

**DILEMMA**

**COME TO QUARK'S! QUARK'S IS FUN!**

Quark's Bar can be a fun place to relax and socialize, but it can also be a hive for scum and villainy. *"Don't walk, run!"*

Opponent may download and seed here up to two of the following: Arms Deal, Lockbox, Skullduggery, or Vendetta, then place on mission. Each of those dilemmas here first "stops" one Treachery (opponent's choice).

2400

**DILEMMA**

**IBUDAN'S REVENGE**

Odo issued an ultimatum to convicted killer Ibudan to get him to leave the station. However, Ibudan had other ideas.

Most CUNNING SECURITY personnel present is "stopped". Opponent may download and seed here up to two of the following: Angry Mob, Assassin's Blade, Framed for Murder, or Hate Crime.

2399

**EVENT**

**SHADES OF GRAY: EXTINCTION**

Forced to provide Brunt with fifty docs of vacuum-desiccated Quark, the bartender needed Garak's services as an assassin.

Seeds or plays on table. Random selections on Ferengi Locator Bomb, Flaxian Assassin, Misguided Activist, and Under Fire are instead your choice and affect one additional personnel. (Immune to Kevin Uxbridge.)

2401

**EVENT**

**SHADES OF GRAY: FRUSTRATION**

Discovering that Mom's hidden fortune was just worthless gold, Quark was annoyed that his efforts had been in vain.

Seeds or plays on table. Personnel who help overcome Dangerous Liaisons, Difficult Disposal, Fly By The Seat Of Your Pants and Ops are "stopped" until the end of your next turn. (Immune to Kevin Uxbridge.)

2402

**EVENT**

**SHADES OF GRAY: GUILT**

In a moment of ingenuity, Rom used Quark's contraband cargo of kemocite to save their sabotaged ship from destruction.

Seeds or plays on table. Adds SCIENCE and Physics to each set of requirements on Aphasia Device, Isolinear Puzzle, Navigational Hazards, and Orion Syndicate Bomb. (Immune to Kevin Uxbridge.)

2403

**INCIDENT**

**CHULA: THE SHORT PATH**

Seeds or plays on Quark's Bar or Wadi planet. When your opponent encounters a Chula dilemma, once per game per card title, you may draw up to three cards. Each Chula dilemma any player encounters first "stops" one personnel (random selection). Once per game, may suspend play to download one Chula dilemma and seed it beneath any mission.

2404