android present, crew or Away Team is stopped until end of turn and androids are stopped for X full turns, where X = number of androids present. Discard dilemma.

If no trigger (android) in Away Team/crew, discard dilemma; mission continues.

Otherwise: Place dilemma on android(s), who are stopped for X full turns (X=number of androids present). Rest of Away Team/crew is stopped until end of current turn. Discard dilemma after X full turns.

CHULA: CROSSROADS [S/P]

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

Probe your draw deck. If one of the listed icons ([Ref], [Bar], [GQ], [Fer]) appears anywhere on the probe card, choose two personnel in Away Team/crew to be stopped.

If not, or if your draw deck is empty and you cannot probe, opponent chooses one personnel in Away Team/crew to be stopped. Rest of Away Team/crew is not stopped. Draw probe card and discard dilemma regardless of outcome; mission continues.

CHULA: ECHOES [S/P]

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

If Away Team/crew does not meet conditions (at least three personnel present to be chosen), Away Team/ship and crew are stopped; replace dilemma under mission to

be encountered again.

If at least three personnel in Away Team/crew, randomly select three and find the highest CUNNING of the three (apply enhancements). If highest CUNNING is even, discard dilemma; mission continues. If highest CUNNING is odd, all three are stopped; discard dilemma. Rest of Away Team/crew (if any) is not stopped; mission continues. Zero is even. Undefined CUNNING is treated as zero.

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

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

If Away Team/crew does not meet conditions (at least three personnel present), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If at least three personnel in Away Team/crew, randomly select three and make choice: Choose one of the three to return to your hand, OR all three are stopped. Rest of Away Team/crew (if any) is not stopped, discard dilemma; mission continues.

CHULA: THE ABYSS [S/P]

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

If Away Team/crew does not meet conditions (at least three personnel present), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If at least three personnel in Away Team/crew, randomly select three and sum their CUNNING (apply enhancements). If total CUNNING is even, discard dilemma; mission continues. 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 Away Team/crew (if any) is not stopped; mission continues. Zero is even. Undefined CUNNING is treated as zero.

CHULA: THE CHANDRA [S/P]

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

Randomly select one Away Team/crew member. Examine each of the other Away Team/crew members. Selected personnel, and all other personnel who have at least one attribute that matches the selected personnel remain unstopped. All other personnel are stopped, discard dilemma; mission continues.

Apply all enhancements. INTEGRITY must match INTEGRITY, STRENGTH must match STRENGTH and/or CUNNING must match CUNNING.

CHULA: THE DICE [S/P]

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

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

CHULA: THE DOOR [S/P]

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

If nullified by placing any Doorway card out-of-play from your hand, discard nullified dilemma; mission continues.

Otherwise: If Away Team/crew has only one personnel, Away Team/ship and crew is stopped; replace dilemma under the mission to be encountered again.

If Away Team/crew has more than one personnel, examine Away Team/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 Away Team/crew meets conditions, discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

CHULA: THE DRINK [S/P]

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

If Away Team/crew does not meet conditions (at least four personnel present), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If at least four personnel in Away Team/crew, randomly select four and check their CUNNING (apply enhancements). If at least one has CUNNING less than 6 or >9, discard dilemma and continue to next. If not, all four are stopped, discard dilemma. Rest of Away Team/crew (if any) is not stopped, discard dilemma; mission continues.

CHULA: THE GAME [S/P]

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

If Away Team/crew meets conditions [at least one personnel present with (Greed and Treachery) OR (Greed and CUNNING>7)], discard dilemma; mission continues. If not, Away Team/ship and crew is stopped until end of your next turn, discard dilemma.

CHULA: THE LIGHTS [S/P]

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

Locate Away Team/crew member with total attributes closest to 22 (apply enhancements; if tie, you choose) and return to your hand.

If remaining Away Team/crew meets conditions (CUNNING >24), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

CHULA: THE WAY HOME [S/P]

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

If Away Team/crew does not meet conditions (at least three personnel present), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

Otherwise, if at least three personnel in Away Team/crew, randomly select three and

check their INTEGRITY (apply enhancements). If any two have combined INTEGRITY less than 15, opponent may choose to relocate the third to Quark's Bar (if in play; if more than one, opponent chooses which one) or to one of your facilities (even across quadrants). Opponent may choose not to relocate anyone.

Remaining Away Team/crew is not stopped, discard dilemma; mission continues.

CHULA: TRICKERY [S/P]

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

Opponent shuffles Away Team/crew then randomly selects one personnel card from Away Team/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; mission continues. Otherwise, Away Team/ship and crew are stopped; discard dilemma.

CHULA: UNFORTUNATE ROLL [S/P]

To get past, three personnel present (random selection) are chosen. If their total INTEGRITY is odd, all three are "stopped." Otherwise, discard dilemma.

If Away Team/crew does not meet conditions (at least three personnel present), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

Otherwise: If at least three personnel in Away Team/crew, randomly select three and sum their INTEGRITY (apply enhancements). If total INTEGRITY is even, discard dilemma; mission continues. If total INTEGRITY is odd, all three are stopped.

Remaining Away Team/crew (if any) is not stopped, discard dilemma; mission continues.

CIVIL UNREST [P]

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

Randomly select two Away Team members (if only one present, select that one). If neither of the two has Diplomacy, both are stopped, otherwise they continue. Rest of Away Team is not stopped, discard dilemma; mission continues.

CLAN PEOPLE [P]

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

If Away Team meets conditions [Kai Opaka OR CUNNING>38 from up to 5 Away Team members (your choice)], discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

CLIMBING THE RANKS [S]

Kills the highest STRENGTH OFFICER personnel present who does not have Leadership. To get past requires STRENGTH>24 remaining.

If no target (OFFICER without Leadership) in crew, proceed to second set of conditions. Otherwise, locate crew member with the highest STRENGTH that has OFFICER but no Leadership; that personnel is killed. Proceed to second set of conditions.

If remaining crew meets conditions (STRENGTH >24), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

CLOSE CALL [P]

One personnel present (random selection) is killed if that personnel does not have Computer Skill or Transporter Skill. To get past requires 2 Diplomacy OR 3 SECURITY remaining.

Randomly select one personnel in Away Team. If that personnel does not have Computer Skill OR Transporter Skill, that personnel is killed; proceed to conditions. Otherwise, selected personnel continues to conditions with rest of Away Team.

If remaining Away Team meets conditions (2 Diplomacy OR 3 SECURITY), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

CLOSE THAT DOOR! [S/P]

To get past requires SCIENCE and Stellar Cartography. Nullify by discarding a [Doorway] from hand.

If Away Team/crew meets conditions (SCIENCE and Stellar Cartography), discard dilemma; mission continues.

If nullified by placing any Doorway card out-of-play from your hand, discard nullified dilemma; mission continues.

Otherwise, Away Team/crew is stopped; replace dilemma under mission to be encountered again.

COALESCENT ORGANISM [S/P]

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

If Away Team/crew meets conditions (Exobiology), discard dilemma; mission continues. If not, randomly select one personnel to place dilemma on; Away Team/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 [S]

One personnel (random selection) is killed unless you stop a personnel with Leadership or OFFICER. To get past requires STRENGTH>24.

Choose one 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; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

COMMON THIEF [S/P]

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

If equipment present, randomly select one to discard. Otherwise: opponent chooses a personnel with STRENGTH + CUNNING less than 15 (Apply Enhancements) to be killed (if none present no one is killed). Rest of Away Team/crew is not stopped,

discard dilemma; mission continues.

COMPUTER WEAPON & HYPER-AGING [S/P]

ICONIAN COMPUTER WEAPON: Unless SCIENCE present, re-boot by discarding all non-Personnel cards in hand and replenishing from top of draw deck. (Not repeatable.) [4] HYPER-AGING: Entire crew or Away Team is quarantined (dies when countdown expires). Cure with SCIENCE and 2 MEDICAL.

ICONIAN COMPUTER WEAPON: If Away Team/crew meets conditions (SCIENCE), Iconian Computer Weapon is overcome; continue to second half of combo dilemma (Hyper-Aging).

If not, discard all non-personnel cards in your hand and draw the same number of cards from top of your draw deck; Away Team/ship and crew are stopped. Mission attempt ends, and Iconian Computer Weapon is not repeatable (replace combo dilemma under mission to be encountered again. On subsequent mission attempt, encounter Hyper-Aging first).

HYPER-AGING: Place on Away Team/crew; they are quarantined; no one from crew can leave the ship (or the Away Team cannot leave the planet.) Anyone boarding ship (or beaming to the planet) is also quarantined. If cure present (SCIENCE and 2 MEDICAL) present, discard dilemma; mission continues.

Otherwise, Away Team/ship and crew are not stopped; mission continues. 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 Away Team/Crew dies. Then, discard dilemma.

CONTAMINATING A CULTURE [P] [-7 points]

To get past requires 2 Anthropology; then place on mission until solved. If any equipment is discarded here, its owner loses points (discard dilemma).

If Away Team meets conditions (2 Archaeology), place on mission until solved. If any equipment is discarded at this location for any reason, the owner of that equipment places dilemma in their bonus point area (Borg players that trigger scoring do not score bonus points. Discard dilemma). If mission solved before any equipment is discarded, discard dilemma.

Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again

CONTINGENCY PLAN [S]

Place on ship; cannot be attacked by [Bor] or returned to hand. Opponent may download {A Change of Plans}. {Assimilate Starship} targeting this ship is worth 35 points.

If player who seeded dilemma is not playing Borg affiliation, discard dilemma; mission continues.

Otherwise, place dilemma on ship. Opponent (if playing Borg affiliation) may download A Change of Plans. After download (if any), mission continues. 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 [S]

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

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

Otherwise: If crew meets conditions (INTEGRITY>40), discard dilemma; mission continues. 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, a ship that is in a different quadrant or at or at a time location, 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 (including when you first attempt to target a ship after failing the dilemma's conditions) there is no valid target in play.

Affiliation attack restrictions do not apply to a ship under the influence of this dilemma.

COSMIC STRING FRAGMENT [S] [5 points]

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

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

CREW ADVANCEMENT [S/P]

Opponent names an attribute. Crew or Away Team members with highest printed value of that attribute are "stopped." (In case of ties, "stops" all tied personnel.)

Opponent names an attribute (INTEGRITY, CUNNING OR STRENGTH). Examine Away Team/crew for personnel with highest printed value of named attribute. That personnel is stopped. In case of ties, all such personnel are stopped, discard dilemma; mission continues.

CRIPPLING INJURY [S/P]

To get past requires 2 OFFICER OR 2 Leadership. Then, place on a unique leader present (opponent's choice); loses all regular skills and has NO STRENGTH.

If Away Team/crew meets conditions (2 OFFICER OR 2 Leadership), opponent chooses a unique leader present to place dilemma on. That personnel loses all regular skills and has NO STRENGTH; mission continues. If no unique leader in Away Team/crew, discard dilemma; mission continues.

Otherwise, Away Team/crew is stopped; replace dilemma under mission to be encountered again

CRISIS [P]

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

If you meet conditions [Leadership (or [Com] and [Def] icons) in Away Team and an OFFICER-classification personnel (or 2 [Def] Borg) aboard your ship at this location], discard dilemma; mission continues.

If not, Away Team 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 [P]

Each player draws a card. Stop one personnel for each card in hand (your choice if you have fewer than six cards in hand, opponent's choice otherwise). Discard dilemma.

Each player draws one card. Count the number of cards in your hand. If less than six, you choose that many personnel to be stopped (if possible). If six or more, your opponent chooses that many personnel to be stopped (if possible). After either result, discard dilemma; mission continues.

CRYSTALLINE ENTITY [S/P] [5 points]

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

Space mission: If ship or crew meets conditions (SHIELDS>6 OR Music), place dilemma in bonus point area (Borg crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. If not, all personnel on ship (including stopped, disabled, intruders etc.) are killed; ship is stopped; discard dilemma.

Planet mission: If Away Team meets conditions (SCIENCE and MEDICAL), place dilemma in bonus point area (Borg Away Teams that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. If not, entire Away Team is killed; discard dilemma.

If at a dual mission: Away Team encounters planet conditions and effects, crew encounters space conditions and effects.

CULTURAL DIFFERENCES [P]

One personnel (random selection) is killed unless you "stop" a personnel with Acquisition or Anthropology. To get past requires CUNNING>24 remaining.

Choose one personnel in Away Team with either Acquisition OR Anthropology to be stopped, continue on to the next set of conditions.

If you cannot, randomly select one personnel in Away Team to be killed, Away Team is stopped; replace dilemma under mission to be encountered again.

If remaining Away Team meets the second set of conditions (CUNNING>24) discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

CYBERNETIC HOMING DEVICE [S]

If android or non-[Bor] Borg aboard, opponent may move ship up to printed RANGE (ship is "stopped"), then discard dilemma. Otherwise, to get past requires CUNNING>36.

If no trigger (android or a personnel of Borg species that is not Borg affiliation) present, continue to the next set of conditions: If CUNNING>36, discard dilemma; mission continues. Otherwise, ship and crew stopped, replace dilemma under mission to be encountered again.

If trigger present, opponent may move ship up to printed RANGE, regardless of whether the ship has used any RANGE yet this turn. Ship and crew are then stopped, discard dilemma.

CYTHERIANS [S] [15 points]

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

Place on ship. Crew is not stopped and must begin travel immediately if staffed and RANGE remaining on ship. Place dilemma in bonus point area upon reaching end of

spaceline. If ship is destroyed first, discard dilemma.

This is a "moving required action"; see "actions - required" in Glossary for rules. Borg must play out dilemma but do not score points.

CYTOPLASMIC LIFE-FORM [S/P]

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

If Away Team/crew meets conditions (3 Exobiology), discard dilemma; mission continues.

Otherwise, place dilemma on mission; Away Team/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 [S/P]

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

Place dilemma on mission. If nullifier present (any single Away Team/crew's total INTEGRITY + CUNNING + STRENGTH >150 at this location), you (or opponent) may choose to nullify this dilemma. If nullified, discard dilemma; mission continues.

If not nullified, 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; mission continues. At start of each of your turns, kills one personnel with lowest total attributes at location. Either player may nullify by bringing a single Away Team or crew to this location with INTEGRITY + CUNNING + STRENGTH >150, but their presence does not automatically nullify (you or opponent have the choice to nullify and must declare you are doing so). Discard dilemma when nullified.

DAMAGED REPUTATION [P]

If INTEGRITY>50, lose 5 points. To get past requires 2 Diplomacy OR any Intelligence and 2 Treachery OR STRENGTH>30 (STRENGTH>50 if this is a [DQ] mission).

If Away Team has INTEGRITY>50, lose 5 points (ignore this portion of dilemma if playing Borg affiliation).

If Away Team 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; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

DANGEROUS CLIMB [P]

Unless STRENGTH>40 OR 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

If Away Team meets conditions (STRENGTH>40 OR 2 Geology and CUNNING>20), discard dilemma; mission continues. Otherwise, randomly select one personnel to be killed. Away Team is stopped; replace dilemma under mission to be encountered again.

DANGEROUS DERELICT [S/P]

Opponent may download and seed here up to two Empok Nor-related dilemmas (except {Friendly Fire} or {Ferengi Infestation}).

Opponent chooses to download and seed up to two Empok Nor-related dilemmas (except Friendly Fire or Ferengi Infestation). After download (if any), discard dilemma; mission continues.

DANGEROUS LIAISONS [S/P]

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

If nullified by discarding Recruit Mercenaries from your hand, discard dilemma; mission continues.

Otherwise, if Away Team/crew meets conditions (3 Treachery and Acquisition OR 2 SCIENCE and 2 SECURITY OR Ty Kajada), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

DARK MATTER POCKETS [S/P]

Opponent may download {Gaps in Normal Space} adjacent to here. To get past requires 2 SCIENCE (at [P]) OR Navigation and Stellar Cartography (at [S]).

When Away Team/crew encounters this dilemma, opponent may download Gaps In Normal Space and place it adjacent to this mission (either side, so long as it is placed between two missions).

After download, if any, if Away Team/crew meets conditions [Navigation and Stellar Cartography (if you encounter this dilemma at a [S] mission) OR 2 SCIENCE (if you encounter this dilemma at a [P] mission)], discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

DATA HAS SOME ISSUES [S/P]

Place on ("stops") a personnel present (random selection). End of each turn, they kill another personnel present with lower STRENGTH (opponent's choice). Cure with 3 ENGINEER.

Randomly select one personnel in Away Team/crew to place dilemma on. Personnel is stopped.

If cure remains (3 ENGINEER), discard cured dilemma. Whether dilemma cured or not; mission continues. Until dilemma cured and discarded with 3 ENGINEER present, at start of each of your turns, opponent chooses another personnel present (if any) with lower STRENGTH than victim, for victim to kill.

If only personnel present with lower STRENGTH belongs to opponent, opponent must choose one of those personnel to be killed.

DEAD END [S/P]

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

If you meet conditions (have at least 50 points), discard dilemma; mission continues. If not, Away Team/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 or Borg Objective targeting mission is completed. While in play, if a second copy seeded by the same player is encountered by either player, discard the second copy.

DEADLY DONATION [P]

Place on mission. Now and at start of each attempt here, stops one personnel present (random selection). [Vid] personnel on ships in this quadrant may "steal organs" from cards on this planet's surface (as if present).

Place on mission. Randomly select one personnel in Away Team to be stopped. Mission continues.

While dilemma on mission, at the start of each subsequent mission attempt here, randomly select one personnel in Away Team to be stopped. Also, the Owner of any [Vid] personnel on a ship in same quadrant as the mission this dilemma is placed on may "steal organs" using the Organ Theft incident. Discard dilemma when countdown expires at end of third turn of player who seeded dilemma.

DEDICATION TO DUTY [S]

One unique personnel is "stopped" (random selection). Choose one: kill that personnel OR opponent may draw cards equal to the number of [*] on that personnel. Mission continues.

Randomly select one crew member to be stopped. Count the number of skill dots on selected personnel and then choose: selected personnel dies OR opponent draws cards equal to the number of skill dots on selected personnel. After choosing, discard dilemma; mission continues.

DEFINITELY NOT SWEDISH [S]

Opponent may download and seed here up to two of the following: {Don't Call Me Ahab}, {My First Raygun}, or {Strict Dress Code}. Discard dilemma.

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; mission continues.

DEFROSTED MENACE [P]

Unless 2 Biology, 2 Archaeology, and 2 SCIENCE present, place on mission. Now and start of every player's turn, their opponent (if playing Borg) assimilates their lowest CUNNING personnel here.

If player who seeded dilemma is not playing Borg affiliation, discard dilemma; mission continues.

Otherwise: If Away Team meets conditions (2 Biology, 2 Archaeology, and 2 SCIENCE), discard dilemma; mission continues. If not, place dilemma on mission. Opponent (if playing Borg affiliation) assimilates your lowest CUNNING (apply enhancements) personnel anywhere at this location (not just in attempting Away Team) as a drone; Away Team is stopped. Start of every player's turn, your lowest CUNNING personnel anywhere at the same location of the dilemma is assimilated. Discard dilemma when countdown expires.

Remove holograms from the pool of personnel to be assimilated before selecting the lowest CUNNING. Assimilated personnel may not initiate battle unless current objective allows it (and only on Borg player's turn).

DEJAREN [S/P]

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

Separate Away Team/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 less than 9, that personnel is killed (the [Holo] personnel is deactivated instead). Personnel that are not killed/deactivated continue on to second set of requirements with remainder of Away Team/crew.

If remaining active Away Team/crew meets conditions (2 Computer Skill), discard dilemma; mission continues. If not, AT/ship and crew are stopped; replace dilemma under mission to be encountered again.

DELIBERATE TACTICAL ERROR [P]

Half of all [Univ] personnel in Away Team (random selection, round down) are killed (erased if [Holo]). To get past requires two leaders OR two [Cmd] OR two [Def].

If no target ([UNIV] personnel) present, continue to second set of requirements.

Otherwise, randomly select half of [UNIV] personnel in Away Team (round down, half of one rounded down is zero) to be killed ([Holo personnel are erased). Remaining personnel are not stopped, continue to second set of requirements.

If remaining Away Team meets conditions (Two leaders OR Two [CMD] OR Two [DEF]), discard dilemma; mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

DENEVAN NEURAL PARASITES [P]

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

Randomly select half of Away Team, 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 Away Team is not stopped, discard dilemma; mission continues.

DEVASTATING COMMUNIQUE [S]

One personnel (opponent's choice) is "stopped" until end of your next turn. May be nullified by {Subspace Interference}.

If Subspace Interference discarded to nullify, discard dilemma; mission continues. Otherwise, opponent selects one personnel to be stopped until the end of your next turn, discard dilemma; mission continues.

DIAL-UP [P]

All personnel with DL/ in Away Team are "stopped." Place this dilemma on this mission; you may not download cards. Nullify with 3 Computer Skill and Anthropology.

If nullifier present (3 Computer Skill and Anthropology), discard dilemma; mission continues. Otherwise, if any personnel in Away Team have DL/, those personnel are all stopped. Then, place on mission.

Until countdown expires, you may not download cards. Mission continues. Discard dilemma when countdown expires or you bring nullifier (3 Computer Skill and Anthropology) to planet.

DIFFERENCE OF OPINION [S/P]

All [Non] personnel in crew or Away Team are "stopped" until end of your next turn. Discard dilemma.

If present, all [NA] personnel in Away Team/crew are stopped until end of your next turn, discard dilemma; mission continues.

DIFFICULT DISPOSAL [S/P]

To get past requires 2 ENGINEER and MEDICAL OR ENGINEER and 2 MEDICAL.

If Away Team/crew meets conditions (2 ENGINEER and MEDICAL OR ENGINEER and 2 MEDICAL), discard dilemma; mission continues. Otherwise, Away Team/crew stopped; replace dilemma under mission to be encountered again.

DIGNITARIES AND WITNESSES [S/P]

To get past requires INTEGRITY>20 and an Admiral OR STRENGTH>30 and a General OR CUNNING>30 and 3 Leadership OR STRENGTH>20 and a Maje.

If Away Team/crew meets conditions (INTEGRITY>20 and an Admiral OR STRENGTH>30 and a General OR CUNNING>30 and 3 Leadership OR STRENGTH>20 and a Maje), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

DIKIRONIUM CLOUD CREATURE [P] [10 points]

End of every turn: Kills four of each player's personnel here (their choice, human if possible), then moves. Worth points if destroyed in battle.

Place dilemma on spaceline at location where it was encountered. Determine the dilemma's direction of movement (toward far end of spaceline, if tie, opponent chooses). Mission continues.

At end of every turn, you and opponent each choose four personnel (human if possible, otherwise any other personnel present) at same location as dilemma to be killed, then dilemma moves.

If destroyed in battle before moving off spaceline, place dilemma in destroyer's bonus point area (Borg players may destroy dilemma, but do not score bonus points. Discard dilemma). Discard dilemma when it moves off end of spaceline (or if destroyed other than in battle).

DIPLOMATIC INTERVENTION [P]

Opponent may download up to two [Fed] ambassadors to planet; they cannot be battled this turn. Place on mission. To solve mission, you must have more Diplomacy here than opponent.

When Away Team 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; mission continues. While dilemma is on mission, your attempting Away Teams must have more Diplomacy than opponent's personnel's Diplomacy on planet to solve mission. Discard dilemma when countdown expires.

DISGRACEFUL ASSAULT [S]

Opponent may [Flip] (or [Flip] [Flip] if they have an [Objective] in point area). Unless 2 SECURITY and Transporter Skill present, one personnel (opponent's choice) is killed. Discard dilemma.

Opponent may choose to [Flip], or [Flip][Flip] if opponent currently has an [Objective] in their bonus point area.

After damage markers (if any) are applied, if crew meets conditions (2 SECURITY and Transporter Skill), discard dilemma; mission continues. Otherwise, opponent chooses one personnel to be killed. Ship and crew are stopped, discard dilemma.

DISPLACED [S]

One personnel present (random selection) relocated to nearest planet. To get past requires CUNNING>30 (CUNNING>50 if this is a [DQ] mission).

Randomly select one personnel; relocate that personnel to nearest planet, then proceed to conditions. If no planet on spaceline where dilemma encountered, proceed to conditions without relocating any personnel.

If remaining crew meets conditions (CUNNING>30 at a non-[DQ] mission, or CUNNING>50 at a [DQ] mission), discard dilemma; mission continues. If not, crew is stopped; replace dilemma under mission to be encountered again.

DISTRACTED BY THOUGHTS OF HOME [S/P]

Place on mission. All personnel here are attributes all -1. Any player must discard a card from hand to attempt this mission. X=4 if this is a [DQ] mission, otherwise 2.

Place dilemma on this mission. All personnel at this location are attributes -1. Mission continues.

Determine X for countdown icon: X=4 if this is a [DQ] mission; otherwise X=2. On any subsequent mission attempt here, any player must discard a card from hand to begin a mission attempt while dilemma remains here. Discard dilemma when countdown expires.

DISTRACTING TECHNOLOGY [S]

Place on ship. If ship is [22] or [OS], all crew with that icon are stopped this turn. Any player voluntarily moving or attacking with this ship must first discard 2 cards from hand.

Place dilemma on ship. If ship has a [22] icon, all crew with a [22] icon are stopped. If ship has an [OS] icon, all crew with the [OS] icon are stopped.

After stopping targeted crew, mission continues.

While dilemma on ship, if either player voluntarily initiates battle against, or attempts to move targeted ship, that player must first discard two cards.

When countdown expires, discard dilemma.

DISTRACTION [S/P]

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

If playing Borg affiliation, discard gender-related dilemma immediately; scouting continues.

If no target (at least one male AND one female) present, discard dilemma; mission continues.

Otherwise, randomly select one Away Team/crew member from all males or females present (remove any genderless cards from selection pool). Opponent chooses one Away Team/crew member of opposite gender (if none present, discard dilemma; mission continues). If neither of the two personnel has Honor, both are stopped, otherwise they continue with remainder of Away Team/ship and crew, discard dilemma; mission continues.

Note that is the first card randomly selected is a dual-personnel card, opponent may

select someone of the opposite gender for BOTH personnel on the card. Example: Beverly and Will are randomly selected. Opponent may then select one male (for Beverly) and one female (for Will) and all four of the personnel are stopped. If any of the personnel your opponent selects has Honor (for example, Kahless for Beverley's partner), then that personnel is not stopped. However, if Will's partner does not have Honor, Will and his partner would be stopped, and Beverley would be stopped as well by virtue of the rule that "whatever happens to one personnel on a dual-personnel card also happens to the other".

DIVIDED LOYALTIES [S/P]

All multi-affiliation personnel and dual personnel are "stopped" for your next two full turns. To get past requires CUNNING>20 (or CUNNING>40 if this is a [DQ] mission).

All multi-affiliation and dual personnel in Away Team/crew are stopped immediately and for your next two full turns.

If remaining Away Team/crew meets conditions (CUNNING >20 at non-[DQ] mission OR CUNNING > 40 at [DQ] mission), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

DNA CLUES [S/P]

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

Place dilemma on mission. If no exobiology present, you must select the second choice (see below). Otherwise, if Away Team/crew contains Exobiology, make a choice:

First choice: Away Team/ship and crew are stopped. Any further dilemmas encountered at this location requiring MEDICAL to overcome, cure or nullify require 2 less MEDICAL than specified.

Second choice: Away Team/crew are not stopped; mission continues. 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 [S/P]

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

Randomly select one personnel to place dilemma on; mission continues.

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 [S]

To get past, must have 2 ENGINEER, 2 Computer Skill, and CUNNING>15X. X=number of [Objective] cards in opponent's discard pile (limit 6). Nullify with {Scan Cycle Check}.

If nullified by discarding Scan Cycle Check, discard nullified dilemma; mission continues.

If crew meets conditions (2 ENGINEER, 2 Computer Skill, and CUNNING>15X, where X=number of [Objective] cards in opponent's discard pile (limit 6)), discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

DO YOU SMELL SOMETHING BURNING? [P]

"Stops" half of your away team (random selection, round down). Nullify with a cook, ANIMAL, or {Lure of the Nexus}. Mission continues.

If nullified by discarding Lure of the Nexus, or nullifier (cook OR ANIMAL) present, discard nullified dilemma; mission continues.

Otherwise, randomly select half of Away Team (rounding down, half of one rounded down is zero). Selected personnel are stopped, discard dilemma; mission continues.

DON'T CALL ME AHAB [S/P]

"Stops" one OFFICER with INTEGRITY>6 AND any number of /Ent-E personnel present (opponent's choice).

If no target (OFFICER with INTEGRITY>6 OR [EE] icon personnel) present, discard dilemma; mission continues.

Otherwise, opponent may choose one OFFICER with INTEGRITY>6 and any number of [EE] icon personnel to be stopped, discard dilemma; mission continues.

DON'T LET IT END THIS WAY [S]

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 SECURITY.

If you have no stopped personnel anywhere at this location, proceed to second set of conditions.

Otherwise, choose half (rounding up) of your stopped personnel anywhere at this location (not just in the attempting crew). Those personnel are killed. Proceed to second set of conditions.

If remaining crew meets second set of conditions (2 SECURITY), discard dilemma; mission continues. Otherwise, replace dilemma under mission to be encountered again.

DON'T PROVOKE THE BORG! [10 points]

If any [Bor] ship or {Borg Ship} dilemma is on this spaceline, opponent (even if playing Borg) scores points (once per game), and you may relocate one such card up to 20 span away from its current location on same spaceline.

If no Borg affiliation ships or Borg Ship dilemma on same spaceline as where Q-Interrupt encountered, discard Q-Interrupt; Q-Flash continues.

Otherwise, opponent places Q-Interrupt in their bonus point area. You may then select one Borg affiliation ship or Borg Ship dilemma on the spaceline and move it up to 20 span on the same spaceline.

DOOR-NET

Plays on one of your non-[Shield][Doorway] cards in play (your choice) until any Q-Flash; it is now closed. May be nullified by Alternate Universe Door OR by showing 2 Diplomacy from your hand during your turn.

If you have no target (an open Doorway card) in play, discard Q-Event; Q-Flash continues.

If nullified by discarding Alternative Universe Door OR by showing 2 Diplomacy from your hand, discard Q-Event; Q-Flash continues.

Otherwise, choose one of your open Doorway cards in play to play Q-Event on. That Doorway is now closed (its ongoing game text related to its "doorway functions" is inactive). Q-Flash continues.

Discard Q-Event when either player has a Q-Flash during a mission attempt.

Discard Q-Event if nullified by discarding Alternative Universe Door OR by showing 2 Diplomacy from your hand.

DR. Q, MEDICINE ENTITY

Diagnosis: One of your Event cards on the spaceline (opponent's choice) is the problem. Treatment: Opponent must move the "problem card" to a different appropriate spaceline location.

Opponent selects a target (one of your Event cards on any spaceline) to be relocated. (Events played on table or targets that are not a spaceline location are not valid targets.) Opponent may choose a new location and move the target to that location. The destination must be a valid location where the Event could have entered play.

Discard Q-Interrupt; Q-Flash continues.

DRAMATIS PERSONAE [S/P]

"Stops" all personnel in crew or Away Team named in lore by another personnel present. Discard dilemma.

Examine each personnel in Away Team/crew. If that personnel is named in lore by any other personnel in Away Team/crew, that personnel is stopped, discard dilemma; mission continues.

Note: refer to the "named in lore" entry in the Glossary for complete information on determining if a personnel is "named in lore."

DRUMHEAD [S]

If present, discard one crew member of INTEGRITY less than 5 ({Norah Satie}'s choice if in play, or random selection); otherwise, to get past requires {Jean-Luc Picard} OR Law. Nullify with {Plexing}.

If nullified by discarding Plexing, discard dilemma; mission continues.

Otherwise: If target (personnel with INTEGRITY less than 5) present, randomly select one to be discarded (unless Norah Satie in play, in which case her owner chooses which personnel with INTEGRITY less than 5 to discard), discard dilemma; mission continues.

If target (personnel with INTEGRITY less than 5) not present, and crew meets conditions (Jean-Luc Picard OR Law), discard dilemma; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

DUONETIC FIELD GENERATOR [P]

Place on planet. No beaming up or taking off from planet. Nullify with 3 ENGINEER OR Miracle Worker.

If nullifier present (3 ENGINEER OR Miracle Worker) in Away Team, discard nullified dilemma; mission continues.

Otherwise: place dilemma on planet. No one may beam off the planet and no landed ships may take off. Personnel may beam down or land a ship. Away Team is not stopped; mission continues. Discard dilemma when nullified by 3 ENGINEER OR Miracle Worker in Away Team on planet.

EDO PROBE [S/P] [-10 points]

Abandon mission attempt until any player completes a different mission OR continue but lose points if you do not solve mission this turn.

If playing Borg affiliation, discard dilemma (neither choice is relevant); scouting continues.

Otherwise, make choice when you first encounter dilemma.

First choice: If you choose to abandon mission attempt, place dilemma on mission. You may not reattempt until any player has completed a different mission. Away Team/crew is not stopped but cannot continue here. If your opponent attempts this mission before you reattempt, they do not encounter it. When any player completes a different mission, discard the dilemma.

Second choice: If you choose to continue, place dilemma on mission. If you complete the mission this turn (with any Away Team/crew), discard the dilemma and do not lose points. If you do not complete mission this turn, place dilemma in your bonus point area.

EL-ADREL CREATURE [P]

Attacks two strongest members in Away Team (owner's choice if tie). Kills one of them (random selection) unless their combined STRENGTH>16. Discard dilemma.

Locate the two strongest members of Away Team (your choice if tied). If they meet conditions (their combined STRENGTH>16), discard dilemma; mission continues.

If not, randomly select one of the two to be killed, Away Team is stopped, discard dilemma.

EMERGENCY CONVERSION [S]

To get past requires 2 Astrophysics and Transporter Skill.

If crew meets conditions (2 Astrophysics and Transporter Skill), discard dilemma; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

EMERGENT LIFE-FORM [S]

Place on ship. Now and start of each turn, opponent may move ship to another location (using its RANGE). If ship has Holodeck, cure with 2 ENGINEER and Astrophysics aboard.

Place dilemma on ship. 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. Ship and crew are not stopped. If cure present (ship has a Holodeck and 2 ENGINEER + Astrophysics aboard), discard dilemma. Otherwise, dilemma remains on ship.

If ship not removed from mission location, and cure present (ship has a Holodeck and 2 ENGINEER + Astrophysics aboard), discard dilemma; mission continues.

If ship not removed from mission location, and cure not present, dilemma remains on ship; mission continues.

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 cure present (ship has a Holodeck and 2 ENGINEER + Astrophysics aboard), or when countdown expires at end of dilemma owner's 3rd turn.

EMINIAN DISINTEGRATION PROTOCOL [S/P]

One SECURITY (at [P]) or one ENGINEER (at [S]) with most [*] is killed. To get past requires 2 SECURITY (at [P]) OR 2 ENGINEER (at [S]) OR six non-[Bor] [Univ] personnel.

If encountered by an Away Team at a [P] location, select a SECURITY personnel with the most [*] present. If encountered by a crew at a [S] location, select an ENGINEER personnel with the most [*] present. If tied, opponent selects from all eligible personnel. Selected personnel is killed.

If no target: SECURITY in Away Team (at [P]) or ENGINEER in crew (at [S]), no personnel are killed.

After personnel killed (or not killed if no valid target), if Away Team/crew meets conditions (2 SECURITY in Away Team at [P] OR 2 ENGINEER in crew at [S] OR six [UNIV] personnel who are not Borg affiliation), discard dilemma; mission continues. Otherwise, Away Team (at [P]) or ship and crew (at [S]) are stopped; replace dilemma under mission to be encountered again.

EMPATHIC ECHO [S/P]

One personnel present with Empathy (random selection) is killed unless SECURITY and MEDICAL present.

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

If Away Team/crew meets conditions (SECURITY and MEDICAL), discard dilemma; mission continues. If not, randomly select one personnel with Empathy (if any) to be killed; Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

ENCASED IN CRYSTAL [P]

To get past requires 2 Geology and SECURITY OR Geology and 2 SECURITY OR 2 Music.

If Away Team meets conditions (2 Geology and SECURITY OR Geology and 2 SECURITY OR 2 Music), discard dilemma; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

ENEMIES OF THE STATE [P]

Place on planet. Opponent may download three dissidents to planet. Now and at start of each attempt here, Away Team stopped if INTEGRITY from up to X personnel less than opposing INTEGRITY. X = number of opposing personnel present.

Opponent may download up to three dissidents to planet.

If opponent had zero dissidents on planet after download opportunity, discard dilemma; mission continues.

Otherwise, sum total number of dissidents opponent has on planet, and the total INTEGRITY of those dissidents. If Away Team's total INTEGRITY, from up to the same number personnel in Away Team as opponent has dissidents on the planet, is greater than total INTEGRITY of those dissidents, discard dilemma; mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

ENGINE IMBALANCE [S]

Place on ship. It may not fly by a location without stopping, and its RANGE is exhausted each time it moves. Cure with 2 ENGINEER, Computer Skill, and Physics.

Place dilemma on ship. If cure (2 ENGINEER, Computer Skill and Physics) in crew, discard dilemma; mission continues.

Otherwise, dilemma remains on ship; mission continues.

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.

ENSURE THEIR SILENCE [S/P]

One personnel (random selection) is killed. If opponent's infiltrator

attempting, two more personnel (random selection) are killed and one such infiltrator (owner's choice) is exposed.

Randomly select one personnel to be killed. Then, if opponent has an infiltrator attempting along with your Away Team/crew, randomly select two additional personnel to be killed.

One of opponent's infiltrators present is exposed (opponent's choice), discard dilemma; mission continues.

ENTERTAINING DISPLAY [P]

Opponent may download up to two females to planet; place on mission. To solve mission, Away Team must have more Anthropology than opponent has females present.

When Away Team encounters this dilemma, opponent may download to the planet's surface up to two females.

After download (if any), place dilemma on mission; mission continues. While dilemma is on mission, your attempting Away Teams must have more Anthropology than opponent's number of females on planet to solve mission. Discard dilemma when countdown expires.

EXACT CHANGE [P]

To get past requires exactly 50 CUNNING from all Away Team members. May nullify by stopping two personnel (opponent's choice) until end of next turn.

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

If total Away Team's CUNNING=50, discard dilemma; mission continues.

Otherwise: You may choose to allow opponent to stop any two personnel in Away Team until end of your next turn. If you do, discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

EXCLUDED [P]

For each affiliation present that does not include a V.I.P., one personnel of that affiliation is discarded (random selection), and others are stopped. Nullified if entire Away Team shares a faction icon. Discard dilemma.

If entire Away Team shares a faction icon, dilemma is nullified, discard dilemma; mission continues.

If not, separate Away Team by affiliation. Examine each affiliation individually. If a V.I.P. is present for each affiliation, discard dilemma; mission continues. Otherwise, for each affiliation in Away Team that does not have a V.I.P. present, randomly select one personnel to be discarded. All other personnel of that affiliation are stopped. Remaining Away Team, if any, is not stopped, discard dilemma; mission continues.

EXE-Q-TIONER [S/P]

Unless Treachery and INTEGRITY less than 29 OR CIVILIAN and INTEGRITY>49, one personnel (random selection) is killed and opponent re-seeds dilemma under a different unsolved mission.

If Away Team/crew meets conditions (Treachery and INTEGRITY less than 29 OR CIVILIAN and INTEGRITY>49), discard dilemma; mission continues.

Otherwise, randomly select one Away Team/crew member to be killed; Away Team/ship and crew are stopped; reseed dilemma under a different unsolved mission.

EXECUTIVE AUTHORIZATION [P]

To get past requires a President, High Council Leader, General, Legate, Chancellor, Proconsul, Chairman, Intendant, Minister, Kai, Founder, Nagus, Governor, Queen, counterpart, or {PADD}.

If Away Team meets conditions (a President, High Council Leader, General, Legate, Chancellor, Proconsul, Chairman, Intendant, Minister, Kai, Founder, Nagus, Governor, Queen, counterpart, or PADD), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

EXPERIENCE BIJ! [S/P]

Attempt ends. Place on mission; cannot be attempted or scouted. May be nullified by any player encountering another dilemma OR if {Dead End} is on this mission.

Mission attempt immediately ends. Away Team/ship and crew are not stopped. Place dilemma on top of mission.

While dilemma on top of mission, mission cannot be attempted or scouted by either player. If Dead End already on mission from a previous attempt, Experience Bij! is nullified, discard dilemma.

Otherwise, dilemma remains on mission. When any player encounters any other dilemma during a mission or scouting attempt at any location, that player may choose to nullify Experience BiJ! (and/or any other copies of Experience BiJ! in play), discarding it.

EXPLOSIVE DECOMPRESSION [S]

Kills X personnel (random selection), where X=number of opponent's [Univ][S] mission with point boxes. If >9 personnel remain, opponent may [Flip][Flip].

Examine spaceline. Count the number (X) of [Univ][S] missions opponent has with a point box. Randomly select X personnel to be killed.

If remaining crew has more than 9 personnel remaining, opponent my [Flip][Flip]. After opponent applies damage markers (if any), discard dilemma; mission continues.

EXPOSED POWER RELAY [S/P]

X personnel (random selection) are stopped, where X=number of opponent's missions showing 25 points or less. Cannot get past if >9 personnel remain.

Examine spaceline. Count the number (X) of missions opponent has with a point box showing 25 points or less. Randomly select X personnel to be stopped.

If remaining Away Team/crew has more than 9 personnel remaining, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again. Otherwise, discard dilemma; mission continues.

EXTRADITION [S/P]

If opponent's Law or Treachery here, up to four opponent's SECURITY personnel may beam to one of your ships here, capture a crew member of lower STRENGTH and/or beam off.

If opponent does not meet conditions (Law or Treachery anywhere at this location) discard dilemma; mission continues.

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 strenght of the beamed SECURITY personnel (relocate him/her to the capturing AT)

and/or beam off (with the captive).

After capture, if any, discard dilemma; mission continues.

EYE TO EYE [S/P]

Player with the most cards in hand chooses two personnel to be stopped. If tied, cannot get past.

Each player counts the cards in their hand. Player with the most cards chooses two members of Away Team/crew to be stopped, discard dilemma; mission continues.

If tied, Away Team/crew stopped; replace dilemma under mission to be encountered again.

FACE TO FACE [S]

Player with the least points chooses one personnel to be killed. If tied, ship is damaged and stopped until end of next turn.

Player with the least points chooses one personnel in crew to be killed, discard dilemma; mission continues.

If score is tied, ship and crew are stopped until end of your next turn and ship is damaged, discard dilemma.

FAUX PAS [S/P]

To get past requires three personnel with Diplomacy OR three personnel with V.I.P. classification.

If Away Team meets conditions (Three different personnel with Diplomacy OR three different personnel with V.I.P. classification), discard dilemma; mission continues.

Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

FEMALE'S LOVE INTEREST [P]

Female Away Team member (random selection) runs off with lover to furthest planet. Discard dilemma.

If playing Borg affiliation, discard gender-related dilemma immediately; scouting continues.

If no target (female) in Away Team, discard dilemma; mission continues.

If no target for relocation (other planet on spaceline where encountered), discard dilemma; mission continues.

Otherwise, randomly select one female Away Team member and relocate to farthest planet on this spaceline (count mission cards; if tied, count total span; if still tied, opponent chooses). Female is not stopped. Discard dilemma; mission continues.

FEMALE'S LOVE INTEREST & GARBAGE SCOW [S/P]

FEMALE'S LOVE INTEREST: Female crew or Away Team member (random selection) runs off with lover to furthest planet. RADIOACTIVE GARBAGE SCOW: Place on mission; mission attempt ends. Mission can't be attempted here. Ship with Tractor Beam and 2 ENGINEER can tow Scow.

FEMALE'S LOVE INTEREST: If playing Borg affiliation, immediately overcome gender-related dilemma; continue to second half of combo dilemma (Radioactive Garbage Scow).

FEMALE'S LOVE INTEREST: If no target (female) in Away Team/crew, Female's Love Interest is overcome; continue to second half of combo dilemma (Radioactive Garbage Scow).

If no target for relocation (other planet on spaceline where encountered), Female's

Love Interest is overcome; continue to second half of combo dilemma (Radioactive Garbage Scow).

Otherwise, randomly select one female Away Team/crew member and relocate to farthest planet on this spaceline (count mission cards; if tied, count total span; if still tied, opponent chooses). Female is not stopped. Female's Love Interest is overcome; continue to second half of combo dilemma (Radioactive Garbage Scow).

RADIOACTIVE GARBAGE SCOW: Place dilemma on mission. Mission attempt ends; Away Team/ship and crew are not stopped. Mission where dilemma is present cannot be attempted. (Borg player places dilemma on mission, but scouting attempt does not end and future scouting is not prevented.)

If ship meets conditions (Tractor Beam and 2 ENGINEER aboard), may tow dilemma when ship moves. May be towed by any ship meeting conditions, but may only be discarded by Destroy Radioactive Garbage Scow.

FERENGI AMBUSH [P]

Opponent may download to this planet up to three different [Univ] Ferengi and/or one {Ferengi Whip}. They may initiate battle (if possible).

Opponent may download up to three [UNIV] Ferengi to 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, mission attempt ends, discard dilemma and continue with battle. If not, discard dilemma; mission continues.

FERENGI ATTACK [P]

Kills one Away Team member (opponent's choice) unless total CUNNING + STRENGTH>68 OR Greed present. Discard dilemma.

If Away Team meets conditions (CUNNING + STRENGTH >68 OR Greed), discard dilemma; mission continues. Otherwise, opponent chooses one Away Team member to be killed; Away Team is stopped; discard dilemma.

FERENGI BUG [S/P]

Unless 3 SECURITY (or {Odo}) and {any tricorder} OR 2 FCA present, place atop mission. While in play, your hand is exposed, face up on table.

If Away Team/crew meets conditions (3 SECURITY (or Odo) and any tricorder OR 2 FCA), discard dilemma; mission continues. If not, Away Team/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 [S/P]

Opponent may download up to two male Ferengi to a facility at this location (or up to six if facility is {Empok Nor}). To get past requires 2 SECURITY and CUNNING>50.

If any facility is at the location where the dilemma is encountered, opponent may download up to two male Ferengi to that facility (or up to 6 if Empok Nor). "Ferengi" may include species or affiliation; personnel may not be downloaded into a house arrest situation (e.g., opponent may not download [Fer] personnel to their [Klg] outpost).

After download (if any), if Away Team/crew meets conditions (2 SECURITY and CUNNING>50), discard dilemma; mission continues. If not, Away Team/ship and

crew are stopped; replace dilemma under mission to be encountered again.
(Opponent may download more Ferengi on next encounter.)

FERENGI INGENUITY [S/P]

If one personnel present has 2 Computer Skill, discard dilemma. Otherwise, to get past, place on most CUNNING Computer Skill present ("stopped" during countdown).

If one Away Team/crew member has 2 Computer Skill (or Computer Skill x2), discard dilemma; mission continues.

Otherwise: if AT/crew meets conditions (any Computer Skill personnel), place dilemma on most CUNNING Computer Skill present; that personnel is stopped; mission continues. If conditions are not met, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

Discard dilemma when countdown expires at end of 3rd turn of player who seeded dilemma.

FERENGI LOCATOR BOMB [P]

Unless Computer Skill, Navigation, and Physics OR Acquisition, Treachery, and CUNNING>32 present, one personnel (random selection) is placed on bottom of draw deck.

If Away Team meets conditions (Computer Skill, Navigation, and Physics OR Acquisition, Treachery, and CUNNING>32), discard dilemma; mission continues.

Otherwise, randomly select one personnel in Away Team and place that personnel on the bottom of owner's draw deck. Away Team is stopped; replace dilemma under mission to be encountered again.

FIGHTIN' WORDS

Place on table. All your personnel with three or more [*] icons lose their first two listed skills. Nullified only by {Oof!} or if you initiate personnel battle.

If nullified by playing Oof!, discard dilemma; mission (or Q-Flash) continues.

Otherwise, place on table. All of your personnel in play (not just in this Away Team/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 owns Fightin' Words. Mission (or Q-Flash) continues.

Discard dilemma when countdown expires, or when nullified by Oof! interrupt or if you initiate a personnel battle.

FIRESTORM [P]

Kills all Away Team members with INTEGRITY less than 5 unless {thermal deflectors} present (but Away Team may escape using {Emergency Transporter Armbands}). Discard dilemma.

If any Thermal Deflectors in play (lists Firestorm as a nullified card), discard nullified dilemma; mission continues

Otherwise, all Away Team members with INTEGRITY less than 5 (apply enhancements) are killed unless they beam to ship or facility with Emergency Transporter Armbands, discard dilemma; mission continues.

FLASH PLASMA STORM [P]

Kills each Away Team member who has both STRENGTH less than 6 (ignoring hand weapon enhancements) and CUNNING less than 9. Nullified if you have {Thermal Deflectors} in play.

If you have Thermal Deflectors in play, discard nullified dilemma; mission continues.

Otherwise, each Away Team member with both STRENGTH less than 6 (ignore enhancements from hand weapons, but apply those from other cards) and CUNNING less than 9 (apply enhancements) is killed, discard dilemma; mission continues.

FLAXIAN ASSASSIN [P]

Unless 2 SECURITY and Biology present, kills one personnel (two if opponent has Tal Shiar in play) with three or more [*] icons (random selection).

If Away Team meets conditions (2 SECURITY and Biology), discard dilemma; mission continues. If not, shuffle personnel with three or more [*] [skill dot] icons (if any) and randomly select one to be killed (two if opponent has Tal Shiar anywhere in play). Away Team is stopped; replace dilemma under mission to be encountered again.

FLIM-FLAM ARTIST [P]

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

Opponent may immediately draw a card.

After card draw, if any, if Away Team meets conditions (Diplomacy and 2 Computer Skill OR Law and CUNNING>32 (CUNNING>50 if this is a [DQ] mission)), discard dilemma; mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

FLY BY THE SEAT OF YOUR PANTS [S/P]

To get past requires 2 Navigation and OFFICER OR Navigation and 2 OFFICER.

If Away Team/crew meets conditions (2 Navigation and OFFICER OR Navigation and 2 OFFICER), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

FORSAKEN [S/P]

To get past requires 2 Honor OR 2 Treachery. Each Honor or Treachery personnel that helps overcome this dilemma is placed on the bottom of owner's draw deck.

If Away Team/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; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

FOUNDER SECRET [P]

To get past requires a changeling OR {Interphase Generator} OR {Croden's Key} OR CUNNING>40 and {any tricorder} OR STRENGTH>70 OR 4 [Def] drones OR {Breen CRM114}.

If Away Team 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; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

FRACTURED TIME [S/P]

Nine personnel (random selection) continue. Place out-of-play all other personnel in this crew or Away Team.

If fewer than ten personnel in Away Team/crew, discard dilemma; mission continues. Otherwise, randomly select 9 Away Team/crew members to continue with mission. All

other personnel are place out-of-play. Discard dilemma.

FRAME OF MIND [S/P]

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

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

Otherwise, randomly select one Away Team/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).

After placing dilemma, if cure remains (3 Empathy), discard cured dilemma; mission continues. Otherwise, mission continues.

Discard dilemma when cured with 3 Empathy. (Non-aligned Borg is placed under house arrest (aboard ship) or becomes separate Away Team (on planet) that cannot board ship or continue scouting.)

FRAMED FOR MURDER [S/P]

Place on a unique personnel present (opponent's choice). That personnel cannot use skills or staff ships. Nullify with any personnel who has CUNNING>9 and Biology OR Law.

If no target (a unique personnel) in Away Team/crew, discard dilemma; mission continues.

If nullifier present (any one personnel in AT/crew has (both CUNNING >9 and Biology) OR Law), dilemma is nullified; mission continues.

Otherwise, opponent chooses a unique personnel to place dilemma on. He cannot use skills or staff ships (can use classification and attributes). Mission continues. Discard dilemma when nullifier present or if personnel leaves play.

FRIENDLY FIRE [S/P]

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

If Away Team/crew meets conditions (2 Leadership and 2 SECURITY), discard dilemma; mission continues.

If not, randomly select one personnel to die. Away Team/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).

FRIGID

Plays on table. The next time you play an Interrupt card during opponent's turn, opponent may place this event on any one of your SECURITY personnel in play. Personnel is in stasis until any Q-Flash, then discard event. May be nullified by {Fire Sculptor}.

Play on table when encountered. If nullified by discarding Fire Sculptor, discard Q-Event; Q-Flash continues. Otherwise, Q-Event remains on table; Q-Flash continues.

The next time you play an [Int] during opponent's turn, opponent may take this Q-Event from table and place it on any SECURITY personnel you have in play. That personnel is in stasis. Discard Q-Event if personnel leaves play for any reason. If opponent declines to place this Q-Event when you play an interrupt during their turn, Q-Event remains on table and opponent may still place it on one of your SECURITY

personnel and subsequent time you play an interrupt during their turn.

Discard Q-Event if nullified by discarding Fire Sculptor.

Discard Q-Event when either player has a Q-Flash during a mission attempt.

FUTILE ATTEMPT

Reveal the top card of your draw deck. If it is a personnel, it is placed beneath draw deck; opponent scores 1 point for each [*] and you lose 2 points for each DL/ . May be nullified by {any Seven of Nine}.

If any Seven on Nine present, and you choose to nullify Q-Interrupt, discard nullified Q-Interrupt; Q-Flash continues.

Otherwise, reveal the top card of your draw deck. If it is not a personnel, place the card back atop your draw deck, discard Q-Interrupt; Q-Flash continues.

If it is a personnel, count the number of [*] dots and DL/ icons on revealed personnel. You lose one point for each [*] dot and opponent scores two points for each DL/ icon. Place the personnel beneath your draw deck, discard Q-Interrupt; Q-Flash continues.

GARAK HAS SOME ISSUES [S/P]

Place on ("stops") a personnel present (random selection). Start of each turn, they kill another personnel present with lower CUNNING (opponent's choice). Cure with 2 Exobiology.

Randomly select one personnel in Away Team/crew to place dilemma on. Personnel is stopped.

If cure remains (2 Exobiology), discard cured dilemma. Whether dilemma cured or not; mission continues. 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, opponent must choose one of those personnel to be killed.

GARANIAN BOLITES [S/P]

Two personnel (random selection) are "stopped" unless their combined CUNNING>15 OR {Hypospray} present. Mission continues.

Randomly select two personnel from Away Team/crew. If they meet conditions (combined CUNNING>15 OR Hypospray present), discard dilemma and continue to next. If not, they are stopped, discard dilemma; mission continues.

GIFT OF THE TORMENTOR [100 points]

If your current score is zero, score bonus points. Otherwise, place this card in your discard pile. (May be nullified only by {Countermanda}.)

If you play Countermanda in response to encountering Q-Interrupt, discard nullified Q-Interrupt, Q-Flash continues.

If you meet condition (current score of 0) score points; place Q-Interrupt in your bonus points area (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard Q-Interrupt; Q-Flash continues); Q-Flash continues. Otherwise, place Q-Interrupt in your discard pile. (Do not discard the Q-Interrupt to your opponent's Q-Continuum as normal.) Q-Flash continues.

GO BACK WHENCE THOU CAMEST

If INTEGRITY less than 10 OR INTEGRITY > 50, at the end of your turn opponent may relocate any one of your ships at this location to one of your facilities.

If you have no target (ships at this location or facilities anywhere in play), discard dilemma; mission (or Q-Flash) continues.

Otherwise: If Away Team/crew has both (INTEGRITY>10 AND less than 50), discard dilemma; mission (or Q-Flash) continues. If not, at the end of your turn, opponent may relocate one of your ships at this location to one of your facilities. (May relocate across quadrants.)

Discard dilemma; mission (or Q-Flash) continues.

GOMTUU SHOCK WAVE [S]

Unless 2 Diplomacy and INTEGRITY>32 OR Empathy and INTEGRITY>35 present, all undocked ships at this location are damaged and relocated one location toward far end of spaceline.

If crew meets conditions (2 Diplomacy and INTEGRITY>32 OR Empathy and INTEGRITY>35) discard dilemma; mission continues. 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 [P]

Attacks personnel with most Leadership (opponent's choice if tie or none). Killed unless printed (CUNNING or STRENGTH) + (number of [*] icons) > 12. Discard dilemma.

Locate Away Team 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 >12), discard dilemma; mission continues. If not, personnel is killed; Away Team is stopped; discard dilemma.

No Leadership is greater than Leadership -1.

GRAVIMETRIC DISTORTION [S]

Ship damaged unless 4 ENGINEER OR 2 Astrophysics OR a personnel who has 2 Navigation OR {Guinan} aboard.

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

GRAVITIC MINE [S]

Ship damaged unless SCIENCE and Navigation aboard. Discard dilemma.

If crew meets conditions (SCIENCE and Navigation), discard dilemma; mission continues. If not, ship is damaged; ship and crew are stopped; discard dilemma.

GUILTY - PROVISIONALLY

Randomly select one personnel present. If you say "guilty - provisionally," plays on table; opponent may cancel the next battle you initiate, then discard dilemma. Otherwise, personnel killed.

Randomly select one personnel, who is killed unless you agree to let opponent choose to whether or not to cancel the next battle you initiate.

If you agree, say "Guilty - Provisionally", then opponent places dilemma on table; mission (or Q-Flash) continues. When you next initiate a battle, opponent may choose whether or not to cancel that battle. Regardless of choice, discard dilemma at that time.

If you do not agree, selected personnel is killed; mission (or Q-Flash) continues.

HANONIAN LAND EEL [P]

Unless SECURITY, SCIENCE, and STRENGTH>50 present, kills Away Team member with lowest CUNNING or fewest [*] icons (opponent's choice).

If Away Team meets conditions (SECURITY, SCIENCE, and STRENGTH>50), discard dilemma; mission continues.

If not, reveal the Away Team member with lowest CUNNING (apply enhancements) and the Away Team member with the fewest [skill dot] icons (include all ties); opponent selects one to be killed. Away Team is stopped; replace dilemma under mission to be encountered again.

HARD TIME [S/P]

One personnel (random selection) is returned to hand; X = the number of [*] on that personnel. To get past requires at least X personnel remaining.

Randomly select one personnel is Away Team/crew to be returned to owner's hand. Count the number (X) of [skill dot] icons on that personnel.

If Away Team/crew still contains at least X personnel, discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

HARVESTER VIRUS [P]

Place on planet. End of every player's turn, one personnel on planet killed (random selection). Cure with 2 MEDICAL, Exobiology and Computer Skill.

Place on planet. If cure present (2 MEDICAL, Exobiology and Computer Skill), discard dilemma; mission continues.

While dilemma on planet, end of every turn, randomly select one personnel on planet (from both players' personnel, if present) to be killed. Discard dilemma when cured by either player with (2 MEDICAL, Exobiology and Computer Skill) present on planet.

HATE CRIME [S/P]

Place on a non-Borg personnel who is the only member of its species present (opponent's choice). That personnel may not use any of its skills.

If playing Borg affiliation, discard dilemma; scouting continues.

If no target (single members of a species present), discard dilemma; mission continues.

Otherwise, check species of all personnel in Away Team/crew. If any are the only member of their species present, opponent chooses one to place dilemma on. Selected personnel may not use any of their skills (may use classification, attributes, and staffing icons) until countdown expires. Mission continues.

Discard dilemma if personnel leaves play, or when countdown expires.

HAZARDOUS DUTY [S/P] [-5 points]

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

If Away Team/crew does not meet conditions (2 OFFICER), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If Away Team/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 (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard dilemma). Otherwise, discard dilemma when mission solved (by either player).

HEAD TO HEAD [P]

Player with most points chooses one personnel to be killed. If tied, two personnel killed (random selection) and Away Team stopped until end of next turn.

Player with the most points chooses one personnel in Away Team to be killed, discard dilemma; mission continues.

If score is tied, Away Team stopped until end of your next turn and two personnel are randomly selected to be killed, discard dilemma.

HELLO COMPUTER? [S/P]

Unless Archaeology, Physics, and Computer Skill present, place on table. All your personnel are attributes all -2.

If opponent has no doorway that allows the seeding of AU dilemmas, discard dilemma; mission continues

If Away team/crew meets conditions (Archaeology, Physics, and Computer Skill present), discard dilemma; mission continues.

Otherwise, place dilemma on table until countdown expires. All your personnel are attributes all -2. When countdown expires, discard dilemma.

HELPLESS [P]

One Away Team member is chosen (random selection). If that personnel does not have a skill in mission requirements, that personnel and one other personnel (random selection) are "stopped" (even if playing Borg).

Randomly select one member of Away Team. Examine that personnel's skills and the mission's requirements (even if playing Borg affiliation). If selected personnel has a skill in the mission requirements, discard dilemma; mission continues.

Otherwise, randomly selected a second personnel. Both selected personnel are stopped, discard dilemma; mission continues.

HERO WORSHIP [S/P]

Stops non-Borg crew or Away Team members with the most and fewest [*] icons. (In case of ties, stops all tied personnel.)

If no target present (a personnel that is not Borg affiliation or Borg species), discard dilemma; mission continues.

Otherwise, select non-Borg Away Team/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; mission continues.

HIDDEN ENTRANCE [P]

To locate the concealed entrance and continue, Away Team must have {Geordi La Forge} OR ENGINEER + CUNNING>32.

If Away Team meets conditions (Geordi La Forge OR ENGINEER + CUNNING>32), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

HIDE AND SEEK

Shuffle Hide and Seek together with crew or Away Team. Randomly select cards until a [Univ] personnel or Hide and Seek selected. All selected personnel are stopped; discard dilemma. (May be seeded as a [S/P] dilemma.)

Shuffle dilemma into Away Team/crew (personnel cards only). Randomly select cards one by one.

Each non-[UNIV] personnel selected is stopped. Continue selecting personnel until a [UNIV] personnel (selected personnel is stopped) OR dilemma itself is selected, then discard dilemma; mission continues.

HIGH GROUND [P]

To get past requires STRENGTH>40 if mission shows less than 30 points, STRENGTH>50 if it shows 30 points, or STRENGTH>60 if it shows more than 30 points.

If this mission shows a point value of less than 30 points, and Away Team meets condition (STRENGTH>40), discard dilemma; mission continues. Otherwise, If this mission shows a point value of exactly 30 points, and Away Team meets condition (STRENGTH>50), discard dilemma; mission continues. Otherwise, If this mission shows a point value of more than 30 points, and Away Team meets condition (STRENGTH>60), discard dilemma; mission continues.

Otherwise, Away Team stopped; replace dilemma under mission to be encountered again.

Refer to "point box" in the glossary for definition of mission "showing" a point value.

HIGH ROLLERS [P]

Opponent may download and seed here any two {Royale Casino} dilemmas, then place on mission. Each Royale Casino dilemma you face here first "stops" one Away Team member (your choice).

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

Opponent may download and seed up to two Royale Casino dilemmas under mission.

After download (if any), place dilemma on mission; mission continues. For each subsequent Royale Casino dilemma encountered at this location, you choose one personnel in Away Team to be stopped. Discard dilemma when countdown expires.

HIPPOCRATIC OATH [S/P]

To get past, most CUNNING MEDICAL must relocate with dilemma to nearest planet at another location (must still have MEDICAL upon arrival); stopped until countdown expires.

If no target for relocation [other planet on spaceline where encountered (and Aid Fugitives not in play)], discard dilemma; mission continues.

Otherwise: If no MEDICAL in Away Team/crew, Away Team/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 until countdown expires; mission continues.

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 (replace dilemma under mission to be encountered again). If most CUNNING MEDICAL is Borg with MEDICAL from skill-sharing, will lose skill if

leaves hive, and dilemma is not passed (replace dilemma under mission to be encountered again). In either of these cases, Away Team/ship and crew are stopped.

HIS HONOR, THE HIGH SHERIFF OF NOTTINGHAM [-5 points]

If any of your personnel are held captive, you must either lose points OR return one such captive here (released). If, just after relocation, opponent shows SECURITY from hand, opponent captures two of your personnel present (random selection). (Immune to {Miss Q}.)

If none of your personnel are held captive, discard dilemma; mission (or Q-Flash) continues.

If any of your personnel are held captive, make choice: Leave all captive, place dilemma in bonus point area, OR, Choose a captive to be returned to this location.

If you return a captive to this location, and opponent immediately shows SECURITY from hand, two randomly selected personnel are captured (relocated to opponent's Away Team or crew at this location, discard dilemma; otherwise place captives with dilemma on mission as a "trap card"; mission (or Q-Flash) continues. If no captives are taken, discard dilemma; mission (or Q-Flash) continues.

HISTORY REPEATS ITSELF [P]

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

If Away Team does not meet conditions (at least three personnel present), Away Team is stopped; replace dilemma under mission to be encountered again.

If at least three personnel in Away Team, randomly select three (or six if Away Team has >9 personnel). If any of the selected personnel has Anthropology, all of the selected personnel are stopped, discard dilemma; mission continues. Otherwise, discard dilemma; mission continues.

HOLOGRAM RUSE [P]

To get past requires INTEGRITY>30 and CUNNING>30.

If Away Team meets conditions (INTEGRITY>30 and CUNNING>30), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

HORTA [P]

Place on planet. Now and end of every player's turn, kills one of that player's personnel present (random selection). Cure with 2 Leadership, 2 Mindmeld, and 2 Exobiology.

Place on planet. Randomly select one Away Team member to be killed.

After death, if cure remains in Away Team (2 Leadership, 2 Mindmeld, and 2 Exobiology), discard cured dilemma; mission continues.

End of every turn, 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 2 Leadership, 2 Mindmeld, and 2 Exobiology present on planet.

HULL BREACH [S]

Unless {Environmental Suit} present, kills one non-android (random selection) and another non-android of same classification (random selection). Mission continues.

If no non-androids in crew, discard dilemma; mission continues.

Otherwise: If crew meets conditions (Environmental Suit present), discard dilemma;

mission continues.

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, discard dilemma; mission continues. (Since Borg have no classifications, only one personnel will die.)

HUNTER GANGS [P]

Two Away Team members (random selection) are chased. Examine cards separately. Personnel escapes if CUNNING even, killed if odd. Discard dilemma.

Randomly select two Away Team members (if only one present, select that one). For each selected personnel, if CUNNING is odd (apply modifiers), personnel is killed; if even, no effect (zero is even), discard dilemma; mission continues. (Check individual CUNNING. Unity Drone has no effect.)

HUNTER PROBE [S/P]

Unless 2 SECURITY and 2 Anthropology present, opponent chooses two personnel. Both die at end of turn. Mission continues.

If Away Team/crew meets conditions (2 SECURITY and 2 Anthropology), discard dilemma; mission continues.

Otherwise, opponent chooses two personnel. The continue with remainder of Away Team/crew, but will die at end of your turn, discard dilemma; mission continues.

HYPER-AGING [P] [5 points]

Entire Away Team is quarantined (dies when countdown expires). Cure with SCIENCE and 2 MEDICAL.

Place on Away Team. they are quarantined. Anyone of your other personnel that join Away Team to the planet is also quarantined.

If cure present (SCIENCE and 2 MEDICAL) place cured dilemma in the point area (Borg Away Teams that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. Otherwise, mission continues.

Place dilemma in the point area if cured with SCIENCE and 2 MEDICAL present before end of your third full turn (Borg Away Teams that trigger scoring do not score bonus points. Discard dilemma). If not cured by the end of your third full turn, entire Away Team dies, discard dilemma.

I HATE YOU [P]

To get past requires Anthropology, Youth, and no Music present. Nullified by {Vulcan Nerve Pinch}.

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

If nullified by playing Vulcan Nerve Pinch, discard dilemma; mission continues.

If Away Team meets conditions (Anthropology, Youth, and no Music), discard dilemma; mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

I TRIED TO WARN YOU

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

If you began the current mission attempt with more than one personnel in Away Team/crew (or if you are playing Borg affiliation), AND not all your missions have the same icon ([S] or [P]), discard dilemma; mission (or Q-Flash) continues.

Otherwise, 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).

If dilemma was placed on this mission, attempt continues, but mission cannot be solved during this attempt and scouting can never be completed. Otherwise, attempt continues normally.

I WILL NOT PROMISE...

If played during a Q-Flash: Opponent may end current Q-Flash now (no more [Q] cards are drawn) and immediately seed this interrupt beneath any other mission like a [S/P] dilemma. If encountered seeded beneath a mission: Crew or Away team has a Q-Flash with three [Q] cards.

If encountered during a Q-Flash, opponent chooses: Opponent may allow Q-Flash to continue, discard Q-Interrupt; Q-Flash continues. Or, opponent may end Q-Flash now, and seed this Q-Interrupt like a S/P dilemma under any other mission; Q-Flash continues.

If encountered seeded as a S/P dilemma during a mission attempt, Away Team/crew experiences a Q-Flash of three Q-icon cards, then discard Q-Interrupt; mission continues.

I'M NOT GOING TO FIGHT YOU [P]

Opponent may download and seed here up to two of the following: {Chalnoth}, {El-Adrel Creature}, {Nausicaans}, or {Rebel Encounter}, then place on mission. Each of those dilemmas here first "stops" one Diplomacy (your choice).

Opponent may download and seed up to two of the following dilemmas under mission: Chalnoth, El-Adrel Creature, Nausicaans, or Rebel Encounter.

After download (if any), place dilemma on mission; mission continues. For each subsequent dilemma that was downloaded here by I'm Not Going to Fight You encountered at this location, you first choose one personnel in Away Team with Diplomacy (if any) to be stopped. Discard dilemma when countdown expires.

ICONIAN COMPUTER WEAPON [S]

Unless SCIENCE present, re-boot by discarding all non-personnel cards in hand and replenish from top of draw deck. Discard dilemma.

If crew meets conditions (SCIENCE), discard dilemma; mission continues.

If not, discard all non-personnel cards in your hand and draw the same number of cards from top of your draw deck, ship and crew are stopped, discard dilemma.

IMPASSABLE DOOR [P]

To get through this door, Away Team must have Computer Skill present.

If Away Team meets conditions (Computer Skill), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

IMPLICATION [S/P]

To get past requires 3 Diplomacy and INTEGRITY>30 OR Law and CUNNING>30.

If Away Team/crew meets conditions (3 Diplomacy and INTEGRITY>30 OR Law and CUNNING>30), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

IMPORTANT GUESTS [S/P]

To get past requires V.I.P OR CIVILIAN. For each of your V.I.P.s and CIVILIANS present, randomly select an OFFICER OR SECURITY personnel to be "stopped."

If Away Team/crew does not meet conditions (V.I.P. OR CIVILIAN), AT/ship and crew stopped; replace dilemma under mission to be encountered again.

Otherwise, determine total number of V.I.P. and CIVILIAN personnel present in Away Team/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), discard dilemma; mission continues.

IMPRESSIVE TROPHIES [S/P]

Unless CUNNING>50, crew or Away Team member with the most [*] icons OR highest CUNNING + STRENGTH (opponent's choice) is captured. Discard dilemma.

If Away Team/crew meets conditions (CUNNING>50), discard dilemma; mission continues.

If not, reveal the Away Team/crew member with highest CUNNING + STRENGTH (apply enhancements) and the Away Team member with the most [skill dot] icons (include all ties); opponent selects one to be captured.

If present, opponent's crew or Away Team at same location takes custody of captive. Away Team/ship and crew are stopped; discard dilemma.

Otherwise, 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). Away Team/ship and crew are stopped.

IN THE PALE MOONLIGHT [S/P]

To get past requires a personnel who has INTEGRITY less than 4 OR a [Fed] Treachery personnel OR any Garak OR a Founder.

If Away Team/crew meets conditions (a personnel who has INTEGRITY less than 4 (apply enhancements) OR a Federation personnel who has Treachery OR any Garak OR a Founder), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

INCENTIVE-BASED ECONOMICS [S/P]

To get past requires Honor and no SECURITY OR CIVILIAN, Anthropology, Diplomacy, Youth, and a personnel with STRENGTH less than 8.

If Away Team/crew meets conditions (Honor and no SECURITY OR CIVILIAN, Anthropology, Diplomacy, Youth, and a personnel with STRENGTH less than 8), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

INCOMING MESSAGE - THE CONTINUUM

Opponent may end current Q-Flash now (no more [Q] icon cards are drawn) and immediately seed the card that started it under any other mission (it has no further effects now; mission continues).

Opponent chooses: end this Q-Flash immediately (you experience no further [Q] icon cards once this card is resolved), then opponent reseeds the dilemma that caused the

Q-Flash under any other mission OR Q-Flash continues. Discard Q-Interrupt after either choice.

INTER ARMA ENIM SILENT LEGES [P]

To get past requires V.I.P. and no Treachery OR SECURITY, Exobiology, Computer Skill, and a personnel with INTEGRITY less than 5.

If Away Team/crew meets conditions (V.I.P. and no Treachery OR SECURITY, Exobiology, Computer Skill, and a personnel with INTEGRITY less than 5 [apply enhancements]), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

INTERPHASIC PLASMA CREATURES [S/P]

Unless 2 SCIENCE or Mindmeld present, play on table as an Event card. While in play, lowers STRENGTH of each of your personnel by 2. (Not cumulative.)

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

If Away Team/crew meets conditions (2 SCIENCE or Mindmeld), discard dilemma; mission continues. If not, Away Team/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.

INTO THE BREACH

Plays on table until any Q-Flash. While in play, nullifies all {Warp Core Breach} cards and immediately repairs all damaged ships in play, except {Borg Ship}. (Not duplicatable.)

If a copy of Into the Breach is already on the table, discard Q-Event; Q-Flash continues.

Otherwise, play Q-Event on table when encountered. If any Warp Core Breach cards are in play, they are immediately nullified. If any ships in play are damaged (except for Borg affiliation ships and [self] dilemmas), they are immediately fully repaired. Q-Flash continues.

While Q-Event on table, any Warp Core Breach cards played are immediately nullified. Also, if any ship in play is damaged (except for Borg affiliation ships and [self] dilemmas), they are immediately fully repaired. Note that because all damage is resolved as a group, this Q-Event will not repair a ship that has received enough damage to destroy it.

Discard Q-Event when either player has a Q-Flash during a mission attempt.

INVASIVE PROCEDURES [S]

Unless a [Def] Borg OR MEDICAL, CUNNING>35, and a {phaser} or {disruptor} present, place on ship; quarantined. Each crew member loses first-listed skill and is attributes all -2.

If crew meets conditions ([Def] Borg OR MEDICAL, CUNNING>35, and either a phaser or a disruptor), discard dilemma; mission continues. 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 [S]

Cannot get past unless crew has 3 ENGINEER OR a personnel with CUNNING>7 and MEDICAL OR a personnel with CUNNING>7 and Physics.

If crew meets conditions (3 ENGINEER OR one personnel with CUNNING > 7 (apply enhancements) and MEDICAL OR one personnel with CUNNING > 7 (apply enhancements)and Physics), discard dilemma; mission continues. Otherwise, crew and ship are stopped; replace dilemma under mission to be encountered again.

IRRATIONAL COMMANDER [S]

Unless you have two leaders with Honor OR two leaders with Treachery, place on mission. Crew must have any attribute>double mission points to solve. (Unique.)

If crew meets conditions (2 leaders with Honor OR 2 leaders with Treachery), discard dilemma; mission continues. If not, ship and crew are stopped; place dilemma on mission.

While dilemma on mission, any attempting crew must have any attribute > double the mission points to solve the mission. Discard dilemma when countdown expires (end of 2nd turn of player who seeded dilemma.

ISOLINEAR PUZZLE [S]

Place on ship. Reduces RANGE by 4 and WEAPONS by 4. Nullify with 2 ENGINEER.

If nullifier (2 ENGINEER) in crew, discard nullified dilemma; mission continues.

Otherwise, place on ship and reduce RANGE and WEAPONS by 4 each; mission continues. Discard dilemma when nullified with 2 ENGINEER aboard.

IT'S A PARTY!

If crew or Away Team began attempt with more than 9 or fewer than 4 personnel, plays on table until any Q-Flash. Opponent may play one additional card each turn.

If Away Team/crew began this mission attempt with fewer than 10 AND more than 3 personnel, discard Q-Event; Q-Flash continues.

Otherwise, place Q-Event on table. Opponent may play one additional card during each of their turns while Q-Event on table.

Discard Q-Event from table when either player has a Q-Flash during a mission attempt.

IT'S GREEN [S]

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

If crew does not meet conditions (at least three personnel present), ship and crew are stopped; replace dilemma under mission to be encountered again.

If at least three personnel in crew, randomly select three (or six if crew has >9 personnel). If any of the selected personnel has ENGINEER, all of the selected personnel are stopped, discard dilemma; mission continues. Otherwise, discard dilemma; mission continues.

JEALOUS AMANDA

Plays on table. The next time any Away Team encounters a {Love Interest}, {Parallel Romance} or {Alien Groupie}, your opponent may override that card's normal result by relocating the affected personnel to any planet location. Discard event. (Not duplicatable.)

Play on table when encountered; Q-Flash continues.

The next time any Away Team (either player) encounters Male's Love Interest,

Female's Love Interest, Parallel Romance or Alien Groupie, opponent may take the personnel targeted by that card and relocate them to any planet in play.

Discard Q-Event after opponent relocates personnel.

JOL YICHU'! [P]

Unless Anthropology in Away Team and Transporter Skill on your staffed ship in orbit, two personnel (opponent's choice) are killed.

If Away Team meets conditions (Anthropology and Transporter Skill on your staffed ship in orbit), discard dilemma; mission continues. If not, Away Team is stopped; opponent chooses up to two personnel to be killed; replace dilemma under mission to be encountered again.

JUSTICE OR VENGEANCE [S/P]

Unless 2 SECURITY and Anthropology OR Honor, Exobiology, and INTEGRITY>32, opponent chooses: kills one Treachery personnel (random selection) OR kills two [DQ] personnel (random selection).

If Away Team/crew meets conditions (Anthropology and 2 SECURITY OR Exobiology, Honor, and INTEGRITY > 32), discard dilemma; mission continues. If not, opponent chooses to either randomly select an Away Team/crew member with Treachery (if any) to be killed OR ; randomly select two [DQ] Away Team/crew members (if any) to be killed.

Away Team/crew is stopped; replace dilemma under mission to be encountered again.

KAZON BOMB [S/P]

Unless 3 SECURITY and CUNNING>35 OR 2 SECURITY and {any tricorder} OR 3 [Def] Borg present, kills all personnel present who have printed STRENGTH less than 7. Discard dilemma.

If Away Team/crew meets conditions (3 SECURITY and CUNNING>35 OR 2 SECURITY and any tricorder OR 3 [Def] Borg), discard dilemma; mission continues. If not, all personnel present with printed STRENGTH less than 7 are killed (do not count modifiers from any source); Away Team/ship and crew are stopped; discard dilemma.

KELVAN SHOW OF FORCE [S/P]

To get past, two non-android, non-holographic personnel present are selected (opponent's choice). One of those two is "crushed" (killed, random selection).

If Away Team/crew does not meet conditions (at least two non-android, non-holographic personnel present to be selected), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If at least two non-android, non-holo personnel in Away Team/crew, opponent chooses two. Randomly select one of the two to be killed, discard dilemma; mission continues.

KIDNAPPERS [P]

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 playing Borg affiliation, discard gender-related dilemma immediately; scouting continues.

If no target present (female), discard dilemma; mission continues.

Otherwise: Place on a female present (random selection); mission continues. Until

end of opponent's turn, she is stopped and may be captured by opponent's SECURITY present; then discard dilemma. If opponent does not capture targeted female before end of their turn, discard dilemma.

KLINGON TROOP DEPLOYMENT [P]

Opponent may download to this planet up to three different {cardtype=Personnel&affiliation=Klingon&universal=univ&icons[]=[OS]| [Univ][Kli][OS] personnel} and/or one {Classic Disruptor}. They may initiate battle (if possible).

Opponent may download up to three different [Univ] [OS] [KLI] and/or one Classic Disruptor. If opponent declines to download any cards, discard dilemma; mission continues.

If opponent downloaded any cards, opponent may initiate personnel battle there if possible. (Dilemma does not override leader requirements or affiliation battle restrictions.) Once any personnel battle has been resolved, discard dilemma. If no battle was initiated, Away Team/ship and crew not stopped, discard dilemma; mission continues.

KOMAR POSSESSION [S/P]

Place on one personnel present (random selection). Now and start of each turn, "stops" that personnel and one other personnel present (random selection). Cure with 3 SECURITY.

Randomly select one personnel in Away Team/crew to place dilemma on, then one other personnel from Away Team/crew (if any). Both are stopped.

After stopping the two selected personnel, if cure (3 SECURITY) remain, discard cured dilemma (selected personnel are still stopped); mission continues. Otherwise, dilemma remains on selected personnel; mission continues.

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.

KOON-UT-KAL-IF-FEE [S/P]

Randomly select one Vulcan male OR opponent chooses one personnel. To get past, personnel must relocate to matching homeworld OR battle strongest other male present.

You choose: Either randomly select one Vulcan male in Away Team/crew OR opponent is allowed to choose one personnel in Away Team/crew.

Once personnel selected, you choose: Either relocate that personnel to matching homeworld OR that personnel engages in personnel battle with other male present with the most STRENGTH (apply enhancements). After personnel battle, any participants not killed are stopped, discard dilemma; mission continues.

If you are unable to relocate selected personnel to matching homeworld (because homeworld has not been seeded) OR there is no other male present in Away Team/crew for selected personnel to battle, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

KTARIAN GAME [S]

Place on ship. Now and start of each of your turns, one person aboard (random selection) is disabled. Cured when non-disabled CUNNING>30 OR android aboard.

Place on ship. Randomly select one crew member to be disabled. After personnel disabled, if cure (CUNNING>30 or an android) remains in crew, discard cured dilemma; mission continues. Otherwise, dilemma remains on ship; mission continues.

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 [S/P]

Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt. Borg: Must have [Com], [Nav] and [Def] personnel to proceed.

If you are playing a non-Borg affiliation: If Away Team/crew meets conditions (included all mission requirements at start of current mission attempt), discard dilemma; mission continues. If not, Away Team/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 Away Team/crew meets conditions ([Com], [Nav] and [Def] icons, on one or more personnel), discard dilemma; scouting continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

LEMON-AID [5 points]

If you are at least 20 points ahead of your opponent, graciously give this card to opponent, who scores bonus points. (May not be nullified.)

If your score is 20 or more points higher than opponent's score, opponent scores points, place Q-Interrupt in opponent's bonus points area (If your opponent is playing Borg, they do not score bonus points. Discard Q-Interrupt); Q-Flash continues. Otherwise, discard Q-Interrupt; Q-Flash continues.

This card cannot be nullified.

LETHEAN TELEPATHIC ATTACK [S/P]

Unless 2 Empathy present, place on one personnel ({Julian Bashir} if present, otherwise random selection). Personnel is disabled (killed if CUNNING+STRENGTH less than 16).

If Away Team/crew meets conditions (2 Empathy), discard dilemma; mission continues. If not, place dilemma on Julian Bashir (if present) or one randomly selected personnel.

If that personnel has CUNNING + STRENGTH less than 16, he is killed (discard dilemma), otherwise disabled. Away Team/ship and crew are stopped. Discard dilemma when countdown expires at end of 3rd turn of player who seeded dilemma.

LINEUP [S/P]

To get past requires four personnel present (random selection) to "form a lineup." All four are "stopped" unless one has INTEGRITY less than 5 OR INTEGRITY>8.

If Away Team/crew does not meet conditions (at least four personnel present to "form a lineup"), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If at least four personnel in Away Team/crew, randomly select four and check their INTEGRITY (apply enhancements). If at least one has INTEGRITY less than 5 or >8, discard dilemma; mission continues. If not, all four are stopped; discard dilemma; mission continues.

LINGUISTIC LEGERDEMAIN [S/P]

Unless Anthropology and Exobiology present, X=1+number of affiliation icons on this mission with no matching personnel present; place on mission; it cannot be attempted.

If Away Team/crew meets conditions (Anthropology and Exobiology), discard dilemma; mission continues. Otherwise, Away Team/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 Away Team/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 [P]

To get past requires Anthropology and STRENGTH>24. Opponent may then download and seed here up to two of the following: {Archer}, {Hunter Gangs}, or {Punishment Zone}.

If Away Team does not meet conditions (Anthropology and STRENGTH > 24), Away Team is 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; mission continues.

LOCKBOX [P] [5 points]

Unless Greed present, Away Team "stopped" (discard dilemma). Otherwise, score points if you solve mission this turn.

If Away Team does not meet conditions (Greed), Away Team is stopped; discard dilemma.

If Away Team meets conditions (Greed), set dilemma aside while Away Team continues with mission. If you solve mission this turn (with any Away Team), place dilemma in bonus point area. If not, discard dilemma at end of turn.

LOOKING FOR PAR'MACH [S]

To get past requires a male and a female OR OFFICER and CUNNING>60. Opponent may then download and seed here up to two of the following: {Distraction}, {Strange Bedfellows}, {Brief Romance}, or {Unexpected}.

If crew does not meet conditions (a male and a female OR OFFICER and CUNNING>60), crew is stopped; replace dilemma under mission to be encountered again.

Otherwise, opponent may download and seed two of the following dilemmas under mission: Distraction, Strange Bedfellows, Brief Romance, or Unexpected. After download (if any), discard dilemma; mission continues.

M-113 CREATURE [S/P]

Place on mission. Now and end of every player's turn, kills one of that player's personnel here (opponent's choice; human if possible). Cure with 2 Exobiology here.

Place on mission. Opponent selects one of your human personnel anywhere at this location (not just in attempting Away Team/crew) to be killed. If you have no humans at this location, opponent selects any of your personnel at this location be killed.

After death, if cure (2 Exobiology) remains, discard dilemma; mission continues. Otherwise, dilemma remains on mission; mission continues.

End of every player's turn, if that player has any personnel at this location, their opponent selects a human to be killed. If none of player's personnel at this location are human, than opponent selects any of player's personnel at this location to be killed. Discard dilemma when cured with 2 Exobiology in any Away Team/crew at

this location, or when countdown expires at end of third turn of player who seeded dilemma.

MACO ENCOUNTER [P]

Opponent may download up to two MACOs and/or one {MACO Assault Rifle} to planet. Any MACOs on planet may (if possible) initiate personnel battle. Discard dilemma.

Opponent may download up to two MACOs and/or one MACO Assault Rifle to planet. If possible (I.E. not prevented by affiliation attack restrictions), they may initiate personnel battle against your Away Team.

If battle is initiated, carry out battle, and Away Team is stopped by virtue of battling, discard dilemma. If not, discard dilemma; mission continues.

MACROVIRUS [S]

Place on ship. Now and start of each turn, kills lowest STRENGTH OR lowest CUNNING crew member (opponent's choice). Cure with 2 Exobiology and 2 SCIENCE.

Place on ship. Opponent selects either lowest STRENGTH or lowest CUNNING crew member to be killed. After death, if cure (2 Exobiology + 2 SCIENCE) remain, discard cured dilemma; mission continues.

Otherwise, dilemma remain on ship; mission continues. 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.

MAGLOCK [S]

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

If crew meets conditions (3 OFFICER with STRENGTH>5 each), discard dilemma; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

MAGNETIC FIELD DISRUPTIONS [S]

One personnel (random selection) is killed unless you "stop" a personnel with Astrophysics or Navigation. To get past requires CUNNING>24 remaining.

Choose one 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; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

MAKE US GO [S/P]

To get past, place most CUNNING ENGINEER present atop mission with dilemma. At the end of your next turn, place both out of play if you do not have CUNNING>24 here.

If no ENGINEER in Away Team/crew, Away Team/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; mission continues.

If you have CUNNING>24 present at this location (in one Away Team/crew) at end

of your next turn, return ENGINEER to that Away Team/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 (Away Team/ship and crew are stopped).

MALE'S LOVE INTEREST [P]

Male Away Team member (random selection) runs off with lover to furthest planet. Discard dilemma.

If playing Borg affiliation, discard gender-related dilemma immediately; scouting continues.

If no target (male) in Away Team, discard dilemma; mission continues.

If no target for relocation (other planet on spaceline where encountered), discard dilemma; mission continues.

Otherwise, randomly select one male Away Team member and relocate to farthest planet on this spaceline (count mission cards; if tied, count total span; if still tied, opponent chooses). Male is not stopped. Discard dilemma; mission continues.

MALE'S LOVE INTEREST & PLAGUE SHIP [S/P] [5 points]

MALE'S LOVE INTEREST: Male crew or Away Team member (random selection) runs off with lover to furthest planet. TARELLIAN PLAGUE SHIP: Entire crew or Away Team immediately dies unless MEDICAL beams over (discarded). Discard dilemma.

MALE'S LOVE INTEREST: If playing Borg affiliation, immediately overcome gender-related dilemma; continue to second half of combo dilemma (Tarellian Plague Ship).

If no target (male) in Away Team/crew, Male's Love Interest is overcome; continue to second half of combo dilemma (Tarellian Plague Ship).

If no target for relocation (other planet on spaceline where encountered), Male's Love Interest is overcome; continue to second half of combo dilemma (Tarellian Plague Ship).

Otherwise, randomly select one male Away Team/crew member and relocate to farthest planet on this spaceline (count mission cards; if tied, count total span; if still tied, opponent chooses). Male is not stopped. Male's Love Interest is overcome; continue to second half of combo dilemma (Tarellian Plague Ship).

TARELLIAN PLAGUE SHIP: If no MEDICAL present, ship stopped and crew is killed. Discard dilemma. Otherwise, select a target (one MEDICAL personnel) to discard, then score points; place dilemma in bonus points area (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues.

If MEDICAL skill is supplied by equipment, the equipment must also be discarded with the personnel it enhances. [Holo] MEDICAL may be targeted, but only if accompanied by a Holo-Emitter (both are discarded). A [Com] Borg with shared MEDICAL may be targeted and discarded; the MEDICAL discard is a condition, not a points-related choice. Crew's ship does not require functional transporters to discard MEDICAL and overcome dilemma. Valid target MEDICAL may be discarded even if ship is quarantined.

Barclay Transporter Phobia is a valid response to the beaming attempt. Another MEDICAL present may be targeted and beamed (discarded) instead. If no other valid MEDICAL targets present, resolve as if no MEDICAL present.

MALFUNCTIONING DOOR [P]

To get past requires a Soong-Type android OR STRENGTH>27 from up

to four personnel.

If Away Team meets conditions (Soong-Type Android OR combined STRENGTH>27 from up to four Away Team members), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

MAMAN PICARD [S]

If this is a Federation ship, immediately transport it to any end of the spaceline (opponent's choice).

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

If ship used for mission attempt is not Federation affiliation, discard dilemma; mission continues. 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 [+/-X points]

Opponent captures one personnel present (random selection). You may prevent this by "posting bail": you lose points and opponent gains points. X = number of [*] icons on that personnel.

Randomly select one personnel. Count red skill dot icons in skill box (=X) and make choice:

First choice: Give personnel up to opponent as captive.

If present, opponent's crew or Away Team at same location takes custody of captive, discard dilemma; mission (or Q-Flash) continues.

Otherwise, 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); mission (or Q-Flash) continues

Borg must take this non-points-related choice.

Second choice: Post bail and keep personnel. You are -X points, opponent is +X points. Opponent places dilemma in his/her bonus point area. Non-Borg player may "transfer" points to Borg player by losing points, but Borg player does not gain points. Mission (or Q-Flash) continues.

MAQUIS VENDETTA [P]

To get past, "stop" a Leadership personnel (random selection). If that personnel has OFFICER or SECURITY, randomly select two additional personnel to be "stopped."

if no Leadership personnel present, Away Team is stopped; replace dilemma under mission to be encountered again.

Otherwise, randomly select a Leadership personnel. That personnel is stopped. If stopped personnel also has OFFICER or SECURITY, randomly select two additional personnel to be stopped, discard dilemma; mission continues.

MATRIARCHAL SOCIETY [P]

Cannot get past unless at least two female Away Team members are present.

If playing Borg affiliation, discard gender-related dilemma immediately; scouting continues.

If Away Team meets conditions (2 female), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

MEDICAL CRISIS [P]

Randomly select a MEDICAL personnel. Killed if [Kaz] or [Vid],

"stopped" otherwise. To get past requires 2 Biology and (2 MEDICAL OR a Nurse).

Randomly select a MEDICAL personnel. That personnel is killed if [Kaz] or [Vid]; stopped otherwise.

If remaining Away Team meets conditions (2 Biology and 2 MEDICAL OR 2 Biology and a Nurse)), discard dilemma; mission continues. If not, Away Team is stopped; replaced dilemma under mission to be encountered again.

MENTHAR BOOBY TRAP [S]

Place on ship; it cannot move. Unless MEDICAL present, one crew member killed (random selection). Cure with 2 ENGINEER.

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, and cure (2 ENGINEER.) is present, discard dilemma; mission continues. Otherwise, ship cannot move until 2 ENGINEER aboard, discarding cured dilemma.

MICROBIOTIC COLONY [S]

Ship damaged unless SCIENCE, ENGINEER and OFFICER aboard. Discard dilemma.

If crew meets conditions (SCIENCE, ENGINEER and OFFICER), discard dilemma; mission continues. If not, ship is damaged, ship and crew are stopped; discard dilemma.

MICROBRAIN [S/P]

To get past, one Exobiology OR Geology personnel (opponent's choice) is "stopped." Nullify with a personnel who has either 3 Exobiology OR 3 Geology.

If no Exobiology or Geology in Away Team/crew, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

Otherwise, if nullifier present in Away Team/crew (one personnel with Exobiology x3 OR one personnel with Geology x3), discard dilemma; mission continues. If not, opponent chooses one Away Team/crew member with Exobiology OR Geology to stop, discard dilemma; mission continues.

MICROVIRUS [P] [5 points]

Kills one Away Team member (opponent's choice), unless MEDICAL and SECURITY present. Discard dilemma.

If Away Team meets conditions (MEDICAL and SECURITY), place dilemma in bonus point area (Borg Away Teams that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. If not, opponent chooses one Away Team member to be killed; Away Team is stopped; discard dilemma.

MILITARY PRIVILEGE

Plays on table until any Q-Flash. All Federation and Non-Aligned personnel in play with OFFICER classification are now CIVILIAN instead, and vice versa.

Play on table when encountered; Q-Flash continues. While on table, all (either player's) [Fed] and [NA] OFFICER classification personnel have CIVILIAN classification instead (and vice versa).

Discard Q-Event when either player has a Q-Flash during a mission attempt.

MIMETIC SIMBIOT [S/P]

To get past requires 3 MEDICAL OR INTEGRITY>30. Then, choose two personnel (random selection). One of those personnel dies (your choice).

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

If Away Team/crew does not meet conditions (3 MEDICAL OR INTEGRITY>30), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

Otherwise, after Away Team/crew meets conditions, randomly select two personnel. One of those personnel (your choice) is killed, discard dilemma; mission continues.

MISDIRECTION [S/P]

Unless SECURITY, Exobiology, and {any tricorder} OR Section 31 OR Mindmeld OR a changeling present, play on table as [Event]: Your personnel present with an infiltrator are CUNNING -2.

If Away Team/crew meets conditions (SECURITY, Exobiology, and any tricorder OR Section 31 OR Mindmeld OR a changeling), discard dilemma; mission continues.

Otherwise, Away Team/ship and crew are stopped. Play dilemma on table as an Event card. Any of your personnel present with an opponent's infiltrator (regardless of location) is CUNNING -2.

MISGUIDED ACTIVIST [S/P]

One V.I.P. or [Cmd] personnel present (random selection) is killed (only "stopped" if 2 SECURITY OR {Miles O'Brien} present). Mission continues.

If no target (V.I.P. or [Cmd] personnel) in Away Team/crew, discard dilemma; mission continues.

Otherwise, randomly select one personnel from all V.I.P. and [Cmd] personnel in Away Team/crew. If 2 SECURITY OR Miles O'Brien present, victim is stopped; if not, victim is killed, discard dilemma; mission continues.

MISINTERPRETED HISTORY [S/P]

Personnel with highest CUNNING OR most Treachery (if any) is killed (opponent's choice). To get past requires Law and Archaeology OR Exobiology and 2 Leadership OR a President.

Opponent selects a personnel (with highest CUNNING [apply enhancements] OR most Treachery [if any present]). If tied, all personnel (highest CUNNING or most Treachery) are eligible. If no Treachery present, then the personnel with the highest CUNNING will be selected. Selected personnel is killed.

After personnel killed, if Away Team/crew meets conditions (Law and Archaeology OR Exobiology and 2 Leadership OR a President), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

MISSION FATIGUE [S/P]

Unless Empathy and Leadership present, place on mission; each subsequent dilemma seeded here stops one non-Borg personnel present (random selection) when revealed.

If not playing Borg affiliation: If Away Team/crew meets conditions (Empathy and Leadership), discard dilemma; mission continues. If not, Away Team/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 Away Team/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 Away Team/crew meets conditions (Empathy and Leadership), discard dilemma, scouting continues. If not, Away Team/ship and crew are stopped; place dilemma on mission. It has no further effect on your Away Team/crew. Discard dilemma when countdown expires at end of 3rd turn of player who seeded it.

MORE OF YOUR KIND [S]

Randomly stops half of your crew (round down). Nullify with any [Orb] personnel.

If nullifier present in crew ([Orb] icon personnel), discard dilemma; mission continues. If not, randomly selected half (rounding down, half of 1 rounded down is 0) of crew to be stopped, discard dilemma; mission continues.

MORPHOGENIC VIRUS [S/P]

Place on one personnel present (random selection). That personnel and all your personnel of your same species are attributes all -2. Cure with 3 Biology OR any 2 Intelligence.

Randomly select one personnel in Away Team/crew to place dilemma on. Personnel and all of your other personnel of the same species (everywhere in play) are attributes all -2.

If cure remains (2 Biology or any 2 Intelligence), discard cured dilemma. Whether dilemma cured or not; mission continues. Until dilemma cured and discarded with 2 Biology or any 2 Intelligence present, all your personnel of the same species as target are attributes all -2.

MULTITRONIC MENACE [S]

If ship has any attribute > number of personnel in crew, kills a unique personnel (random selection) for each of this ship's staffing icons. Mission continues.

If no target (unique personnel) in crew, discard dilemma; mission continues.

Otherwise, count number of personnel in crew and compare to ship's attributes. If any attribute (apply enhancements) > the number of personnel in crew, randomly select a unique personnel to be killed for each staffing icon on ship, discard dilemma; mission continues.

MURASAKI EFFECT [P]

Damages all unstaffed ships in orbit. Place on mission. Each time transporters used here, one just-beamed personnel is killed (random selection).

Each ship orbiting planet is damaged unless it is fully staffed. After applying damage, place dilemma on mission; mission continues.

Each time transporters are used here, by either player, randomly select one transporting personnel to be killed. Discard dilemma when countdown expires at end of second turn of player who seeded dilemma.

MURDER INVESTIGATION [S/P]

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

If Away Team/crew does not meet conditions (at least three personnel present), Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If at least three personnel in Away Team/crew, randomly select three (or six if Away Team/crew has >9 personnel). If any of the selected personnel has SECURITY, all of the selected personnel are stopped, discard dilemma; mission continues. Otherwise, discard dilemma; mission continues.

MY FIRST RAYGUN [S]

Immediately probe (then discard probe card): [Event], [Interrupt], [AU], /Ent-E: Kills a personnel (random selection). Otherwise: "Stops" a personnel (random selection).

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, or if your draw deck is empty and you cannot probe, 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; mission continues.

MY SHIP, MY CREW

Opponent names a classification. You choose: randomly select a personnel in crew or Away Team with that classification (if any) to be "stopped" OR randomly select three personnel in crew or Away Team without that classification to be "stopped". (May also be seeded as [S/P] .)

Opponent names a classification. Then, you choose:

First choice: If present in Away Team/crew, stop a personnel with chosen classification.

Second choice: Randomly select three personnel in Away Team/crew without the chosen classification to be stopped.

After either choice, discard dilemma; mission (or Q-Flash) continues.

NAGILUM [S] [5 points]

Half of crew is killed (random selection, round down) unless 3 Diplomacy OR STRENGTH>40 aboard. Discard dilemma.

If crew meets conditions (3 Diplomacy OR STRENGTH>40), place dilemma in bonus point area (Borg crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. 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.

NAGILUM: TEST SUBJECTS [S]

Place on ship. Now and start of each turn, kills one crew member (random selection). Cure with 2 SCIENCE, Diplomacy, and Physics OR {Auto-Destruct Sequence}.

Place on ship. Randomly select one crew member to be killed. After death, if cure (2 SCIENCE, Diplomacy, and Physics) remains, OR you cure dilemma by discarding Auto-Destruct Sequence, discard cured dilemma; mission continues.

Otherwise, dilemma remain on ship; mission continues. Until dilemma is cured and discarded with 2 SCIENCE, Diplomacy, and Physics in crew, OR you cure dilemma by discarding Auto-Destruct Sequence, at start of each of your following turns, randomly select one personnel to be killed.

Discard dilemma when countdown expires at end of third turn of player who seeded dilemma.

NANITES [S] [5 points]

Damages afflicted ship unless 2 SCIENCE OR Diplomacy present. Discard Dilemma.

If crew meets conditions (2 SCIENCE OR Diplomacy), place dilemma in bonus point area (Borg crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. If not, ship is damaged; ship and crew are stopped; discard dilemma.

NANOBIOGENIC FUGITIVES [S/P]

Choose two personnel with ENGINEER (or one personnel with Physics) to be stopped. To get past requires 2 Computer Skill and Physics remaining.

If present, choose two personnel with ENGINEER or one personnel with Physics to be stopped.

After stopping, is Away Team/crew meets conditions (2 Computer Skill and Physics), discard dilemma; mission continues. Otherwise, replace dilemma under mission to be encountered again.

NAUSICAANS [P]

Three Nausicaans pick a fight. One Away Team member is killed (random selection) unless STRENGTH>44. Discard dilemma.

If Away Team meets conditions (STRENGTH>44), discard dilemma; mission continues. If not, randomly select one Away Team member to be killed; Away Team is stopped; discard dilemma.

NAUSICAANS: PIRATES [S]

Unless you have 2 Navigation, 3 SECURITY, and STRENGTH>40 OR a Cloaking Device and CUNNING>40, two personnel (random selection) are killed. Discard dilemma.

If crew meets conditions (2 Navigation, 3 SECURITY, and STRENGTH>40 OR ship has a Cloaking Device and crew has CUNNING>40), discard dilemma; mission continues. If not, randomly select two crew members to be killed, ship and crew are stopped; discard dilemma.

NAVIGATIONAL HAZARDS [S]

To get past requires Stellar Cartography and 2 Navigation.

If crew meets conditions (Stellar Cartography and 2 Navigation), discard dilemma; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

NELVANA TRAP [S]

Opponent may relocate up to two of their [Rom][OS] or [TNG][Rom] ships from any {Engage Cloak} to here (decloaked). Those ships may initiate battle or move away.

If opponent has no [Rom][OS] or [Rom][TNG] in play on an Engage Cloak card, discard dilemma; mission continues.

Otherwise, opponent may choose relocate up to two [Rom][OS] or [Rom][TNG] in play on an Engage Cloak card to this location.

If opponent chooses to relocate one or two ships, opponent may then take one of three actions: attack, move, or nothing. (No other actions are possible, unless allowed by another card.) To attack, crew must include a leader, affiliation attack

restrictions must be obeyed, and at least one matching personnel must be aboard. To move, the ship must be staffed; movement can be to another spaceline location OR to land (if capable); ship may not move to another location and land. To do nothing, ship remains at mission after relocation.

If opponent relocates one or two ships here and chooses to attack, ship and crew are stopped by virtue of participating in the battle, discard dilemma. Otherwise, discard dilemma; mission continues.

NEW ESSENTIALISTS [P]

Unless INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery present, place one non-Borg Away Team member (random selection) atop draw deck. Nullify with {Jamaharon}.

If Jamaharon played, discard nullified dilemma; mission continues.

Otherwise: If Away Team meets conditions (INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery), discard dilemma; mission continues. If not, randomly select one non-Borg Away Team member to place atop your draw deck; Away Team is stopped; replace dilemma under mission to be encountered again.

NITRIUM METAL PARASITES [S]

Place on ship. Ship is destroyed when countdown expires. Cure with 2 SCIENCE OR 2 ENGINEER.

Place on ship. If cure present (2 SCIENCE OR 2 ENGINEER) in crew, discard cured dilemma; mission continues.

Otherwise, dilemma remains on ship; mission continues. 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 [S/P]

Unless SCIENCE, OFFICER and Computer Skill OR {Keiko O'Brien} OR Resistance OR any [Def] drone present, kills all MEDICAL and ENGINEER present. Discard dilemma.

If Away Team/crew meets conditions [(SCIENCE, OFFICER and Computer Skill) OR Keiko O'Brien OR Resistance OR [D] drone], discard dilemma; mission continues. If not, all MEDICAL and ENGINEER in Away Team/crew (if any) are killed; rest of Away Team/crew is stopped; discard dilemma.

NO MENTION OF CRIME [P]

Opponent chooses to capture male with most [*] icons OR stop any two males present. Nullify with four females.

If playing Borg affiliation, discard gender-related dilemma immediately; scouting continues.

If nullifier present in Away Team (4 females), discard nullfied dilemma; mission continues.

If no targets (males) present in Away Team; discard dilemma; mission continues.

Otherwise, opponent chooses to either stop any two males in Away Team, or capture the male personnel with the most [skill dots] present (if tied, opponent chooses from all eligible males with the most [skill dots]).

If opponent chooses capture option, and opponent has personnel at this location, opponent's crew or Away Team at same location takes custody of captive. Discard dilemma; mission continues.

Otherwise, 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). Mission continues.

NONE SHALL PASS [P]

To get past requires STRENGTH>53 OR 3 Diplomacy OR 2 Anthropology OR Guramba.

If Away Team meets conditions (STRENGTH>53 OR 3 Diplomacy OR 2 Anthropology OR Guramba), discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

NOW WOULD BE A GOOD TIME [P]

Your Transporter Skill here with transporters may beam up Away Team. Otherwise, one personnel present (opponent's choice) is captured; others stopped. Discard dilemma.

If you have Transporter Skill aboard your ship or facility at this location, you may beam up entire Away Team to discard dilemma. Mission attempt ends, but Away Team is not stopped.

Otherwise, opponent chooses one Away Team member to be captured.

If present, opponent's crew or Away Team at same location takes custody of captive. Away Team is stopped; discard dilemma.

Otherwise, 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). Away Team is stopped.

NUCLEAR DISARMAMENT [S/P]

Kills all your temporal agents in play (if 3 Anthropology present, stopped instead). To get past requires 2 Computer Skill and INTEGRITY>40 OR Physics and ANIMAL.

Each of your temporal agents in play, regardless of location, is killed, unless Away Team/crew has 3 Anthropology present, in which case the temporal agents are stopped instead.

Then, after death or stopping of the temporal agents, if the remaining Away Team/crew meets the conditions (2 Computer Skill and INTEGRITY>40 OR Physics and ANIMAL), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma beneath mission to be encountered again.

NUCLEAR WESSELS [P]

Place on planet. Now and start of each attempt here, cannot get past unless one SECURITY OR Anthropology is stopped (random selection). (Unique.)

Place dilemma on planet.

Select one SECURITY or Anthropology personnel to be stopped; mission continues. If no valid target present, Away Team stopped.

At the start of each mission attempt where dilemma present, select one SECURITY or Anthropology personnel to be stopped; mission continues. If no valid target present, Away Team stopped.

NULL SPACE [S] [5 points]

Ship hits null space turbulence and is damaged unless 2 Navigation aboard. Discard dilemma.

If crew meets conditions (2 Navigation), place dilemma in bonus point area (Borg crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues); mission continues. If not, ship is damaged; ship and crew are stopped; discard dilemma.

OCCUPATIONAL HAZARDS [S/P]

Unless 2 Greed OR 2 Treachery OR CUNNING>45, one personnel (random selection) is killed.

If Away Team/crew meets conditions (2 Greed OR 2 Treachery OR CUNNING>45), discard dilemma; mission continues. Otherwise, randomly select one personnel to be killed. Away Team/ship and crew stopped, replace dilemma under mission to be encountered again.

ODO'S "COUSIN" [P] [5 points]

To get past requires 2 Exobiology and Geology. If you overcome, one SCIENCE may stay behind ("stopped") to score points.

If Away Team meets conditions (2 Exobiology and Geology), choose an option: select one SCIENCE personnel to be stopped, then score points (move dilemma to your bonus points area) OR discard dilemma. Regardless of which option is chosen, mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

If playing [Bor] or you have no SCIENCE present, you must choose to discard dilemma.

OH NO! [S/P]

If CUNNING>60, lose 5 points. To get past requires 3 Astrophysics OR {any PADD} and {any tricorder} OR INTEGRITY>30 (INTEGRITY>50 if this is a [DQ] mission).

If Away Team/crew has CUNNING>60, lose 5 points (Borg Away Teams/crews that trigger scoring do not score bonus points).

Then, if mission not in [DQ] and Away Team/crew meets conditions (3 Astrophysics OR any PADD and any Tricorder OR INTEGRITY>30), discard dilemma; mission continues. Otherwise, if mission in [DQ] and Away Team/crew meets conditions (3 Astrophysics OR any PADD and any Tricorder OR INTEGRITY>50), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped, replace dilemma under mission to be encountered again.

ONE TO ONE [S/P] [+/-5 points]

Each player reveals a personnel from hand (if none, CUNNING=0). Highest CUNNING scores points, others lose points. Cannot get past if tie.

Each player selects a personnel card in hand and reveals it. Compare CUNNING values of revealed personnel. (If a player has no personnel in hand to reveal, that player's CUNNING total is 0.) If all players tied, Away Team/crew stopped; replace dilemma under mission to be encountered again.

Otherwise, player with highest printed CUNNING scores points; move dilemma to that player's bonus points area. All other players lose points. Away Team/ship and crew not stopped. Mission continues.

Borg players may win or lose, but do not score points. Place dilemma in bonus point area of any player not playing Borg, regardless of outcome. If both players are playing Borg, discard dilemma instead, scouting continues.

OOBY DOOBY [S/P]

Draw one card for each non-android Youth present, then discard one card for each Music present. All Youth, Music and {Zefram Cochrane} present are "stopped."

For each non-android Youth skill in Away Team/crew, draw one card. If no non-android Youth skill in Away Team/crew or you played any card that cancels your card draws for the rest of turn, draw no cards and continue to next part of dilemma.

For each Music skill in Away Team/crew, choose and discard one card from your hand. If no cards in hand, continue to next part of dilemma.

Select all Youth, Music, and Zefram Cochrane present to be stopped. Away Team/crew not stopped. Discard dilemma; mission continues.

OOPS! [S/P]

Unless Leadership present, kills one personnel (random selection) and "stops" all others present. To get past requires three [Stf] personnel OR three [Def] drones OR {Nog}.

If Away Team/crew meets conditions (Leadership), continue to second part of dilemma. Otherwise, randomly select one personnel to be killed. Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

If Away Team/crew meets conditions (three [Stf] personnel OR three [Def] drones OR Nog), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

ORION SYNDICATE BOMB [S]

Damages ship unless Transporter Skill OR any Orion Syndicate personnel present. Discard dilemma.

If crew meets conditions (Transporter Skill OR any Orion Syndicate personnel), discard dilemma; mission continues. Otherwise, ship damaged; ship and crew are stopped. Discard dilemma.

ORNARAN THREAT [S/P]

Randomly select a personnel to be "stopped." Unless you have 2 Diplomacy and MEDICAL OR 2 SECURITY and STRENGTH>25, that personnel is killed.

Randomly select one personnel to be stopped. If Away Team/crew meets conditions (2 Diplomacy and MEDICAL OR 2 SECURITY and STRENGTH>25), discard dilemma; mission continues. Otherwise, selected personnel killed; replace dilemma under mission to be encountered again.

OSAARIAN PIRATES [S/P]

End of every turn: Destroys one equipment (random selection) on each facility (except a Nor) and ship here without Smuggling aboard, then moves.

Place dilemma on mission.

At the end of every turn of both players, identify each ship and non-Nor facility present with dilemma without Smuggling aboard. Randomly select one Equipment card aboard each identified ship or facility to be destroyed; identified ships and facilities with no Equipment aboard are unaffected.

Then dilemma moves using RANGE toward far end of spaceline from location where it was encountered. Discard dilemma when it moves off the far end of the spaceline.

OUTPOST RAID [S/P]

If at your outpost: two personnel are killed (opponent's choice) unless STRENGTH>81. Discard dilemma. OR Elsewhere: requires STRENGTH>18 to pass.

If you do not have an outpost present, continue to next part of dilemma. If Away Team/crew meets conditions (STRENGTH>81), discard dilemma; mission continues. Otherwise, opponent selects two personnel to be killed. Away Team/ship and crew stopped; discard dilemma.

If Away Team/crew meets conditions (STRENGTH>18), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

PALUKOO [P]

Unless Resistance OR ANIMAL present, "bites" a non-android present (random selection). If Trill with symbiont, dies now (discard dilemma); otherwise, disabled until countdown expires.

If Away Team meets conditions (Resistance OR ANIMAL), discard dilemma; mission continues. Otherwise, randomly select one non-android personnel, if any, and place dilemma on target. If the selected personnel is a Trill with symbiont (as indicated in that personnel's lore), selected personnel is immediately killed (discard dilemma); otherwise selected personnel is disabled while targeted by dilemma. Away Team is stopped.

When countdown expires, discard nullified dilemma.

If there are no valid targets to place dilemma on (non-android personnel), Away Team is stopped, replace dilemma under mission to be encountered again.

PARALLEL ROMANCE [P]

Randomly select a male and a female. (If you cannot, discard dilemma.) Until countdown expires, each of them is stopped and has STRENGTH reduced by 2.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, if Away Team does not include at least one male and at least one female, or if you are playing [Bor], discard dilemma; mission continues.

Randomly select targets (one male and one female) and place dilemma on targets. While targeted by dilemma, targets are STRENGTH -2 (STRENGTH -3 when affected by Let Me Help) and are stopped. Away Team is not stopped; mission continues.

At the end of your second full turn, discard nullified dilemma.

PARALYZED BY FEAR [S/P]

"Stops" each personnel in crew or Away Team with printed CUNNING+INTEGRITY less than 13. Nullify with {Miles O'Brien}.

If nullifier present in Away Team/crew (Miles O'Brien), discard nullified dilemma. Mission continues. Otherwise, select each personnel with printed CUNNING+INTEGRITY less than 13 to be stopped. Discard dilemma; mission continues.

PAWNS OF THE MILITARY [S/P]

If {T'Lani III} or a biolab in play, opponent may download and seed here up to two of the following: {Hyper-Aging}, {Aphasia Device} or any virus-related dilemma; then place on mission: add 2 SCIENCE to requirements of all such dilemmas here.

If T'Lani III or a biolab not in play, continue to next part of dilemma. Otherwise, opponent may download and seed here up to two dilemmas from indicated list: Hyper-Aging, Aphasia Device, or any virus-related dilemma. Continue to next part of dilemma. Place dilemma on mission until countdown expires. While dilemma present on mission, Hyper-Aging, Aphasia Device and any virus-related dilemma adds 2 SCIENCE to requirements of each such dilemma encountered here. Away Team is not stopped. Mission continues.

When countdown expires, discard nullified dilemma.

PENALTY BOX

If any Penalty Box already in play, put its occupant out-of-play and replace with new victim (random selection). Discard event. Otherwise, place on table and put one personnel present (random selection) here. (If nullified, return occupant to owner's hand.)

When encountered, check if any Penalty Box is already in play. Is so, place the occupant of the Penalty Box out-of-play (either player's personnel) and randomly select one Away Team/crew member to be the new occupant of the Penalty Box (Place the personnel under the Penalty Box card), discard Q-Event; Q-Flash continues.

If no Penalty Box already on table, place this Penalty Box on table. Randomly select one personnel in Away Team/crew member to be the occupant of the Penalty Box (Place the personnel under the Penalty Box card); Q-Flash continues.

If Penalty Box nullified, return the occupant of the Penalty Box to the personnel's owner's hand, discard Q-Event.

PERSISTENT INDIVIDUALITY [S]

Kills 7 - X personnel (random selection), where X = the number of different classifications present. To get past requires ENGINEER.

Count the distinct number of classifications present in crew. Count = X.

Randomly select (7 - X) personnel to be killed.

If crew meets conditions (ENGINEER), discard dilemma; mission continues. Otherwise, ship and crew stopped; replace dilemma under mission to be encountered again.

PERSONAL DUTY [S]

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

If crew does not meet conditions (Leadership OR OFFICER), ship and crew stopped; replace dilemma under mission to be encountered again.

If crew meets conditions (Leadership OR OFFICER), select all personnel matching condition met to be stopped. If more than one such personnel selected, randomly select one of those personnel to continue with remainder of crew. Ship and crew not stopped. Discard dilemma; mission continues.

PHASED MATTER [P]

Away Team is split into two Away Teams (your choice). Larger team is phased and cannot beam until cured by ENGINEER and SCIENCE in another Away Team on planet.

Divide all personnel in Away Team into two Away Teams. You choose which personnel join which Away Team and how many personnel are in each Away Team. If you only have one personnel present, that personnel joins one Away Team, and the other has 0 personnel in it.   Place dilemma on the larger Away Team, (your choice if of equal size); Away Team is phased while targeted by dilemma. Phased Away Team may not beam, interact with non-phased cards, attempt missions, or be targeted by any other cards or effects.

If cure (ENGINEER and SCIENCE) present in other (smaller) Away Team, discard cured dilemma; phased Away Team rejoins smaller Away Team and mission continues. Otherwise, dilemma remains on larger Away Team until cure (ENGINEER and SCIENCE) present in a different Away Team on planet, then discard cured dilemma.

Away Team not stopped. Mission continues.

PHOTONIC ENERGY BEING [S]

Three crew members (random selection) are held with dilemma atop mission; discard all when countdown expires. Cure with [Holo] personnel OR Anthropology and Diplomacy.

Randomly select three personnel to be held with dilemma atop mission until cured or countdown expires.

After personnel selected, if cure present in crew ([Holo] personnel OR Anthropology and Diplomacy), discard cured dilemma; targets rejoin crew. Mission continues. Otherwise, targets held until countdown expires; discard dilemma and held targets.

If cure present in a crew ([Holo] personnel OR Anthropology and Diplomacy present) at any time before countdown expires, discard cured dilemma; held personnel join crew aboard curing ship.

PICKING UP THE PIECES [P]

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

If Away Team does not meet conditions (Geology OR Computer Skill), Away Team stopped; replace dilemma under mission to be encountered again.

If Away Team meets conditions (Geology OR Computer Skill), select all personnel matching condition met to be stopped. If more than one personnel was selected, randomly select one of those personnel to continue with Away Team. Away Team not stopped. Discard dilemma; mission continues.

PINNED DOWN [S/P]

To get past, two personnel (random selection) must be "stopped." Then, if any [Q] card in play, another personnel (random selection) is "stopped."

If Away Team/crew contains one personnel, Away Team/ship and crew is stopped. Replace dilemma under mission to be encountered again.

Randomly select two personnel to be stopped. If any [Q] card in play when dilemma is encountered, randomly select a third personnel to be stopped. Discard dilemma; mission continues.

If a [Q] card in play but no personnel remain in Away Team/crew to be selected, discard dilemma. The third person being stopped when a [Q] card in play occurs after meeting the dilemma's conditions and are not a requirement to overcome the dilemma.

PLA-NET [-5 points]

Immediately choose whether or not to nullify the next seed card at this location. If you choose to nullify, lose points. Otherwise, if that seed card turns out to be a dilemma and it "stops," disables or puts in stasis any of your personnel, lose points.

If you wish to nullify Pla-Net, you must do so before choosing.

Choose one: nullify the next seed card at this location and lose points (move dilemma to your bonus points area) OR do not nullify the next seed card, but if the next seed card is a dilemma that stops, disables, or puts into stasis any of your personnel, lose points (move dilemma to your bonus points area). (Borg must choose the second option, but cannot lose points, discard dilemma instead.)

If you nullify the next seed card, remove it and place it into its owner's discard pile. Away Team/crew is not stopped; mission (or Q-Flash) continues. If you do not nullify the next seed card, and the card is not a dilemma, or does not affect your personnel as specified, discard Pla-Net.

PLANET KILLER [S] [10 points]

End of every turn: Attacks all ships here, then moves. Worth points if destroyed in battle.

Place dilemma on mission.

At the end of every turn of both players, attacks all ships present with dilemma. Player whose turn it is decides which player's ships are attacked first (if both players have ships present). Each player's ships are attacked at once, with dilemma targeting multiple ships if required. Dilemma deals and receives damage as a ship; if dilemma receives enough damage to destroy it, move to bonus point area of player that destroyed it.

Then dilemma moves using RANGE toward far end of spaceline from location where it was encountered. Discard dilemma when it moves off the far end of the spaceline.

Borg players may destroy dilemma in battle, but do not score bonus points. Discard dilemma.

PLASMA CURRENTS [S]

To get past requires STRENGTH>(50+10X), where X = number of other missions in this region, if in a region; otherwise, X = 0.

If you encounter this dilemma in a region, count the number of other missions in this region (not including the location you encounter this dilemma at). This number is "X". If not in a region, or there are no other missions in this region, X=0.

If crew meets conditions (STRENGTH>(50 + 10X)), discard dilemma; mission continues. Otherwise, ship and crew stopped; replace dilemma under mission to be encountered again.

POOR QUALITY WORKMANSHIP [S/P]

To get past requires 4 personnel with (ENGINEER OR Computer Skill) OR discard {any Kit} (at [P]) OR discard {any PADD} (at [S]).

If Away Team/crew meets conditions [4 separate personnel that have ENGINEER or Computer Skill (in any combination) OR you discard from Away Team any equipment that is a "Kit" (if you encounter this dilemma at a [P] mission) OR you discard from crew any equipment that is a "PADD" (if you encounter this dilemma at a [S] mission)], discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

PORTAL GUARD [P]

Unless at least one Away Team member has CUNNING>7 OR Honor, the entire Away Team must abort mission and beam up or die.

If Away Team meets conditions (at least one personnel with CUNNING>7 OR Honor), discard dilemma; mission continues.

Otherwise, mission attempt immediately ends. Away Team must immediately beam to a ship or facility present. If beaming is successful, Away Team is stopped; replace dilemma under mission to be encountered again. Otherwise, if any Away Team member cannot beam or there is no ship or facility present to beam to, Away Team is killed. Replace dilemma under mission to be encountered again.

Borg are unaffected by "abort mission" text; Away Team must still beam up or die. Unity Drone has no effect on individual CUNNING.

PRECISION PILOTING [S]

To get past requires Navigation with [Cmd] or [Stf]. All such personnel are "stopped," but if two or more present, one must continue (your choice).

If crew does not meet conditions (Navigation with [Cmd] OR Navigation with [Stf]), ship and crew stopped; replace dilemma under mission to be encountered again.

If crew meets conditions (Navigation with [Cmd] OR Navigation with [Stf]), select all personnel matching condition met to be stopped. If more than one such personnel selected, randomly select one of those personnel to continue with remainder of crew. Ship and crew not stopped. Discard dilemma; mission continues.

PREOCCUPIED [S]

Place on ship. Double first and second listed skill and removes all other skills on each non-Vulcan personnel aboard.

Place dilemma on ship.

Each non-Vulcan ([Vul] or species) personnel aboard doubles their first- and second-listed skills; those personnel's other skills, including regular, special, and special download skills, are lost. Dilemma affects those aboard as long as dilemma remains on ship. When countdown expires, discard nullified dilemma.

Mission specialists only double first-listed skills. (Dilemma does not add skills, only doubles existing skills.) If first and second listed skills are special skills, they are not affected and remain as printed. If multiple skills are listed after a [*] icon, the first two skills are the first- and second-listed skills; all others listed are lost.

Ship and crew not stopped. Mission continues.

PRIMAL URGES [S/P]

To get past, one male and one female (your choice) must run off to furthest planet. Nullify with 2 ANIMAL.

If nullifier present (2 ANIMAL), discard nullified dilemma. Mission continues.

If Away Team does not contain at least one female and at least one male, Away Team stopped. Replace dilemma under mission to be encountered again. Otherwise, select one female and one male to be relocated to most distant [P] location on same spaceline. Discard dilemma; mission continues.

PRIMITIVE CULTURE [P]

To get past, requires 3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jem'Hadar OR 2 Tal Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 [Def] Borg.

If Away Team 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; mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

PRIMITIVE HUMANOIDS [P]

Unless 2 Leadership and Anthropology present, place two Away Team members (random selection) with dilemma atop mission until solved (or planet assimilated).

If Away Team meets conditions (2 Leadership and Anthropology), discard dilemma; mission continues. Otherwise, randomly select two Away Team members to be held with dilemma atop mission until mission solved or planet assimilated. Selected personnel are then returned to planet surface. Away Team is stopped.

PROMETHEAN QUARTZ [S/P]

Opponent may download and seed a [Self] dilemma here. Unless Exobiology, SCIENCE and CUNNING>40 OR Archaeology, ENGINEER and STRENGTH>40, crew or Away Team stopped. Discard dilemma.

Opponent may download and seed a [Self] card here. After download (if any), continue to next part of dilemma.

If Away Team/crew meets conditions (Exobiology, SCIENCE and CUNNING>40 OR Archaeology, ENGINEER and STRENGTH>40), discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; discard dilemma.

PROTESTATIONS OF INNOCENCE [S/P]

To get past requires INTEGRITY>28 (INTEGRITY>42 if you initiated battle this game; INTEGRITY>63 if you voluntarily initiated battle).

If you have not initiated battle this game and Away Team/crew meets condition (INTEGRITY>28), discard dilemma; mission continues. Otherwise, if you involuntarily initiated battle this game and Away Team/crew meets condition (INTEGRITY>42), discard dilemma; mission continues. Otherwise, if you voluntarily initiated battle this game and Away Team/crew meets condition (INTEGRITY>63), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

PUNISHMENT BOX [P]

Place on planet. Now and start of each mission attempt here, cannot get past unless one OFFICER is "placed in the box" ("stopped") until end of turn.

Place dilemma on planet. (Borg place dilemma on planet, but do not interact with dilemma after initial encounter.)

Select a one OFFICER to be stopped. Away Team not stopped; mission continues. If no OFFICER present, Away Team stopped.

At the start of each mission attempt where dilemma present, one OFFICER to be stopped. Away Team not stopped; mission continues. If no OFFICER present, Away Team stopped.

PUNISHMENT ZONE [P] [-5 points]

One Away Team member (random selection) is killed OR beam up that personnel at a penalty. Double penalty if Federation.

Randomly select a one Away Team member. Choose one: selected personnel is killed and discard dilemma OR beam the target back to their associated ship or facility and lose points (lose double printed points if playing [Fed]), then move dilemma to your bonus points area. Regardless of choice, mission continues.

If you are prevented from beaming the target, or the target has no associated ship or facility present to beam to, target must be killed.

Borg players must choose to kill the target.

PURSUIT JUST BEHIND [P]

Kills X personnel (random selection), where X=number of opponent's [Univ][P] missions with point boxes. If >9 personnel remain, destroys three Equipment present.

If opponent seeded no [Univ][P] missions with point boxes, continue to next part of dilemma. Otherwise, count the number of [Univ][P] missions seeded by opponent; count = X. Randomly select X personnel to be killed; continue to next part of dilemma.

After personnel killed, If Away Team still contains >9 personnel, opponent selects three Equipment present to be destroyed, discard dilemma; mission continues. If fewer than three equipment present, all are selected. If no equipment present OR fewer than 10 personnel present, discard dilemma; mission continues.

Q [S/P]

Unless 2 Leadership and INTEGRITY>60, opponent may download up to 2 [Q] cards and place them atop their Q-Continuum side deck; crew or Away Team has a Q-Flash of 4 cards, then is stopped. Discard dilemma.

If Away Team/crew meets conditions (2 Leadership and INTEGRITY>60), discard dilemma; mission continues. Otherwise, opponent may look through their Q-Continuum side deck and download two cards to the top of it. Away Team/crew then immediately experience a Q-Flash of four cards.

After Q-Flash, Away Team/ship and crew are stopped. Discard dilemma.

Q GETS THE POINT [S/P]

To get past requires 2 Treachery or {Mortal Q}, but one such personnel (opponent's choice) is "forked" ("stopped") if opponent has {any Guinan} in play. Nullified by any Guinan.

If nullifier present (any Guinan), discard nullified dilemma; mission continues.

If Away Team/crew meets conditions (2 Treachery OR Mortal Q), opponent selects a one personnel with Treachery OR Mortal Q) to be stopped; discard dilemma. Mission continues.

Otherwise, Away Team/ship and crew are stopped, replace dilemma under mission to be encountered again.

Q'S FANTASY WOMEN [5 points]

Plays on a male present (opponent's choice) until any {Q-Flash}. If he helps you solve a mission, opponent scores points. Discard event.

If playing Borg affiliation, discard gender-related Q-Event immediately; Q-Flash continues.

If no target (male) present in Away Team/crew, discard Q-Event; Q-Flash continues.

Otherwise, opponent selects one male in Away Team/crew to play Q-Event on; Q-Flash continues.

If that personnel helps solve a mission, opponent places Q-Event in their bonus point area.

Otherwise, discard Q-Event when either player has a Q-Flash during a mission attempt, or if target personnel leaves play.

Q'S VICIOUS ANIMAL THINGS [P]

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

If Away Team meets condition (STRENGTH between 22 and 55), discard dilemma; mission continues.

Otherwise, randomly select one personnel to be killed. Opponent then reseeds dilemma beneath a different unsolved planet mission. (If no unsolved planet missions on spaceline, discard dilemma.) Away Team stopped.

Q-TYPE ANDROID

Opponent places dilemma on one non-[Holo] Personnel at this location, then chooses: If android, all copies of that card become human (STRENGTH -4); otherwise, becomes Q-type androids (STRENGTH +4) OR if non-[Bor], seed that personnel under an unsolved {Q's Planet}; discard dilemma. (May be nullified only by {Mortal Q} or {any William T. Riker} present.)

If Mortal Q OR any William T. Riker in Away Team/crew, discard nullified dilemma;

mission (or Q-Flash) continues.

Otherwise, opponent chooses one personnel card anywhere at location where dilemma was encountered. Selected personnel may be controlled by any player. Opponent places dilemma on selected personnel, then chooses: If selected personnel is a non-android, all copies of the selected personnel become "Q-type androids" and are STRENGTH +4; if already an android, all copies of the selected personnel become humans and are STRENGTH -4 OR selected personnel relocates and is seeded face down beneath Q's Planet. (Selected personnel will join your Away Team or be captured by opponent when Q's Planet is solved.) Note that you may not select the second choice (seeding at Q's Planet) if the selected personnel is Borg affiliation.

Discard dilemma; mission (or Q-Flash) continues.

Q-UALITY TIME [S/P]

Opponent chooses: they may download and seed here {Q} OR highest INTEGRITY personnel returns to hand unless 2 Leadership and CUNNING>30. Discard dilemma.

Opponent chooses: opponent may download and seed here Q OR opponent selects a highest INTEGRITY personnel present to return to your hand unless Away Team/crew meets conditions (2 Leadership and CUNNING>30). Away Team/ship and crew are stopped if they fail to meet conditions, discard dilemma. Otherwise, discard dilemma; mission continues.

Dilemma is Q-related.

Q: A DAZZLING FLASH [S/P]

Crew or Away Team has a Q-Flash with X cards from opponent's Q-Continuum, where X = number of personnel present. Discard dilemma. (Immune to {Q2}.)

Count the number of personnel present in Away Team/crew. This number is X.

Away Team/crew then immediately experience a Q-Flash of X cards.

After Q-Flash, Away Team/ship and crew (if any remain) are not stopped; discard dilemma. Mission continues only if personnel remain, otherwise mission attempt ends.

Q: ENTER THE SUPERNOVA [S]

Crew has a Q-Flash with X cards from opponent's Q-Continuum, where X = the lowest attribute of attempting ship. Discard dilemma. (Immune to {Q2}.)

Examine ship for its lowest attribute (apply enhancements). This number is X.

Crew then immediately experiences a Q-Flash of X cards.

After Q-Flash, ship and crew (if any remain) are not stopped; discard dilemma. Mission continues only if personnel remain, otherwise mission attempt ends.

QUALITY OF LIFE [S/P]

Opponent may draw a card for each [Equipment] present. To get past requires an [Equipment] (your choice, discarded) OR Cybernetics and 2 Law OR 4 ENGINEER OR {Exocomp}.

Opponent may draw a card for each [Equipment] present. Continue to next part of dilemma.

If Away team/crew meets conditions (choose and discard one [Equipment] present OR Cybernetics and 2 Law OR 4 ENGINEER OR Exocomp), discard dilemma; mission continues. Otherwise, replace dilemma under mission to be encountered again.

QUANDARY [-5 points]

"Restore" one personnel from your discard pile (there may not be a version of the same persona in play) and shuffle into crew or Away Team. Opponent then selects one personnel (random selection). If it is not "restored" personnel, discard it and lose points.

Select one personnel in your discard pile (the target) to shuffle into Away Team/crew. (Personnel that are a copy or another persona of a card in play are not valid targets.)

Opponent randomly selects one personnel in Away Team/crew. If selected personnel is not the target, discard the selected personnel and lose points; place Q-Interrupt in your bonus points area (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard Q-Interrupt; Q-Flash continues). If the target is selected, discard Q-Interrupt. Target remains in play as part of Away Team/crew, regardless of which personnel is selected, Q-Flash continues.

QUANTUM FISSURE [S]

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

If crew meets conditions (Astrophysics and Physics) and opponent does not have an undocked, undamaged, staffed, uncloaked/unphased ship with two or more staffing icons at this location, discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

QUANTUM INCURSIONS

Seeds like a [S/P] dilemma. **QR Code**

When encountering this Doorway, scan QR code to determine requirements to overcome Doorway. (Each time this Doorway is encountered, the QR code must be scanned. Requirements to overcome the Doorway do not remain in place from one encounter to the next.) If the encountering player does not have the ability to scan the QR code, a method to generate a random number from 1-6 is required (e.g. a six-sided die). Generate a random number, then resolve the Doorway's requirements following the results below.

1) To get past, you must have SECURITY and 2 [1E-AU] personnel.

2) To get past, you must have an [1E-AU] personnel and 2 SCIENCE.

3) To get past, you must have SCIENCE and 2 Empathy.

4) To get past, you must have Empathy and 2 Physics.

5) To get past, you must have Physics and 2 Navigation.

6) To get past, you must have Navigation and 2 SECURITY.

If Away Team/crew meets conditions (result of scanned QR code OR randomly determined result), Away Team/ship and crew are not stopped. Discard Doorway; mission continues. Otherwise, Away Team/ship and crew are stopped; replace doorway under mission to be encountered again.

QUANTUM LEAP [S/P]

One OFFICER (opponent's choice) is relocated to a time location (your choice); "disappears" (discarded) if none in play. To get past requires SECURITY and 2 Archaeology.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, discard dilemma; mission continues.

Opponent selects one OFFICER present. If any time location(s) in play, select one and relocate selected personnel there. If no time locations in play, discard selected

personnel. Continue to next part of dilemma.

If Away Team/crew meets condition (SECURITY and 2 Archaeology), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

QUANTUM SINGULARITY LIFEFORMS [S]

If a Romulan ship present, all ships and personnel here are placed in stasis. Cure with {Emergency Transporter Armbands}, {Timepod Ring} or new ENGINEER arriving.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas OR if no [Rom] or Romulan-origin ship present, discard dilemma; mission continues.

Otherwise, place dilemma on mission. All ships and personnel present when dilemma encountered are in stasis until dilemma cured. (Ships and personnel flying by or moving to location are unaffected.) (Cyber Drone may prevent crew from being placed in stasis, but not ship.)

If any condition met (either player plays Emergency Transporter Armbands OR Timepod Ring anywhere in play OR either player moves or reports a new ENGINEER to the location), discard cured dilemma.

RADIOACTIVE GARBAGE SCOW [S]

Place on mission; mission attempt ends. Mission can't be attempted here. Ship with Tractor Beam and 2 ENGINEER can tow Scow.

Place dilemma on mission. Mission attempt ends; Away Team/ship and crew are not stopped. Mission where dilemma is present cannot be attempted. (Borg player places dilemma on mission, but scouting attempt does not end and future scouting is not prevented.)

Any ship present with Tractor Beam and 2 ENGINEER aboard may tow dilemma when ship moves.

RASCALS [S]

All unique crew members (maximum of 4, random selection) are kids. STRENGTH=2 and Youth replaces first-listed skill. Cure with 2 MEDICAL and Biology.

If no unique personnel in crew, discard dilemma; mission continues.

Randomly select four unique crew members and place dilemma on those personnel. (If fewer than four unique personnel in crew, all are selected. Enigma cards are not unique, and are not valid targets.) Each selected personnel's STRENGTH=2 and Youth replaces each selected personnel's first-listed skill as long as they are targeted by dilemma. (If Shades of Gray: Despair in play, Youth replaces second-listed skill, and personnel without a second-listed skill are unaffected by the skill replacement.) Ship and crew not stopped. Mission continues.

If cure ever present with selected personnel (2 MEDICAL and Biology), discard cured dilemma.

REBEL ENCOUNTER [P]

Kills one Away Team member (random selection) unless STRENGTH>44 OR you bribe rebels first by discarding an Equipment card, if present. Discard dilemma.

If Away Team meets condition (discard one Equipment card present OR STRENGTH>44), discard dilemma; mission continues. Otherwise, randomly select a one Away Team member to be killed. Away Team is stopped. Discard dilemma.

RECURRING INJURY [S/P]

To get past, one personnel with Biology OR MEDICAL (opponent's choice) must be "stopped." Nullify with a personnel who has either 2 Biology OR 3 MEDICAL.

If nullifier present (one personnel with 2 Biology OR 3 MEDICAL), discard nullified dilemma; mission continues.

Opponent selects one personnel with Biology OR MEDICAL to be stopped. If no such personnel present, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again. Otherwise, Away Team/ship and crew not stopped. Discard dilemma; mission continues.

REDJAC [S/P]

End of every turn: Kills one of each player's [Univ] personnel (random selection) on planet surface, on each non-Nor facility here, and aboard each exposed ship here, then moves.

Place dilemma on spaceline at location where it was encountered. Determine the dilemma's direction of movement (toward far end of spaceline, if tie, opponent chooses). Mission continues.

At end of every turn, if there are no personnel at the dilemma's location, dilemma moves using its RANGE.

Otherwise, one by one, examine each exposed ship and facility (if any, excluding Nors), belonging to either player, at the dilemma's location, as well as the planet (if at a planet location). Each player randomly select one of their [Univ] personnel in each of these places to be killed. Then, dilemma moves using its RANGE.

If dilemma destroyed or moves off end of spaceline, discard dilemma.

REFLECTIONS [S]

Randomly stops half of crew (round down). If opponent has no cards in hand, those personnel are killed instead. Nullify with a personnel with Mindmeld and Treachery.

If nullifier present (one personnel with Mindmeld and Treachery present), discard nullified dilemma; mission continues.

Otherwise, randomly select half of personnel in crew (round down) to be stopped. If opponent has no cards in hand, selected personnel are killed instead. Discard dilemma; mission continues.

REGIME CHANGE [P]

Opponent chooses: kills three personnel (random selection) who report for free using game text on planet (or planet facility here) OR kills one V.I.P. (random selection).

Opponent chooses: randomly select three personnel who report for free using game text on planet or planet facility here to be killed OR randomly select one V.I.P. present to be killed. Discard dilemma; mission continues.

RELUCTANT INFORMANT [S]

Lowest INTEGRITY personnel and one other [Cmd] (if present, opponent's choice) are "stopped" until end of your next turn. Nullify with Empathy OR a brig present.

If nullifier present (Empathy OR brig on ship), discard nullified dilemma; mission continues.

Otherwise, select the personnel with lowest INTEGRITY (opponent's choice if tied) and a different [Cmd] personnel (if any present, opponent's choice) to be stopped. (If no

different [Cmd] present, only lowest INTEGRITY is selected.) Ship and crew not stopped. Discard dilemma; mission continues.

REM FATIGUE HALLUCINATIONS [S/P] [5 points]

Personnel who encountered dilemma die when countdown expires unless cured by 3 MEDICAL OR boarding your outpost.

Place dilemma on table. If 3 MEDICAL in Away Team/crew, place cured dilemma in bonus point area; mission continues.

Otherwise, Away Team/crew is not stopped; mission continues. While dilemma on table, Away Team/crew is NOT quarantined and you may move them normally. You must keep track of which personnel are affected by the dilemma if you choose to move them elsewhere and/or mix them with unaffected personnel.

Away Team/crew members that originally encountered the dilemma die when countdown expires unless dilemma cured first by having 3 MEDICAL present with Away Team/crew that originally encountered the dilemma OR by going aboard your outpost. (A facility other than an outpost does not cure the personnel.) Place dilemma in bonus point area when cured.

Note that you may mix which cures you use (i.e. some of the affected personnel can be present with 3 MEDICAL while others can board an outpost), but to cure the dilemma ALL Away Team/crew members that originally encountered the dilemma must be present with one of the cures. They do NOT need to be present with one of the cures simultaneously. You must keep track of which of the affected personnel are cured, and which are not. The dilemma is not cured until ALL affected personnel are cured.

Borg Away Teams/crews that trigger scoring do not score bonus points. Discard dilemma. If cured during scouting attempt; scouting attempt continues

Note that only personnel in the Away Team/crew that originally encountered the dilemma will die if dilemma not cured. Any other personnel present at time of death are not affected.

REMAT DETONATOR [S/P]

Unless 2 Transporter Skill present, place on table. Whenever your personnel have just beamed, opponent may discard dilemma to kill one (their choice).

If Away Team/crew meets condition (2 Transporter Skill), discard dilemma; mission continues. Otherwise, place dilemma on table.

Whenever your personnel have just beamed, opponent may select a one personnel who just beamed to be killed; discard dilemma from table.

REPLICATOR ACCIDENT [S] [5 points]

Ship is damaged and entire crew is killed unless ENGINEER, Physics, and CUNNING>30 present. Discard dilemma.

If crew meets conditions (ENGINEER, Physics, and CUNNING>30), score points; move dilemma to bonus point area (Borg crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues). Mission continues.

Otherwise, ship damaged (and stopped) and crew killed. (Personnel in stasis, stopped, disabled or otherwise removed from attempting crew but still aboard ship are not killed.) Discard dilemma.

RESTRICTED AREA [S/P]

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

If nine or fewer personnel present in Away Team/crew, randomly select a one personnel to be stopped.

Otherwise, if more than nine personnel present in Away Team/crew, randomly select three personnel present to be captured. Captives are held with dilemma atop mission. Away Team/ship and crew not stopped; mission continues.

RHETORICAL QUESTION

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

If playing Borg, discard dilemma; scouting attempt (or Q-Flash) continues. Set dilemma aside; mission (or Q-Flash) continues. If Away Team/crew completes mission on this attempt, discard dilemma. Otherwise, opponent chooses one of your ships in play, at mission location if possible, to place dilemma on.

You may not reattempt this mission while dilemma remains on ship. Choose one of your facilities. Ship must do nothing but return to the location of that facility (if it is a space facility, ship must dock). Then discard dilemma.

If you have no facilities, or the facility you targeted leaves play before you reach it, discard dilemma. If target facility is a space facility and ship cannot dock with it, (e.g. they are not compatible, or facility is a Nor without a docking site), you will not be able to discard the dilemma until you find a way to dock the ship.

RISKY BUSINESS [-5 points]

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

If playing [Bor] or you have no one-personnel Away Teams/crews in play, discard dilemma; mission (or Q-Flash) continues.

If only one personnel in Away Team/crew, that personnel is killed (erased if [Holo]). Replace dilemma beneath mission to be encountered again (even if dilemma was encountered as part of a Q-Flash).

Otherwise, choose one: select a one of your one-personnel Away Team/crews to die then discard dilemma OR score points; move dilemma to bonus points area. Away Team/crew not stopped; mission (or Q-Flash) continues.

ROCK PEOPLE [P]

To get past requires three personnel with Geology OR three personnel with SCIENCE classification.

If crew meets conditions (three personnel with Geology OR three personnel with SCIENCE classification), discard dilemma; mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

ROMULAN MIND PROBES [S/P]

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

Randomly select one Away Team/crew member. Examine each of the other Away Team/crew members. Selected personnel, and all other personnel who have at least one printed regular skill that matches the selected personnel's printed regular skills,

continue. All other personnel are stopped, discard dilemma; mission continues.

ROUTINE PHYSICAL [S]

Stops X lowest STRENGTH personnel (your choice if tie), where X=number of different MEDICAL personnel present. To get past requires 2 Computer Skill remaining.

If no MEDICAL present, continue to next part of dilemma. Otherwise, count different MEDICAL personnel present in crew. (Universal personnel count once regardless even if multiple copies present, and personnel with more than one MEDICAL only count once.) Count = X. Select X lowest STRENGTH personnel, your choice if tied, to be stopped. Continue to next part of dilemma.

If crew meets conditions (2 Computer Skill), discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

ROW, ROW, ROW YOUR BOAT [S/P]

To get past requires 2 Music OR total attributes > 63 from up to 3 personnel.

If Away Team/crew meets conditions (2 Music OR total attributes > 63 from up to three personnel), discard dilemma; mission continues. If not, Away Team/ship and crew is stopped; replace dilemma under mission to be encountered again.

ROYALE CASINO: BLACKJACK [P] [5 or -5 points]

Play one game of blackjack, using CUNNING numbers. Players must show entire hand. Closest to 21 without going over wins points. Others lose points. Ties=0.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, discard dilemma; mission continues.

Each player must show entire hand and total CUNNING numbers of all personnel cards revealed. (Modifiers do not affect cards in hand.)

Compare each player's CUNNING total to 21. If both players over 21, both players lose points. If one player has less than or equal to 21 and is nearer to 21 than opponent, that player scores points, opponent loses points. Ties score 0 points; discard dilemma. If the result is not a tie, move dilemma to bonus points area and indicate which player gained and lost points. Mission continues.

Borg players may win or lose, but do not score points. Place dilemma in bonus point area of any player not playing Borg, regardless of outcome. If both players are playing Borg, discard dilemma instead, scouting continues.

ROYALE CASINO: CRAPS [P] [7 points]

Show a personnel from hand. If CUNNING = 7 or 11 OR opponent cannot match your number, win points. Otherwise, opponent wins points.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, discard dilemma; mission continues.

Select a personnel card in hand and reveal it. (If you cannot reveal a personnel card, opponent scores points.) If revealed card has CUNNING=7 OR CUNNING=11, score points. Otherwise, opponent must select a personnel card in hand and reveal it. If opponent's revealed personnel has CUNNING equal to your revealed personnel's CUNNING, opponent scores points. Otherwise, you score points. (Cards revealed do not enter play, and so are not subject to in play CUNNING modifiers from other cards.)

Regardless of which player scores points, move dilemma to the scoring player's

bonus points area. Borg players may win, but do not score points (discard dilemma instead, scouting attempt continues if the Borg player is currently scouting). Both players return revealed cards to their hands. Mission continues.

ROYALE CASINO: ELEVATOR [P] [7 points]

Opponent may report a personnel. Return one of your Away Team members to hand (your choice). Compare those personnel; highest total printed attributes wins points. Discard dilemma.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, discard dilemma; mission continues.

Opponent may report a personnel. This report is not a download, and may not be a persona swap. The report must follow standard reporting rules. If opponent cannot or chooses not to report a personnel, continue to next part of dilemma.

Select one Away Team member to return to your hand.

If opponent did not report a personnel, score points; move dilemma to bonus points area. Mission continues. Otherwise, compare the personnel opponent reported and personnel you selected. If your selected personnel has higher total attributes than the opponent's reported personnel, score points; move dilemma to bonus points area. Otherwise, opponent scores points; move dilemma to opponent's bonus points area (Borg players that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues if the Borg player is currently scouting). Mission continues.

ROYALE CASINO: SLOTS [P] [+/-5 points]

Show a personnel from hand; if two of its attributes match, win points (if all three, win double points). Otherwise, lose points.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, discard dilemma; mission continues.

If you cannot reveal a personnel from hand, lose 5 points. Otherwise, select personnel card from your hand and reveal it.

If revealed card has three printed attributes that match, score 10 points. Otherwise, if revealed card has two printed attributes match, score 5 points. Otherwise, if revealed card has no printed attributes match, lose 5 points. Regardless of outcome, move dilemma to bonus points area (Borg players may win or lose, but do not score points, discard dilemma instead, scouting continues). Mission continues.

Modifiers do not apply to cards in hand. The revealed card does not enter play, and returns to hand after dilemma resolves.

RULES OF OBEDIENCE [S/P]

Personnel with highest INTEGRITY OR fewest [*] icons is killed (opponent's choice). To get past requires Geology and 2 Honor OR 2 SECURITY and 2 Treachery OR {Smiley}.

Opponent selects a personnel with highest INTEGRITY OR fewest [*] icons (in the case of ties, all tied personnel are valid for selection) present to be killed. Continue to next part of dilemma.

If Away Team/crew meets conditions (Geology and 2 Honor OR 2 SECURITY and 2 Treachery OR Smiley), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

RUMPLESTILTSKIN [P]

X personnel are "stopped" (random selection), where X = the number of personnel in Away Team with five or more [*] icons. Discard dilemma.

Count all personnel in Away Team with five or more [*] icons. Count = X.

Randomly select X personnel to be stopped. Discard dilemma; mission continues.

SABOTAGED NEGOTIATIONS [P]

To get past, four personnel present (random selection) "attend a conference." If their total INTEGRITY less than 24, each one without Treachery x2 is killed.

If Away Team does not meet conditions (at least four personnel), Away Team is stopped; replace dilemma under mission to be encountered again.

Otherwise, randomly select four personnel. If selected personnels' total INTEGRITY less than 24, each without Treachery x2 is killed. Discard dilemma; mission continues.

SABOTAGED PLASMA CONDUIT [S]

To get past requires 2 Computer Skill and Physics OR Computer Skill and 2 Physics.

If crew meets conditions (2 Computer Skill and Physics OR Computer Skill and 2 Physics), discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

SARJENKA [P] [5 points]

Primitive alien begs for help. Ignore her (discard dilemma) OR help her and earn points, but all Away Teams here are "stopped."

You may choose to discard dilemma; if you do so, mission continues. (Borg must choose to discard dilemma.) Otherwise, all Away Teams at this location (even those not involved in mission attempt) are stopped; score points. Move dilemma to bonus points area.

SCAPEGOAT [S]

One personnel (random selection) is killed unless you "stop" a personnel with V.I.P. or Anthropology. To get past requires INTEGRITY>24 remaining.

Choose one personnel in crew with either V.I.P. OR Anthropology 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 (INTEGRITY>24) discard dilemma; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

SCIENTIFIC METHOD [S/P]

To get past requires MEDICAL and 3 SCIENCE.

If Away Team/crew meets conditions (MEDICAL and 3 SCIENCE), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

SCOTTISH SETTER

If no ANIMAL present, play on one personnel present (random selection) until any Q-Flash. That personnel's classification changes to ANIMAL. May be nullified by {Amanda Rogers}.

If nullified by discarding Amanda Rogers, discard Q-Event; Q-Flash continues.

If Away Team/crew meets conditions (ANIMAL), discard Q-Event; Q-Flash continues.

Otherwise, randomly select one personnel in Away Team/crew. Play Q-Event on that personnel. That personnel's classification changes to ANIMAL; Q-Flash continues.

Discard Q-Event when either player has a Q-Flash during a mission attempt, or if selected personnel leaves play.

SCOUT ENCOUNTER [S/P]

Opponent may download to this location one scout ship with one or two [Univ] crew members. That ship may (if possible) initiate battle against you or move away.

Opponent may choose to download a scout ship to this location. With ship, at least one or up to two compatible [Univ] personnel must be downloaded aboard. (This is not a report with crew action.) Eligible ships have "scout" in ship or class name (not lore). If at least one compatible [Univ] personnel is not available for download, a ship cannot be downloaded.

If opponent downloads ship and crew, opponent may then take one of three actions: attack, move, or nothing. (No other actions are possible, unless allowed by another card.) To attack, crew must include a leader, affiliation attack restrictions must be obeyed, and at least one matching personnel must be aboard. To move, the ship must be staffed; movement can be to another spaceline location OR to land (if capable); ship may not move to another location and land. To do nothing, ship remains at mission where downloaded.

If opponent does not download a ship and crew, downloads but does not attack, or chooses to do nothing with ship, Away Team/ship and crew not stopped. Discard dilemma; mission continues.

SECRET IDENTITY [S/P]

One personnel (opponent's choice) is discarded. If you did not seed this dilemma, you may download a personnel of the same affiliation to join crew or Away Team.

Opponent selects a one personnel to discard. If you seeded this dilemma, discard dilemma; mission continues. Otherwise, you may download a personnel of the same affiliation as discarded personnel and place it in play in the discarded personnel's Away Team/crew. The new personnel joins the Away Team/crew. Discard dilemma; mission continues.

SECURITY PRECAUTIONS [P]

To get past, Away Team must have {Jenice Manheim} OR android OR {phaser} OR {disruptor} OR 3 SECURITY.

If Away Team meets conditions (Jenice Manheim OR android OR phaser OR disruptor OR 3 SECURITY), discard dilemma; mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

SEISMIC QUAKE [P]

One Away Team member (random selection) is "stopped" if opponent's score is odd, killed otherwise. Cannot get past (shuffle back into seed cards here) unless Geology present.

Randomly select one personnel; if opponent's score is odd, selected personnel is stopped, otherwise killed. (Zero is even) Continue to next part of dilemma.

If Away Team meets conditions (Geology), discard dilemma; mission continues. Otherwise, Away Team is stopped; shuffle dilemma into all seed cards under mission, then reseed all seed cards beneath mission.

SHAKA, WHEN THE WALLS FELL [S/P]

Must have 2 Diplomacy and CUNNING>30 to communicate and proceed.

If Away Team/crew meets conditions (2 Diplomacy and CUNNING>30), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

SHALL WE BEGIN AGAIN? [S/P]

Opponent draws 3 cards, then reveals their hand. For each [Cmd] personnel revealed, "stops" one personnel present (random selection).

Opponent draws three cards then reveals their entire hand. For each personnel revealed that has a ([Cmd] icon), randomly select one personnel to be stopped. Discard dilemma; mission continues.

SHIELDS UP! [S]

To get past, "stop" a SECURITY personnel (random selection). If that personnel has Astrophysics or Stellar Cartography or Navigation, randomly select two additional personnel to be "stopped."

Randomly select a SECURITY personnel to be stopped. If selected personnel has Astrophysics OR Stellar Cartography OR Navigation, randomly select two additional personnel in crew to be stopped. Discard dilemma; mission continues.

SHORE LEAVE [P]

To get past requires a male and a female OR Honor + INTEGRITY>50. Opponent may then download and seed here up to two of the following (except Combo dilemmas): {Female's Love Interest}, {Male's Love Interest}, {Parallel Romance}, or {Wind Dancer}.

If Away Team meets conditions (a male and a female OR Honor + INTEGRITY>50) continue to second part of dilemma. Otherwise, Away Team stopped; replace dilemma under mission to be encountered again. After conditions are met, opponent may download and seed here up to two dilemmas from indicated list: Female's Love Interest, Male's Love Interest, Parallel Romance, or Wind Dancer. Combo dilemmas are not valid targets for this download. Away Team is not stopped. Discard dilemma; mission continues.

SHOT IN THE BACK [P]

"Stops" SECURITY androids and OFFICER androids, if any present. Otherwise, kills one non-android Away Team member (opponent's choice).

All SECURITY androids and OFFICER androids in Away Team are stopped. If no SECURITY androids and OFFICER androids present, opponent selects a one non-android present to be killed. Away Team is not stopped. Discard dilemma; mission continues.

SHUTTLE CRASH [S/P]

Stops one Youth personnel (opponent's choice) then one OFFICER (your choice). To get past requires 2 Navigation and (CUNNING>45 at [S] OR STRENGTH>45 at [P]).

Opponent immediately selects one personnel present with Youth (if any) to be stopped. Then, you choose one personnel present with OFFICER (if any) to be stopped.

After stoppings, if any, if Away Team/crew meets conditions [2 Navigation and CUNNING>45 (if you encounter this dilemma at a [S] mission) OR 2 Navigation and STRENGTH>45 (if you encounter this dilemma at a [P] mission)], discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

SILENT ENEMY [S]

Immediately battles attempting ship when encountered. End of every turn: Stops each ship here without CUNNING>30 aboard until end of owner's next turn, then moves.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, discard dilemma; mission continues.

Place dilemma on mission. Dilemma immediately initiates ship battle against ship attempting mission. Ship and crew stopped. Mission attempt ends.

At the end of every turn of both players, if any ships' crews present with dilemma do not have CUNNING>30, dilemma stops those ships and crews until the end of their owner's next turn. Then dilemma moves using RANGE toward far end of spaceline from location where it was encountered. Discard dilemma when it moves off the far end of the spaceline.

SKELETON CREW [S/P]

Place on mission. You may not begin a mission attempt here with fewer than six personnel.

Place dilemma on mission. The player that encountered dilemma may not begin another attempt at this mission with fewer than six personnel. Current attempt is unaffected. Away Team/ship and crew not stopped; mission continues.

SKULLDUGGERY [S/P]

One personnel (random selection) is killed (only "stopped" if that personnel has Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY less than 5). Mission continues.

Randomly select a one personnel to be killed. If selected personnel has (Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY less than 5), selected personnel is stopped instead. Away Team/ship and crew not stopped. Discard dilemma; mission continues. ("Mission continues" does not affect resolution for Borg.)

SLEEPER TRAP [S/P]

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

Opponent selects a target (one site or planet here) and may download up to three different [Univ] Cardassians and one hand weapon. Cardassians so downloaded may be Cardassian species, [Car], or both. Downloaded personnel do not need to follow site restrictions governing reporting. If opponent declines to download any personnel, discard dilemma; mission continues.

If opponent downloaded any cards, opponent may initiate personnel battle there if possible. (Dilemma does not override leader requirements or affiliation battle restrictions.) Once any personnel battle has been resolved, discard dilemma. If no battle was initiated against attempting Away Team/crew, Away Team/ship and crew not stopped, discard dilemma; mission continues.

SOCIALIZING WITH THE STAFF [S/P]

To get past requires a female. All female personnel are "stopped," but if two are more present, one must continue (random selection).

If playing [Bor], discard gender related dilemma; mission continues.

If Away Team/crew meets conditions (female Away Team/crew member), continue to next part of dilemma. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

Select all female personnel present to be stopped. If two or more females are selected, randomly select one female personnel to continue. Discard dilemma; mission continues.

SOME DAY I'LL RETIRE HERE [P]

To get past requires INTEGRITY>(40 + 10X), where X=number of other missions in this region, if in a region; otherwise, X=0.

If you encounter this dilemma in a region, count the number of other missions in this region (not including the location you encounter this dilemma at). This number is "X". If not in a region, or there are no other missions in this region, X=0.

If Away Team meets conditions (INTEGRITY>(40 + 10X)), discard dilemma; mission continues. Otherwise, Away Team stopped; replace dilemma under mission to be encountered again.

SPACE AMOEBA [S]

All attributes of ships and personnel at this location (and each adjacent location) become 5. End of every turn: Moves.

Place dilemma on mission. All attributes of ships and personnel at dilemma's location, as well as each adjacent location (regardless of span), become 5. Away Team/ship and crew are not stopped; mission continues.

At end of every turn of both players, dilemma moves using RANGE toward far end of spaceline from location where it was encountered. Discard dilemma when it moves off the far end of the spaceline.

SPACEBORNE ENTITY [S/P]

No personnel may report "for free" at this location. End of every turn: Attacks all ships matching mission's affiliation icons, then moves.

Place dilemma on mission. No personnel may report "for free" where dilemma present. Away Team/ship and crew are not stopped; mission continues.

At the end of every turn of both players, if any ships' affiliation matches any affiliation on mission where dilemma present, dilemma attacks those ships. Player whose turn it is decides which player's ships are attacked first (if both players have ships present with dilemma that will be attacked by dilemma). Each player's ships are attacked at once, with dilemma targeting multiple ships if required. Dilemma deals and receives damage as a ship; if dilemma receives enough damage to destroy it, discard dilemma.

If dilemma present after battle(s), it moves using RANGE toward far end of spaceline from location where it was encountered. Discard dilemma when it moves off the far end of the spaceline.

SPATIAL RIFT [S/P]

Two personnel present (random selection) "disappear" (discarded) if their combined CUNNING less than 15. To get past requires Astrophysics and 2 ENGINEER remaining.

Randomly select two Away Team/crew members. If only one personnel present, select personnel target. If the sum of all selected personnel's CUNNING is not greater than 14, discard all selected personnel. Otherwise, continue to second part of dilemma.

If Away Team/crew meets conditions (Astrophysics and 2 ENGINEER), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

SPOCK'S BRAIN [S/P]

To get past, most CUNNING SCIENCE must relocate to a planet with "23rd century" in lore (your choice; dilemma nullified if no such planet); they are stopped until countdown expires. Nullify with {The Great Teacher} present.

If no target for relocation (other planet on spaceline where encountered with "23rd Century" in lore), discard dilemma; mission continues.

If The Great Teacher present, discard nullified dilemma; mission continues.

Otherwise: If no SCIENCE in Away Team/crew, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

If SCIENCE present, place most CUNNING (if tie, opponent chooses) with dilemma on a planet, with 23rd Century in lore (your choice if more than one), at another location on same spaceline (if most CUNNING SCIENCE only has SCIENCE because of an equipment, the equipment must also relocate). That personnel is stopped until countdown expires; mission continues.

Discard dilemma when countdown expires. If most CUNNING SCIENCE is hologram without a Mobile Holo- Emitter, it may not relocate but deactivates instead, and dilemma is not passed (replace dilemma under mission to be encountered again). If most CUNNING SCIENCE is Borg with SCIENCE from skill-sharing, will lose skill if leaves hive, and dilemma is not passed (replace dilemma under mission to be encountered again). In either of these cases, Away Team/ship and crew are stopped.

STAND-OFF [S/P]

To get past requires three personnel with Anthropology OR three personnel with SECURITY classification.

If crew meets conditions (three personnel with Anthropology OR three personnel with SECURITY classification), discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

STELLAR FLARE [S]

Damages and "stops" all ships at this location except those that are docked, landed, or carried OR have 2 Navigation and Astrophysics aboard OR have SHIELDS>11. Discard dilemma.

Select all targets (each ship at mission not docked, landed, or carried OR without 2 Navigation and Astrophysics aboard OR without SHIELDS>11) to be damaged. Targeted ships and crews are stopped. If ship attempting mission is not damaged, ship and crew are not stopped; discard dilemma. Mission continues. If no ship is damaged, discard dilemma; mission continues.

STRANGE BEDFELLOWS [S/P]

If a male and female present, lowest INTEGRITY male and lowest INTEGRITY female are "stopped" (discarded if their INTEGRITY numbers are the same).

If playing [Bor], discard gender related dilemma; mission continues.

If Away Team/crew does not meet condition (at least one male and one female present), discard dilemma; mission continues. Otherwise, select two personnel (male with lowest INTEGRITY and female with lowest INTEGRITY) to be stopped. If the selected personnel's INTEGRITY are equal, discard both instead. Away Team/ship and crew not stopped; discard dilemma. Mission continues.

STRATAGEM [S/P]

Unless crew or Away Team has all printed skills on an opponent's captive (opponent's choice; nullified if none), opponent may peek at any one card. Discard dilemma.

If opponent has no captives, discard nullified dilemma; mission continues.

Otherwise, opponent chooses and reveals one of the captives they currently hold. If Away Team/crew meets conditions (All printed skills on the revealed captive are present), discard dilemma; mission continues.

Otherwise, opponent may peek at any one card in the game. Away Team/ship and crew are stopped; discard dilemma.

STRICT DRESS CODE [S]

Sacrifice one Diplomacy, one [Holo] or two [Def] personnel present (killed); otherwise, one personnel present is killed (opponent's choice). Mission continues.

If any Diplomacy, [Holo], or [Def] personnel in crew, choose them (one Diplomacy personnel, one [Holo] personnel, or two [Def] personnel) to be killed. [Holo] personnel is deactivated, others are killed. Discard dilemma, mission continues.

If no Diplomacy, [Holo], or [Def] personnel in crew, opponent selects a one personnel to be killed. Ship and crew are not stopped; discard dilemma. Mission continues. ("Mission continues" has no effect for Borg.)

SUBSECTION Q, PARAGRAPH 10

Every player with more than ten cards in hand loses 1 point for each card in excess of ten. (May not be nullified.)

Each player with more than 10 cards in hand loses points; 1 point per card in hand in excess of 10. Discard Q-Interrupt; Q-Flash continues.

This card cannot be nullified.

SUBSPACE ACCIDENT [S]

Unless 3 Astrophyics OR 2 Physics and 2 SCIENCE present, personnel with most [*] icons is held with dilemma atop mission. Discard both at end of your next turn.

If crew meets conditions (3 Astrophysics OR 2 Physics and 2 SCIENCE), discard dilemma; mission continues. Otherwise, select personnel with most [Skill] icons to be held with dilemma atop mission. If personnel tied for most icons, opponent chooses. Discard dilemma and held personnel at end of your next turn.

SUBSPACE FRACTURE [S/P] [5 points]

Entire crew or Away Team is killed unless ENGINEER, SCIENCE, Leadership, and CUNNING>28 present. Discard dilemma.

If Away Team/crew meets conditions (ENGINEER, SCIENCE, Leadership, and CUNNING>28), score points; move dilemma to bonus point area (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues). Mission continues.

Otherwise, Away Team/crew is killed, and ship (if any) is stopped. Discard dilemma.

SUBSPACE SHOCK WAVE [S]

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

If crew meets conditions (a personnel with Navigation and CUNNING>7), discard dilemma; mission continues. Otherwise, ship damaged (resolve tactics before continuing); randomly select two crew members to be killed. Ship and crew stopped; discard dilemma.

SURPRISE ASSAULT [P]

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

If Away Team meets conditions (Leadership, 2 OFFICER and 2 SECURITY OR 2 hand weapons), discard dilemma; mission continues. Otherwise, first select the personnel with lowest CUNNING and then the personnel with lowest STRENGTH; if personnel tied for either selection, opponent chooses. Away Team is stopped; discard dilemma.

SYMBALENE BLOOD BURN [S/P]

Kills one personnel (random selection). Place on facility here (your choice, quarantined). Now and start of each turn, kills one personnel aboard (your choice).

Randomly select a one personnel to be killed. Then if no facility here, discard dilemma; mission continues. Otherwise, choose a facility here and place dilemma on target; targeted facility is quarantined.

Select a one personnel aboard quarantined facility to be killed. Away Team/ship and crew not stopped; mission continues.

At the start of each of your turns, select a one personnel aboard quarantined facility to be killed. When countdown ends, discard dilemma.

SYSTEM-WIDE CASCADE FAILURE [S/P]

Mission continues, but one android present (your choice) dies at end of turn unless {Dr. Soong} OR {Ira Graves} present. Discard dilemma.

If no android in Away Team/crew, discard dilemma; mission continues. If Away Team/crew meets conditions (Dr. Soong OR Ira Graves present), discard dilemma; mission continues. ("Mission continues" has no effect for Borg.)

Otherwise, choose a one android to die at end of this turn. Away Team/ship and crew not stopped; mission continues. Discard dilemma when selected android dies.

T'POL HAS SOME ISSUES [S/P]

Place on (stops) a personnel present (random selection). End of each turn, they kill another personnel present with lower INTEGRITY (opponent's choice). Cure with 3 SCIENCE.

Randomly select one personnel in Away Team/crew to place dilemma on. Personnel is stopped.

If cure remains (3 SCIENCE), discard cured dilemma. Whether dilemma cured or not; mission continues. Until dilemma cured and discarded with 3 SCIENCE present, at start of each of your turns, opponent chooses another personnel present (if any) with lower INTEGRITY than victim, for victim to kill.

If only personnel present with lower INTEGRITY belongs to opponent, opponent must choose one of those personnel to be killed.

TACTICAL DISADVANTAGE [S]

Players show their hands and examine revealed ships. Unless your total SHIELDS > opponent's total WEAPONS, kill one personnel (random selection). Discard dilemma.

Both players reveal their hands and examine ship cards revealed in those hands. Calculate total SHIELDS of all ship cards you reveal, and total WEAPONS of all ship cards opponent reveals. (Modifiers do not affect cards in hand.) If either player reveals no ship cards, that player's total is 0.

If your total revealed SHIELDS > opponent's total revealed WEAPONS, discard

dilemma; mission continues. Otherwise, randomly select a one personnel to be killed. Ship and crew are stopped; discard dilemma.

TALOSIAN CAGE [P]

Unless 3 Empathy OR {Christopher Pike} present, opponent may choose to discard two females (random selection) OR male with most [*] icons. Discard dilemma.

If Away Team meets conditions (3 Empathy OR Christopher Pike), discard dilemma; mission continues. Otherwise, opponent may examine entire Away Team. Then opponent chooses two randomly-selected females (if any) OR male (if any) with most [Skill icons] to discard. Away Team is stopped; discard dilemma.

If Away Team is [Bor], there will be no valid targets since target is gender-related. Away team is still stopped; discard dilemma.

TARELLIAN PLAGUE SHIP [S] [5 points]

Entire crew immediately dies from plague unless MEDICAL "beams over" (discarded) to Tarellians. Discard dilemma.

If no MEDICAL present, ship stopped and crew is killed. Discard dilemma. Otherwise, select a one MEDICAL personnel to discard, then score points; place dilemma in bonus points area (Borg crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues). Mission continues.

If MEDICAL skill is supplied by equipment, the equipment must also be discarded with the personnel it enhances. [Holo] MEDICAL may be targeted, but only if accompanied by a Holo-Emitter (both are discarded). A [Com] Borg with shared MEDICAL may be targeted and discarded; the MEDICAL discard is a condition, not a points-related choice. Crew's ship does not require functional transporters to discard MEDICAL and overcome dilemma. Valid target MEDICAL may be discarded even if ship is quarantined.

Barclay Transporter Phobia is a valid response to the beaming attempt. Another MEDICAL present may be targeted and beamed (discarded) instead. If no other valid MEDICAL targets present, resolve as if no MEDICAL present.

TEDIOUS SOIREE [P]

Opponent names a classification or a subcommand icon. All but one personnel with that classification or icon (your choice) are stopped. Nullified by {Incoming Message}.

If you play Incoming Message in response to encountering dilemma, discard nullified dilemma; mission continues.

Otherwise, opponent selects a classification or subcommand icon. Select a personnel with the selected trait to continue without being stopped; all other personnel with the selected trait are stopped. Discard dilemma; mission continues.

TEMPORAL CAUSALITY LOOP [S] [5 points]

Unless SCIENCE and CUNNING>35, undo your last two actions of this turn and end turn. Discard dilemma.

If crew meets conditions (SCIENCE and CUNNING>35), score points; place dilemma in bonus point area, (Borg Away crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues.); mission continues. Otherwise, identify the last two actions of this turn. (If only one action was taken before encountering dilemma, it alone is undone.) Undo those actions.

If any actions to be undone have an effect that cannot be practically reversed (shuffling cards, peeking at hidden cards, etc.), then the outcome of the effect remains intact. If such an effect was generated by a card play, then that card returns to your hand though its effect remains unaltered.

Once the action(s) have been undone, ship and crew are stopped; discard dilemma. Your turn ends immediately.

TEMPTATION [S/P]

To get past, three personnel (random selection) must be "tempted." Each one without Honor OR Treachery is "stopped."

If Away Team/crew has fewer than 3 personnel, Away Team/ship and crew stopped; yeplace dilemma under mission to be encountered again. Otherwise, randomly select three personnel. Each selected personnel without Honor OR Treachery is stopped. Discard dilemma; mission continues.

TEMPTATIONS OF THE FLESH [S/P]

One personnel is stopped (random selection) for each objective in play (limit 5). To get past requires [Cmd] OR [Ent-E] OR any Queen.

If there are no objectives in play, continue to next part of dilemma. Otherwise, count each objective in play to a maximum count of 5. For each objective counted, randomly select one personnel to be stopped.

Then, if Away Team/crew meets condition ([Cmd] OR [Ent-E] OR any Queen), discard dilemma; mission continues. Otherwise, Away Team/crew stopped; replace dilemma under mission to be encountered again.

TENSE NEGOTIATIONS [S/P]

To get past, one Diplomacy OR Leadership personnel (opponent's choice) must be "stopped." Nullify with a personnel who has either 3 Diplomacy OR 3 Leadership.

If nullifier present in Away Team/crew (one personnel with (3 Diplomacy OR 3 Leadership)), discard nullified dilemma; mission continues. If no Diplomacy or Leadership present, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

Otherwise, opponent chooses one personnel with (Diplomacy OR Leadership) to be stopped. Discard dilemma; mission continues.

TERRORIST EXPLOSION [P]

Damages your facility here (opponent's choice) unless 4 SECURITY OR Resistance present. Discard dilemma.

If Away Team meets conditions (4 SECURITY OR Resistance), discard dilemma; mission continues. If not, opponent chooses one of your facilities at this location (if any) to be damaged; Away Team is stopped; discard dilemma.

THASIAN POWERS [S/P]

You may discard any number of cards from hand. To get past requires CUNNING>(40 + 5X), where X = number of cards in your hand.

Choose any number of cards to discard from hand, or you may choose not to discard any cards from hand. If Away Team/crew meets conditions (CUNNING>(40 + 5 for each card in hand)), discard dilemma; mission continues. Otherwise, Away Team/crew stopped; replace dilemma under mission to be encountered again.

THE ARSENAL: DIVIDED [S]

Divide your unique crew members into two face-down piles. One pile is "stopped" (opponent's choice). To get past, ship must be staffed and have INTEGRITY>27 remaining.

Identify all unique personnel in crew and divide them into two piles, face-down. You choose which unique personnel go into each pile, but each pile must contain at least

one card. (If there is only one unique personnel in crew, you will have only one pile with that single personnel in it. If there are no unique personnel in crew, you will have no piles and may immediately proceed to next part of dilemma.) Opponent then chooses one pile of unique personnel to be stopped; the other pile is not stopped, rejoins non-unique personnel in crew, and continues to next part of dilemma.

If crew meets conditions (ship staffed and INTEGRITY>27), discard dilemma; mission continues. Otherwise, ship and crew stopped; replace dilemma under mission to be encountered again.

THE ARSENAL: SEPARATED [S/P]

Divide your unique personnel into two face-down piles. One pile is "stopped" (opponent's choice). To get past requires CUNNING>27 remaining.

Identify all unique personnel in Away Team/crew and divide them into two piles, face-down. You choose which unique personnel go into each pile, but each pile must contain at least one card. (If there is only one unique personnel in Away Team/crew, you will have only one pile with that single personnel in it. If there are no unique personnel in in Away Team/crew, you will have no piles and may immediately proceed to next part of dilemma.) Opponent then chooses one pile of unique personnel to be stopped; the other pile is not stopped, rejoins non-unique personnel in Away Team/crew, and continues to next part of dilemma.

If remaining Away Team/crew meets conditions (CUNNING>27), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again.

THE ARSENAL: WEAPONS DEMONSTRATION [P]

To get past, choose your ship here (even a cloaked or landed ship): opponent may [Flip] [Flip]. You may lose 10 points to prevent one [Flip], or 20 points to prevent both.

If you have no ship at this location to choose, Away Team stopped; replace dilemma under mission to be encountered again.

Otherwise, select one of your ships here (you may not decline to "choose" a ship). Opponent may [flip] [flip] the chosen ship. Opponent may not choose to only apply one [flip]. After both tactics have been placed, but before their damage is applied, you may choose to lose 10 points to prevent one (your choice) or choose to lose 20 points to prevent both.

Prevented tactics return face-up to the Battle Bridge side deck. After applying remaining tactics, discard dilemma; mission continues.

Borg affiliation players may not choose to lose points to prevent the tactics, since Borg must choose non-bonus point scoring options whenever possible.

THE CARETAKER'S "GUESTS" [S/P]

One personnel present (opponent's choice) is placed atop draw deck. You may place a different personnel of the same affiliation from your discard pile with this crew or Away Team.

Opponent selects a target (one personnel) to place atop your draw deck. You may select a target (a different personnel of the same affiliation in your discard pile) to put in play with and join Away Team/crew. Away Team/ship and crew not stopped; mission continues.

THE CLOUD [S]

Unless 2 MEDICAL, 2 ENGINEER, and 2 Astrophysics present, ship is damaged and "stopped" until end of your next turn. Discard dilemma.

If crew meets conditions (2 MEDICAL, 2 ENGINEER, and 2 Astrophysics), discard dilemma; mission continues. Otherwise, ship is damaged; ship and crew stopped until end of your next turn. Discard dilemma.

THE CLOWN: BENEATH THE MASK [S/P]

To get past, one personnel must have total attributes>23.

If Away Team/crew meets condition (at least one personnel with total attributes>23, including modifiers), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

THE CLOWN: BITTER MEDICINE [S/P]

Place on mission. Now and start of each mission or scouting attempt here, opponent names a skill. All your personnel with that skill are attributes -2 until end of turn.

Place on mission. Opponent selects a skill; all personnel with selected skill are attributes all -2 until end of turn. Away Team/ship and crew not stopped; mission continues.

Each time any player begins a mission or scouting attempt where dilemma is present, that player's opponent selects a skill; all personnel with selected skill are attributes all -2 until end of turn.

THE CLOWN: GUILLOTINE [S/P]

Unless 2 Diplomacy present, kills one personnel (random selection) and "stops" each personnel whose total attributes are lower than killed personnel until end of your next turn.

If Away Team/crew meets condition (2 Diplomacy), discard dilemma; mission continues. Otherwise, randomly select a one personnel; determine the selected personnel's INTEGRITY+CUNNING+STRENGTH, then selected personnel is killed.

Examine all other personnel in Away Team/crew one by one. Any personnel whose (INTEGRITY+CUNNING+STRENGTH) is less than killed personnel's (INTEGRITY+CUNNING+STRENGTH) is stopped until the end of your next turn. Remaining Away Team (if any)/ship and crew (if any) are stopped; replace dilemma under mission to be encountered again.

THE CLOWN: MY FESTIVAL [S/P]

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

Determine lowest and highest INTEGRITY values present, including modifiers. If Away Team/crew meets condition (lowest INTEGRITY less than or equal to number of personnel in Away Team/crew less than or equal to highest INTEGRITY), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

THE CLOWN: ON HIS THRONE [S/P]

Place on mission. Opponent chooses INTEGRITY, CUNNING, or STRENGTH. Replace other personnel attributes in dilemma and mission text here with the named attribute.

Place dilemma on mission. Opponent chooses INTEGRITY, CUNNING, or STRENGTH. While dilemma on mission, all instances of personnel attributes in dilemma and mission text is replaced by the chosen attribute. Away Team/ship and crew not stopped; mission continues.

When countdown ends, discard dilemma.

THE CLOWN: PLAYING DOCTOR [S/P]

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

Randomly select one personnel to be killed. Then, select all personnel with same first-listed skill as the first killed personnel to also be killed. If a [Holo] personnel present, selected personnel are stopped instead of killed. Away Team/ship and crew not stopped; mission continues.

If the first target has lost their first-listed skill, they are the only personnel killed or stopped.

THE GATHERERS [P]

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

If Away Team meets conditions (Marouk present OR INTEGRITY>36), discard dilemma; mission continues. Otherwise, discard all Equipment and Artifacts in Away Team, then opponent randomly selects one card from your hand to discard. Away Team is stopped; discard dilemma.

THE GHOST OF CYRUS RAMSEY [S]

To get past requires three personnel with Transporter Skill OR three personnel with MEDICAL classification.

If crew meets conditions (three personnel with Transporter Skill OR three personnel with MEDICAL classification), discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

THE HIGHER... THE FEWER [S/P] [X points]

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

If playing [Bor], discard dilemma; mission continues.

Otherwise, place dilemma in bonus points area. X = the number of personnel in Away Team/crew when dilemma encountered (adding or removing personnel later will not affect dilemma's value). Subtract X from your total score. Away Team/ship and crew are not stopped; mission continues.

THE HIGHER... THE Q-ER

If no CIVILIAN present, add X additional [Q] icon cards to this Q-Flash, where X = number of personnel present with a [Cmd] icon.

If CIVILIAN in Away Team/crew, discard Q-Interrupt; Q-Flash continues. Otherwise, count the number of [Cmd] personnel present; count = X. Away Team/crew must experience additional [Q] icon cards equal to X, discard Q-Interrupt, Q-Flash continues.

THE ISSUE IS PATRIOTISM

You must immediately initiate a battle at one location that has opposing ships or Away Teams (if any). Stopped cards are unstopped long enough to battle. No leaders are required and no affiliation restrictions apply. (Immune to {Miss Q}.)

If no location in play where you have a ship or Away Team present with opponent's ship or Away Team, discard Q-Interrupt, Q-Flash continues.

Otherwise, select a location where you have a ship or Away Team present with an opponent's ship or Away Team. You must initiate a ship or Away Team battle at that location. (This Q-Interrupt does not allow Away Teams to battle ships or vice versa.) Ships and Away Teams at the selected location are "unstopped" for the duration of the battle (if stopped at initiation of battle); battle may be initiated without leaders present and ignoring affiliation attack restrictions (if necessary). All battle participants are stopped after the battle normally.

If Away Team/ship and crew did not participate in the battle, they are not stopped. Discard Q-Interrupt; Q-Flash continues.

If Away Team/ship and crew did participate in the battle, they are stopped. Discard Q-Interrupt; mission attempt ends.

THE LOSS [S/P]

To get past requires 2 Empathy OR 2 Mindmeld OR 2 androids OR INTEGRITY>38. Opponent may then download and seed here up to two of the following: {Bendii Syndrome}, {Helpless}, {System-Wide Cascade Failure}, or {Two-Dimensional Creatures}.

If Away Team/crew meets conditions (2 Empathy OR 2 Mindmeld OR 2 androids OR INTEGRITY>38), opponent may download and seed here up to two dilemmas from indicated list: Bendii Syndrome, Helpless, System-Wide Cascade Failure, or Two-Dimensional Creatures. Discard dilemma; mission continues.

Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

THE METRONS' ARENA [S/P]

One personnel (opponent's choice) is relocated to nearest planet with no personnel on surface; opponent may download {S'Salk} there. Attempt ends.

If no target for relocation (other planet on spaceline where encountered that has no personnel on surface), discard dilemma; mission continues.

Otherwise, opponent selects one Away Team/crew member to be relocated to the nearest planet on this spaceline (count mission cards; if tied, count total span; if still tied, opponent chooses) with no personnel on the surface. Opponent may also download S'Salk to the target planet. Discard dilemma; mission attempt ends.

THE NAKED TRUTH

Opponent may play a unique personnel from hand to your crew or Away Team. That personnel is under your control (compatible with your cards regardless of affiliation; assimilated if playing Borg) and is stopped. (Opponent may not report the same personnel more than once per game in this manner.)

Opponent chooses: opponent may report for duty any unique personnel card from their hand to your Away Team/crew OR discard Q-Interrupt.

If opponent chooses the first option, personnel reported may not be one that has been reported by previous copies of this Q-Interrupt. Personnel reported to your Away Team/crew is under your control, is compatible with your personnel regardless of affiliation, is assimilated if you are playing Borg affiliation and is immediately stopped.

After either choice, discard Q-Interrupt, Q-Flash continues.

THE NEW RESISTANCE [S]

To get past requires Honor and no OFFICER OR Diplomacy, Leadership, Computer Skill, V.I.P., and a personnel with CUNNING less than 7.

If crew meets at least one condition (Honor and no OFFICER OR Diplomacy, Leadership, Computer Skill, V.I.P., and one personnel with CUNNING less than 7), discard dilemma; mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

THE NEXUS

Seeds like a [S/P] dilemma. When encountered, place on far end of spaceline. End of every turn, moves one location toward other end. (Not duplicatable.) All personnel here are placed under Nexus (in play for uniqueness only). Destroys all ships here. At end of spaceline, place on table. At any time, players may relocate their personnel here to a [P] mission or time location. (Immune to {Revolving Door}.)

Place on location at far end of spaceline.

All ships present at any time with Doorway (when Doorway is placed on spaceline, when Doorway moves, or when a ship moves/reports/appears at location of Doorway) are destroyed. All personnel aboard destroyed ships and any personnel on a planet present with Doorway are placed beneath Doorway. (Personnel beneath Doorway are still in play and may use skills when appropriate, but are not present with one another, cannot use skills that require them to be present with other personnel, and cannot initiate personnel battle with other personnel beneath Doorway.)

At the end of each turn of each player, Doorway moves one location toward far end of spaceline from location where it was placed. When Doorway moves off end of spaceline, place Doorway on table; all personnel beneath it at that time remain there. If Doorway is returned to the spaceline from the table, or enters play without being encountered during a mission attempt, movement will always be toward the far end of the spaceline.

At any time, any player may relocate their personnel from beneath Doorway to any planet on any spaceline, including time locations. (Returning personnel to the spaceline can be done while the Doorway is on the spaceline or on the table.)

THE SHELIAK [P]

Place at furthest spaceline end. End of every turn: If at [P] where encountered, destroys all outposts and Away Teams here; mission worth -10 points; discard dilemma. Otherwise: moves.

Place dilemma at furthest spaceline end from [P] where encountered. Away Team is not stopped; mission continues.

At the end every turn of each player, if dilemma meets is at [P] where encountered), destroy all outposts and Away teams at that location. Ships (and crews), stations, and headquarters, and any Away Team's Equipment present are unaffected. If unsolved, mission is worth -10 points; otherwise point value of mission is unaffected. Discard dilemma.

Otherwise, dilemma moves using RANGE. Dilemma must use as much RANGE as possible when moving. Dilemma moves like a ship, but is not a ship and cannot be targeted by effects that require or affect only a ship.

Dilemma has no effect on printed points referenced by objectives such as Assimilate Planet.

THE SWARM [S]

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

Place dilemma on ship. Ship's WEAPONS are disabled (ship's WEAPONS value becomes "undefined") and ship is SHIELDS -2 while dilemma is present. Mission

continues.

After the start of your next turn, if cure present in crew (3 ENGINEER and Physics), discard cured dilemma. Otherwise, when countdown expires, ship is destroyed, discard dilemma.

THE THREE VIPERS [S]

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

If crew meets conditions (ENGINEER and 2 Navigation present), continue to second part of dilemma. Otherwise, ship damaged and ship and crew are stopped; discard dilemma.

If crew meets conditions (SCIENCE, OFFICER, and Astrophysics present), discard dilemma; mission continues. Otherwise, ship and crew are stopped; discard dilemma.

THE VENGEANCE FACTOR [P]

Opponent may download and seed here up to two of the following (except Combo dilemmas): {Microvirus}, {The Gatherers}, or {Yuta}, then place on mission. Skill and attribute requirements of Microvirus and The Gatherers here are doubled.

Opponent may download and seed here up to two dilemmas from the indicated list: Microvirus, The Gatherers, or Yuta. Combo dilemmas are not valid targets for this download. Then place dilemma on mission. Double the skill and attribute requirements of Microvirus (to 2 MEDICAL and 2 SECURITY present) and The Gatherers (to INTEGRITY>72) encountered here.

THE WEAK WILL PERISH [S/P]

Kills five [Univ] Borg drones present (random selection) and each personnel present who has printed STRENGTH less than 5. (Immune to {Adapt: Negate Obstruction}.)

If no [Univ] Borg drones or personnel with printed STRENGTH less than 5 present, discard dilemma; mission continues.

Otherwise, randomly select five [Univ] Borg drones to be killed. Then, select all personnel with printed STRENGTH less than 5; they are are killed. Away Team/ship and crew is not stopped; mission continues.

Adapt: Negate Obstruction cannot be used to nullify this dilemma.

THE WHALE PROBE [S]

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

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, discard dilemma; mission continues. Otherwise, place dilemma on spaceline where encountered; determine farthest end of spaceline from dilemma's location. All ships, personnel, and facilities present with dilemma are in stasis. Ships, personnel, and facilities that move to be or enter play present with dilemma immediately enter stasis.

At end of every turn of both players, move dilemma one location toward determined end of spaceline. (Dilemma will always move in same direction once farthest end determined, even if opposite end becomes "farthest" end due to dilemma movement.) Dilemma moves one location, regardless of span moved. When dilemma leaves a location, all ships, personnel, and facilities there leave stasis. When dilemma moves off determined end of spaceline, discard dilemma.

While in play, if a second copy seeded by the same player is encountered by either player, discard the second copy.

THETA-RADIATION POISONING [S/P]

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

Opponent chooses a target (one ship or outpost present) and places dilemma on the chosen target. All ships and outposts present are valid choices for targeting, even if they are not the ship/outpost from which the Away Team/crew originates. If dilemma targets the attempting ship, and cure is present in Away Team/crew, discard cured dilemma. Away Team/crew is not stopped; mission continues.

At end of each of your turns, if targeted ship/outpost has personnel present AND no Medical Kit present, randomly select one personnel present to be killed. One Medical Kit protects all personnel aboard, even if no OFFICER present to "use" kit.

If cure is present in targeted ship/outpost's crew (6 ENGINEER), discard cured dilemma.

THIS IS CETI ALPHA FIVE! [P]

If Away Team unopposed, opponent may relocate up to three augments here. Your Transporter Skill here with transporters may beam up one personnel. Place on mission; no downloading personnel here.

If Away Team is unopposed (i.e. opponent has no personnel on planet), opponent may choose to relocate up to three Augments here. Then proceed to next sentence of dilemma. Otherwise, if Away Team is opposed, or opponent chooses not to relocate any Augments here, proceed to next sentence of dilemma.

If you have Transporter Skill present with transporters here, you may choose to beam up one personnel in Away Team. Then proceed to next sentence of dilemma. If you do not have Transporter Skill present with transporters here, or you choose not to beam up any personnel, proceed to next sentence of dilemma.

Place dilemma on mission. Until countdown expires, neither player may download personnel here. Mission continues.

When countdown expires, discard dilemma.

THOUGHT FIRE [S/P]

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

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, or The Traveler: Transcendence is not affecting you, discard dilemma. Mission continues.

If Away Team/crew meets condition (Empathy), discard dilemma; mission continues. Otherwise, select all Away Team/crew members with (CUNNING+INTEGRITY) less than 12 (if any) to be killed. Away Team/ship and crew are stopped; replace dilemma beneath mission to be encountered again.

TIJUANA CRASS

Plays on table. (May not be nullified.) While in play, any points derived from {Ressikan Flute} count for all players AND opponent's {Data Laughing} cards are converted to Event cards to be played on the table when used.

Play on table when encountered; Q-Flash continues. No card may nullify this Q-Event.

While in play, any points for Ressikan Flute (regardless of who earned it) count for both players. Also, all Data Laughing cards played by opponent are played on table

as an Event, rather than an Interrupt; Q-Flash continues.

TOO MANY CHIEFS [P]

One SECURITY-classification personnel (random selection) is "stopped." If that personnel has Leadership, two additional SECURITY personnel are "stopped" (random selection).

If no valid target present (SECURITY-classification personnel), discard dilemma; mission continues.

Otherwise, randomly select a SECURITY classification personnel to be stopped. If selected personnel has Leadership, randomly select two additional personnel with SECURITY to also be stopped. (If only one valid target present for additional selection, that target is selected and stopped.) Discard dilemma; mission continues.

TOPOLOGICAL ANOMALY 4747 [S]

Borg and [Holo] personnel, androids, and one ENGINEER here (random selection) are placed in stasis. Cure on your next turn with new SCIENCE arriving or when countdown expires.

Randomly select a one ENGINEER here, that personnel is in stasis. Then, all personnel here who are Borg OR [Holo] OR android species are also placed in stasis until dilemma cured or countdown expires. Note that since the dilemma specifies "here", all personnel at the location where the dilemma is encountered, belonging to either player, are valid targets for this dilemma.

If you move or report a new SCIENCE personnel to the location on your next turn, discard cured dilemma. Otherwise when countdown expires, discard dilemma. Only the player who encountered the dilemma in the original attempt may cure it.

TRABE GRENADE [P]

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

If no valid target present (personnel with SECURITY or Leadership), discard dilemma; mission continues.

Otherwise, randomly select a valid target (one personnel with SECURITY or Leadership). If the target does not have CUNNING>8, target is killed. Discard dilemma; mission continues.

TRAUMA [S/P]

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

Select personnel with most skill dot icons in Away Team/crew, your choice if tie) and place dilemma that personnel. Target personnel disabled until dilemma is discarded. Mission continues.

If you solve this mission before the end of the third turn of player who seeded dilemma, target dies; discard dilemma. If dilemma is in play when countdown ends, discard dilemma.

TRIAGE [P]

One personnel (random selection) is killed unless you "stop" a personnel with Biology or MEDICAL. To get past requires INTEGRITY>22 remaining.

Choose one personnel in Away Team with either Biology OR MEDICAL to be stopped, continue on to the next set of conditions.

If you cannot, randomly select one personnel in Away Team to be killed, Away Team

is stopped; replace dilemma under mission to be encountered again.

If remaining Away Team meets the second set of conditions (INTEGRITY>22) discard dilemma; mission continues. If not, Away Team is stopped; replace dilemma under mission to be encountered again.

TRICYANATE POISONING [S/P]

Unless requirements of nearest planet mission (at [S]) OR requirements of nearest space mission (at [P]) present, place on mission; mission worth zero points. (Unique.)

If you encounter this dilemma at a [S] mission and there is no target (a [P] mission) on spaceline, OR you encounter this dilemma at a [P] mission and there is no target (a [S] mission) on spaceline, OR the player who seeded this dilemma already has another copy of it in play, discard dilemma; mission continues.

Otherwise, if Away Team/crew meets conditions [Requirements of the nearest [P] mission (if you encounter this dilemma at a [S] mission) OR Requirements of the nearest [S] mission (if you encounter this dilemma at a [P] mission)], discard dilemma; mission continues. If not, Away Team/ship and crew are stopped; place dilemma on mission.

While dilemma on mission, mission can still be attempted and/or completed, but is worth zero points. Discard dilemma when countdown expires at end of second turn of player who seeded dilemma. Once discarded, the original point value of the mission is restored.

TRILITHIUM RAID [S/P]

Opponent may download up to two [Univ] Romulans to a facility at this location (or up to six if facility is a station). To get past requires 2 ENGINEER and STRENGTH>40.

If no facility present at location, continue to next part of dilemma. Otherwise, opponent may download up to two [univ] Romulans to a facility here; if facility is a station, opponent may download up to six [univ] Romulans instead of up to two. Romulans so downloaded may be Romulan species, [Rom], or both. Downloaded personnel may not be downloaded into house arrest. Once personnel downloads are complete (or opponent declines to download any personnel), continue to next part of dilemma.

If Away Team/crew meets conditions (2 ENGINEER and STRENGTH>40 present), discard dilemma; mission continues. Otherwise, Away Team/ship and crew stopped; replace dilemma under mission to be encountered again. If reseeded, opponent may again download Romulan personnel if a facility present when dilemma next encountered.

TRUST ME

Plays on table until any Q-Flash. Each time you play an {Amanda Rogers} card (except to nullify a [Q] icon card), opponent may place two non-Artifact cards from outside the game into opponent's own discard pile.

Play on table when encountered; Q-Flash continues. While on table, each time you play Amanda Rogers, unless you are nullifying a [Q] icon card, opponent may place two non-artifact cards from outside the game into their discard pile.

Discard Q-Event from table when either player has a Q-Flash during a mission attempt.

Note that a Borg affiliation player may use this Q-icon event to place non-Borg personnel or ships in their discard pile and may use them normally if retrieved to hand, but they may not mix with their Borg.

TSIOLKOVSKY INFECTION [S]

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

Place dilemma on ship. All crew members aboard lose first-listed skill until dilemma cured. Personnel arriving aboard affected by dilemma as if they had been present when it was encountered.

If cure present in crew (3 MEDICAL aboard), discard cured dilemma. Mission continues.

TWISTED [S/P]

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

If Away Team/crew meets conditions (at least half of personnel, rounding up, have CUNNING>7), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again.

TWO-DIMENSIONAL CREATURES [S]

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

Place dilemma on ship. All crew members aboard with Empathy are disabled and ship cannot move until dilemma cured. Personnel arriving aboard are affected by dilemma as if they had been present when it was encountered.

If crew has non-disabled SCIENCE and ENGINEER aboard, discard cured dilemma; mission continues.

UNDER FIRE [P]

Immediately probe (then place probe card atop draw deck): [Doorway], [Interrupt], DL/ , [Bor]: Kills two personnel (random selection). Otherwise: "Stops" one personnel (random selection).

Probe your draw deck (look at the top card). If at least one listed icon appears: [Doorway], [Interrupt], DL/, [Bor]), randomly select two personnel in Away Team to be killed. If the probe card does not have one of the icons, or you cannot probe because your draw deck is empty, randomly select one personnel in Away Team to be stopped.

Replace probe card atop draw deck. Away Team is not stopped. Mission continues.

UNDERCOVER AGENT [S/P]

If a [Rom] ship is in play, opponent may download to here {Selok} or a Romulan with an infiltration icon. To get past requires SECURITY, Biology, and (CUNNING>40 OR Law).

If no [ROM] ship in play, continue to second part of dilemma. Otherwise, opponent may download to dilemma's location Selok or a Romulan personnel with an Infiltration icon. Continue to second part of dilemma.

If Away Team/crew meets conditions (SECURITY, Biology, and (CUNNING>40 OR Law)), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped; replace dilemma under mission to be encountered again. If reseeded, opponent may again download Selok or a Romulan personnel if a [Rom] ship in play when dilemma next encountered.

UNDERESTIMATING THE FOUNDERS [S/P]

One non-[Holo] personnel is captured (your choice if opponent currently has a captive; otherwise, random selection). Nullify with any 3

Intelligence.

If nullifier present in Away Team/crew (any 3 Intelligence), discard nullified dilemma; mission continues. (Intelligence does not need to be all the same type; e.g. one Tal Shiar and two Section 31.) If no non-[Holo] personnel in Away Team/crew, discard dilemma; mission continues.

Otherwise, select one non-[Holo] personnel. If opponent currently has a captive, you choose target; else, target is randomly chosen. Target is captured and held with dilemma atop mission until escorted by opponent's Away Team/crew or you rescue. Away Team/ship and crew are not stopped; mission continues.

UNDETECTED BEAM-IN [S/P]

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

If nullifier present in Away Team/crew (Shelby OR 4 SECURITY present), discard nullified dilemma; mission continues.

Otherwise, opponent may download up to 4 Borg drones to planet or any facility or ship(s) at location OR up to 4 Rogue Borg Mercenaries (but not Crosis) to any occupied opponent's ship(s) at planet location. Opponent may not download a mix of drones and Rogue Borg Mercenaries. Downloaded drones or Rogue Borg Mercenaries may be split among multiple destinations.

Rogue Borg Mercenaries downloaded in this way battle at start of next turn, even if additional Rogue Borg Mercenaries are played in the mean time. Drones remain on planet as Away Team, or on opponent's ship or facility as intruders. On Borg player's turn, may beam to Borg ship at same location if a drone present allows beaming through enemy SHIELDS. Borg may not initiate battle unless current objective allows it (and only on Borg player's turn).

After download (if any) is complete, discard dilemma.

UNEXPECTED [S]

Unless you have Astrophysics and 2 Exobiology OR a female who has MEDICAL, one personnel (random selection, excluding females) is placed atop owner's draw deck.

If crew meets conditions (Astrophysics and 2 Exobiology OR a female who has MEDICAL), discard dilemma; mission continues. Otherwise, randomly select one non-female personnel to place atop owner's draw deck. Ship and crew are stopped; replace dilemma under mission to be encountered again.

If there are no valid targets (because entire crew is female), ship and crew are stopped, replace dilemma under mission to be encountered again.

UNLIKELY PAIR [S]

Choose to "stop" until countdown expires: two personnel not of the same species (your choice) OR two personnel (random selection).

Choose two personnel not of the same species OR two personnel (random selection). If only one species is present, two personnel must be randomly selected. If only one personnel is present, that personnel is selected.

Selected personnel are stopped until countdown expires. Mission continues. Discard dilemma when countdown expires.

UNORTHODOX PRESERVATION [P]

To get past requires 2 Anthropology OR a personnel with OFFICER and Empathy OR a staffed ship with a Holodeck here.

If Away Team meets at least one condition (2 Anthropology OR a personnel with

OFFICER and Empathy OR a staffed ship with a Holodeck here), discard dilemma; mission continues. Otherwise, Away Team is stopped. Replace dilemma under mission to be encountered again.

UNSCHEDULED "ASSISTANCE" [S]

Opponent chooses two locations. To get past requires CUNNING>X, where X=15 times the number of your ships at those locations.

Opponent chooses any two locations. X = (count of your ships present at chosen locations x 15).

If crew meets condition (CUNNING>X), discard dilemma; mission continues. Otherwise, ship and crew are stopped. Replace dilemma under mission to be encountered again.

UNSCIENTIFIC METHOD [S/P]

Most CUNNING SCIENCE personnel present without Greed or Treachery is killed. To get past requires CUNNING>24 remaining.

If all SCIENCE present has Greed or Treachery, continue to next part of dilemma. Otherwise, select a target (most CUNNING SCIENCE personnel present who does not have Greed or Treachery) to be killed. If more than one valid target is present, opponent chooses one to target. Continue to next part of dilemma.

If Away Team/crew meets condition (CUNNING>24), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped. Replace dilemma under mission to be encountered again.

UNTRUSTWORTHY ASSOCIATE [S/P]

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

If nullifier present in Away Team/crew (4 SECURITY), discard nullified dilemma; mission continues.

If Away Team/crew meets condition (CUNNING>40), discard dilemma. Mission continues. Otherwise, opponent chooses any one ship or facility present. Place dilemma on target ship or facility. Away Team/ship and crew are stopped.

If there are no valid targets (a ship or facility here), Away Team/ship and crew are stopped, replace dilemma under mission to be encountered again.

Opponent's cards may beam to and from the target. If target is a space facility, opponent's ships may dock and undock with target. If your 4 SECURITY present aboard target, discard nullified dilemma.

UP YER SHAFT! [S]

One Computer Skill present (random selection) is placed atop draw deck. To get past requires ENGINEER>Leadership present. Nullify with {Transwarp Conduit}.

If you play Transwarp Conduit in response to encountering dilemma, discard nullified dilemma; mission continues.

Otherwise, randomly select a one personnel in crew with Computer Skill. Place that personnel atop your draw deck. If crew has no Computer Skill present, proceed to next part of dilemma.

Then, if crew meets conditions (ENGINEER>Leadership present), discard dilemma; mission continues. Otherwise, ship and crew are stopped. Replace dilemma under mission to be encountered again.

V'GER [S] [5 points]

Ship is destroyed unless 2 Empathy OR Diplomacy, Anthropology, and Computer Skill present. Discard dilemma.

If opponent has no doorway that allows the seeding of [1E-AU] dilemmas, discard dilemma; mission continues.

If crew meets either condition (2 Empathy OR Diplomacy, Anthropology, and Computer Skill), score points; place dilemma in bonus points area (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues). Mission continues. Otherwise, the attempting ship is destroyed. Discard dilemma.

VANTIKA'S NEURAL PATHWAYS [S/P]

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

If no non-changelings present, discard dilemma; mission continues.

Otherwise, randomly select one non-changeling in Away Team/crew. Place dilemma on selected personnel. The selected personnel loses its classification (selected personnel's classification becomes "undefined"), all printed regular and special skills, and INTEGRITY (selected personnel's INTEGRITY becomes "undefined"). Selected personnel then gains Treachery x2. (If the selected personnel was a mission specialist before being targeted, they remain a mission specialist after the dilemma resolves, but a non-mission specialist does not become one when targeted.) Mission continues.

If selected personnel is later present at Infirmary site with MEDICAL and Transporter Skill, discard cured dilemma.

VASTLY OUTNUMBERED [S]

If STRENGTH>55, lose 5 points. To get past requires Anthropology and 2 Honor OR two hand weapons OR INTEGRITY>28 (INTEGRITY>48 if this is a [DQ] mission).

If crew is non-[Bor] and meets condition (STRENGTH>55), lose 5 points. If crew is [Bor], disregard bonus point related part of dilemma and continue to next part.

If crew is at a non-[DQ] mission and meets conditions (Anthropology and 2 Honor OR two hand weapons OR INTEGRITY>28), discard dilemma; mission continues. If crew is at a [DQ] mission and meets conditions (Anthropology and 2 Honor OR two hand weapons OR INTEGRITY>48), discard dilemma; mission continues. Otherwise, regardless of quadrant, ship and crew are stopped, replace dilemma under mission to be encountered again.

VENDETTA [S/P] [5 points]

Unless Law present, place on one crew or Away Team member (opponent's choice). If that personnel dies, opponent scores points.

If Away Team/crew meets conditions, Law, discard dilemma. Mission continues. Otherwise, opponent chooses a one Away Team/crew member; place dilemma on target personnel. Away Team/ship and crew are stopped.

If targeted personnel dies at any time while targeted by the dilemma, opponent scores points. Move dilemma to your opponent's bonus points area (Borg opponents that trigger scoring do not score bonus points. Discard dilemma).

If target leaves play for any reason other than death (e.g. returned to hand), discard dilemma. If target is ever "in play for uniqueness only" (e.g. under the Kobayashi Maru Scenario Incident), dilemma remains on the target.

VIRUS [S]

Unless you have 4 Computer Skill present, place on ship. This ship, and all your other ships of the same class, are attributes all -2. Cure with 6 Computer Skill.

If crew meets conditions (4 Computer Skill present), discard dilemma. Mission continues. Otherwise, place dilemma on attempting ship. Ship and every ship you control of the same class as the attempting ship, anywhere in play, are all attributes -2 while dilemma remains on target. Ship and crew are stopped.

If crew later meets conditions (6 Computer Skill present), discard cured dilemma. If not cured, when countdown expires, discard nullified dilemma.

VOLCANIC ERUPTION [P]

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

If any facility present on planet, discard dilemma; mission continues. If any player has Thermal Deflectors in play, discard nullified dilemma; mission continues. Otherwise, place dilemma on planet where dilemma was encountered.

Randomly select one Away Team member to be killed. Mission continues.

While dilemma is on planet, at the start of every turn of both players, the player whose turn it is randomly selects one of their personnel present with dilemma (and outside of a facility or landed ship) to be killed.

If Thermal Deflectors enter play while dilemma is on planet, discard nullified dilemma. Facilities built on affected planet after dilemma has been placed on mission do not nullify dilemma.

VOLE INFESTATION [S]

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

If crew meets conditions (hand weapon OR ANIMAL OR Guard Drone present), discard dilemma; mission continues. Otherwise, ship and crew are stopped. Place dilemma on attempting ship. Ship's special equipment is disabled (including special equipment printed on card or added by other cards aboard or affecting ship), and ship's attributes are all -2.

If at the end of any of your turns target is docked at your outpost and empty, discard nullified dilemma.

WAR GAMES [S] [5 points]

To get past requires 2 ENGINEER, SECURITY, and Navigation. Then, place on ship; if opponent's ship moves to this location, discard dilemma and opponent scores points.

If crew meets conditions (2 ENGINEER, SECURITY and Navigation) place dilemma on attempting ship. Mission continues. Otherwise, ship and crew are stopped; replace dilemma under mission to be encountered again.

While dilemma on a ship, if opponent moves a ship they control to same location as dilemma, opponent scores points; move dilemma to opponent's bonus point area (Borg opponents that trigger scoring do not score bonus points. Discard dilemma).

WARP BUBBLE MISHAP [S]

One personnel (random selection) is killed unless you "stop" a personnel with Physics or SCIENCE. To get past requires CUNNING>24 remaining.

Choose one 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; mission continues. If not, ship and crew are stopped; replace dilemma under mission to be encountered again.

WESLEY GETS THE POINT [1 points]

If you have {Wesley Crusher} present or on any planet, he scores bonus point and dies.

If your Wesley Crusher in Away Team/crew or on any planet, score bonus point (Borg Away Teams/crews that trigger scoring do not score bonus points. Discard Q-Interrupt; Q-Flash continues.). Discard Wesley Crusher from play, and place Q-Interrupt in bonus points area; Q-Flash continues. Otherwise, discard Q-Interrupt; Q-Flash continues.

WHERE'S GUINAN?

If {Guinan} or {Madam Guinan} is in your crew or Away Team, relocate each El-Aurian present to any planet of your opponent's choice. (May be nullified only by {Guinan} if she has not already nullified a card this turn.)

If Guinan OR Madam Guinan in Away Team/crew, select all valid targets present (El-Aurian personnel). For each target, opponent selects a planet on the same spaceline as Away Team/crew and relocates them there. Each personnel relocated in this way may be relocated to any planet, and multiple targets may be relocated to the same planet. A personnel cannot be relocated to the planet where this Q-Interrupt was encountered. Once all targets have been relocated, discard Q-Interrupt; Q-Flash continues.

Otherwise, discard Q-Interrupt; Q-Flash continues.

This card may only be nullified by Guinan's special skill.

WHITE RABBIT [S/P]

Unless Physics and Archaeology present, place on mission. When countdown expires, if mission unsolved, reduce points by 10. Nullified by {any Pocketwatch}.

If nullified by discarding any Pocketwatch, discard nullified dilemma; mission continues.

If Away Team/crew meets conditions (Physics and Archaeology), discard dilemma; mission continues. Otherwise, Away Team/ship and crew are stopped. Place dilemma on mission.

While dilemma is on mission, if nullified by discarding any Pocketwatch, discard nullified dilemma.

When countdown expires, at end of second turn of player who seeded dilemma, if mission has not yet been solved, reduce its points value by 10. Discard dilemma.

WIND DANCER [P]

To get past, {Lwaxana Troi} must be present OR at least one Away Team member must have: Youth OR Music OR STRENGTH>9.

If Away Team meets at least one condition (Lwaxana Troi is present OR one Away Team member has (Youth OR Music OR STRENGTH>9)), discard dilemma, mission continues. Otherwise, Away Team is stopped; replace dilemma under mission to be encountered again.

WORSHIPER [P] [5 points]

If Away Team's Greed>Honor, score bonus points. Otherwise, Away Team is stopped unless {Edo Vessel} or Anthropology present. Discard dilemma.

If more Greed than Honor present in Away Team, place dilemma in bonus points area. Mission continues. (Borg Away Teams that trigger scoring do not score bonus points. Discard dilemma; scouting attempt continues.)

Otherwise, if Away Team meets either condition (Edo Vessel OR Anthropology present), discard dilemma; mission continues. If not, Away Team is stopped. Discard dilemma.

XINDI TEST STRIKE [P]

Kills two personnel (random selection) and discards one personnel or empty ship (opponent's choice) at a corresponding time location. Nullify with 3 SECURITY OR a Xindi.

If opponent has no doorway that allows the seeding of [AU] dilemmas, discard dilemma; mission continues.

If nullifier present in Away Team (3 SECURITY OR a Xindi personnel), discard nullified dilemma; mission continues.

Otherwise, randomly select two personnel in Away Team to be killed. (If only one personnel present in Away Team, that personnel is killed.) Then opponent chooses one personnel or one empty ship at a time location (if any) corresponding to the spaceline location where the dilemma was encountered; personnel/ship is discarded. If only one valid target exists at the time location (one personnel OR one empty ship), it must be chosen. If no valid target exists at the time location, no target is discarded.

Discard dilemma; mission continues.

YOU WILL IN TIME

If you began this mission attempt with only one personnel, opponent may name one of your unique personnel in play. That personnel is in stasis. On every turn, opponent may make a request of you; if you comply, remove personnel from stasis. (May not be nullified.)

If only one personnel was in Away Team/crew when you began this mission attempt, opponent may select any unique personnel you have in play. That personnel is in stasis, discard Q-Event; Q-Flash continues.

While selected personnel is in stasis, once every turn opponent may make any request of you. If you comply, personnel is no longer in stasis. Otherwise, personnel remains in stasis.

This Q-Event may not be nullified by any card.

YOUR GALAXY IS IMPURE [S/P]

Randomly select a personnel to be killed. Place on mission. At the start of each mission or scouting attempt here, kills one personnel present (your choice). (Immune to {Adapt: Negate Obstruction}.)

Randomly select one personnel in Away Team/crew to be killed. Then place dilemma on mission. Mission continues.

At the start of each mission attempt here, you must choose one personnel in Away Team/crew. That personnel is killed, mission continues.

YUTA [S/P]

Opponent chooses a number X. Randomly examine crew or Away Team

one by one. If (INTEGRITY + CUNNING - STRENGTH) = X, discard that personnel and dilemma.

Opponent chooses a number; X = chosen number. Randomly select a personnel from Away Team/crew and calculate their INTEGRITY+CUNNING-STRENGTH. If the Total = X, that personnel is killed, discard dilemma; mission continues.

If the Total does not equal X, randomly select another personnel from Away Team/crew and repeat the process. Once you select a personnel whose Total = X, that personnel is killed, discard dilemma; mission continues.

If no personnel in Away Team/crew have a Total = X after examining entire Away Team/crew, discard dilemma; mission continues.

ZALDAN [P]

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

If Away Team meets at least one condition (2 Treachery OR a disruptor OR Wesley Crusher OR Exobiology), discard dilemma; mission continues. Otherwise, randomly select two targets (personnel with Diplomacy, if any) to be killed. (If only one personnel with Diplomacy is present, they are targeted and killed.) Away Team is stopped, replace dilemma beneath mission to be encountered again.