

1 *Hasty Preparations*

Dilemma

Choose an **Officer** personnel to be stopped. Unless the personnel stopped by this dilemma has **at least one skill listed in this mission's requirements**, this dilemma returns to its owner's dilemma pile.

"You either need a new uniform or a new neck."

1090

5 • *Predestination Paradox*

Event

Temporal. Plays in your core. While your personnel is facing a dilemma, if a personnel is present, that personnel is attributes +1. Also, you may destroy this event to make that personnel gain a skill of your choice until the end of this turn.

"Didn't you take Elementary Temporal Mechanics at the Academy? I may be destined to fall in love with that woman and... become my own great-grandfather."

1091

Threshold

Interrupt

Order - To play this interrupt, you must command a ship with its corresponding Commander or a personnel with 2 Navigation aboard. Shuffle that personnel into his or her owner's deck to place that ship at a mission.

"It means that you would occupy every point in the universe simultaneously. In theory, you could go any place in the wink of an eye. Time and distance would have no meaning."

1092

• *Gather Specimen*

35

Exobiology, Geology, Officer, Transporters, and Crewing >34

When you complete this mission, if your personnel completing it have 2 Exobiology, draw three cards.

Planet Alfa 177: *"At night, it gets down to 120 degrees below zero."*

Any affiliation may attempt this mission.

2

1093

5 • *Erik Pressman*
Determined Admiral

Human

★ **Intelligence** ★ **Leadership** ★ **Officer**
★ **Security** ★ **Treachery**

Admiral. While each personnel present does not have Honor, you may discard a card from hand to exclude this personnel and one personnel present from a random selection.

"Frankly, I've always felt it was more important for an officer to trust his captain's judgment."

INTEGRITY 3 **CUNNING 6** **STRENGTH 5**

1102

7 • *Raptor One*
Imposter

Drone Class

When an opponent's personnel fail a mission attempt at this mission, if this ship does not have a Damage marker on it, you may take a dilemma you own from beneath this mission and return it to your dilemma pile.

Order - if there are no personnel aboard this ship, place it at Romulus or an opponent's mission.

"Stabilize the Drone for battle. Activating the holographic skin."

RANGE 6 **WEAPONS 5** **SHIELDS 5**

1095