**DILEMMA**

**BALANCING ACT**

Randy had turned his attention to a new project. He's been working on a new device to improve the efficiency of his small factory. However, his factory is located near an active volcano, causing frequent disruptions.

Each player whose missions with point boxes were mostly 1 or mostly 2, by a difference of 3 or more, when seeded, loses 50 points (even if playing Dorg).

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**DILEMMA**

**BALANCING ACT**

In an attempt to save the lives of mariners, James T. Kirk crossed onto an unstable bridge to claim De-Tokan Span's central PASS. The fact required balance and strength.

Each player whose missions with point boxes were mostly 1 or mostly 2, by a difference of 3 or more, when seeded, losses 50 points (even if playing Dorg).

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**DILEMMA**

**BIRTH OF "JUNIOR"**

Large insectoid space-time life-form, attached itself to the U.S.S. Enterprise in 2368, sucking energy from the ship.

Place on ship. End of each turn, RANGE reduced by 1; if reduced to 0, ship destroyed. Modify with 2 ENGINEER.

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**DILEMMA**

**BORG SHIP**

Gigantic cubic ship of the Borg collective. Possesses powerful weapons and remarkable regenerative abilities.

Place at farthest span when end. End of every turn, attacks all ships, then moves. Worth points if destroyed in battle.

**RANGE**

**WEAPONS 24**

**SHIELDS 24**

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**DILEMMA**

**CHINESE FINGER PUZZLE**

An ancient puzzle which befell Lt. Commander Data. The solution to the puzzle, which involves deduction of the effect, he called "fascinating."

If android present, crew or Away Team is stopped until end of turn and androids are stopped for 3 full turns, where S = number of androids present. Discard dilemma.

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**DILEMMA**

**CLAN PEOPLE**

In 2369, the U.S.S. Yangtze Kang crashed on a moon in the Gamma Quadrant. The crew members found themselves caught between enemy clans locked in a never-ending war.

To get past, must have Kail Operski present or CRITICAL = 38 from up to five Away Team members.

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**DILEMMA**

**COMMODITY**

In 2348, the U.S.S. Enterprise personnel were given ammonia by Sato, who then attempted to trick the crew into attacking Lyran ships and a Lyran command strike.

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

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**DILEMMA**

**FOOD PROBLEMS**

When the Federation tried to contact the pre-colonial society on Rulican III, the Ed Pinaud demanded a ship-shaking toss that a human would find "Stets the purpose!"

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

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**DILEMMA**

**FEMALE'S LOVE INTEREST**

A genetically-engineered leader. Once romantically involved with Deanna Troi.

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

**RADAR SCREW**

Barges containing dangerous waste can be a threat for centuries. One such barge threatened Gamelan V in 2367.

Place on mission; mission attempt ends. Mission can’t be attempted here. Ship with Tractor Beam and 2 ENGINEER can tow Scum.

**REMNANT CORRUPTION**

A crew can go insane from lack of rest. (Legal eye movement) Sleep.

Entire crew or Away Team dies in three of your full turns unless 3 MEDICAL present. In ship returns to outpost first.

**THE WEAK WILL PERISH**

During brief telepathic communication, the Trill learned the purpose of Species 8472's invasion of the Delta Quadrant. As the thing discovered, they were quite capable of carrying out their threats.

Kills five; Borg draws present (random selection) and each personnel present who has printed STRENGTH-5. (Immune to Adjud. Negate obstruction.)

**RENEWED FATIGUE HALLUCINATIONS**

Five crew or Away Team dies in three of your full turns unless 3 MEDICAL present. In ship returns to outpost first.

**THOUGHT FIRE**

In 2364, The Traveler took the U.S.S. Enterprise to a place where ideas and reality intertwine. In such a place, one’s own thoughts can be deadly.

If The Traveler: Transcendence is affecting you, all crew or Away Team members with (CONSCIOUSNESS+INTEGRITY)-12 are killed unless Empathy present.

**THREAT LEAF**

A hovercraft aboard ship. It is now infected. Mission continues, but all personnel, while aboard, lose their first listed skill. Cure with 3 MEDICAL. (Not cumulative.)

**TOLI KOVSKY INFECTION**

A variety of water-based Ps32000 viruses. Paneled by peritonitis. Causes dangerous inflammation. It is explosive among a cow.

**SPACE SHIFT**

A capture in space connected U.S.S. Voyager with its duplicate created by a spatial accident. The two crews had to separate their "twin" ships that share a single supply of coolant.

Two personnel present (random selection) disappears (discarded) if their combined COMMUNICATIONS -15. No get past requires Astrophysics and 2 ENGINEER remaining.

**TARELLIAN PLAGUE SHIP**

Ship containing the survivors of a Tarellian war plague. Infected from biological weapons, they can now infect everyone everywhere.

Entire crew immediately dies from plague unless MEDICAL "heals over" (discarded) to Tarellian: Discord dilemma.
INTERRUPT

BEYOND THE SUBATOMIC

In 2374, Kes’ mental abilities began to grow at an extraordinary rate. Soon she was able to perceive and control a new level of reality that exists in the space between subatomic particles.

Name a card type. Remove cards from top of draw deck until you reveal a card of selected type. Take into hand, remove other revealed cards from game. (If you exhaust draw deck, lose the game.)

INTERRUPT

BRAIN BRAIN

In Lt. Commander Data’s dreams, his perception of the krillai xenophonic creatures aboard the U.S.S. Enterprise was symbolized by the sudden actions of his friends.

Plays (once every turn) on any crew or Away Team. Remove all Skills and COUNTERS from one personnel present until end of turn. OR Plays on Interphase. Marina Couture’s doubling effects.

INTERRUPT

DISRUPTOR OVERLOAD

A directed-energy weapon can be set on overload and left to explode like a bomb.

Plays on any ship or Away Team. Where present, destroys one Equipment card or one card used as an Equipment card (random selection).

INTERRUPT

DISTORTION OF SPACE/TIME CONTINUUM

Time effects can be caused by the unusual warping or lifting of space.

Plays on any ship. "Destroys" ship, crew, and ship’s Away Teams and restores any of this turn’s KARMA already used by that ship.

INTERRUPT

EMERGENCY TRANSPORTER ARMBANDS

Devices which allow quick remote activation of a transporter when in danger.

Broom your Personnel up or down at any time, except during a dilemma (unless specifically permitted). May be used during battle before the winner is determined.

INTERRUPT

END TRANSMISSION

Subspace communications are sometimes abruptly terminated by the transceiver.

Play on table. Immediately end your turn. (Unique.)

INTERRUPT

FULL PLANET SCAN

Sensor instruments can make detailed scans of a planet surface and atmosphere.

Plays at the start of your turn. Stop a staffed ship with at least three staffed icons and Computer Skill checked at a mission to examine the bottom card there.

INTERRUPT

GOING TO THE TOP

Geordi La Forge directly to Admiral Riker when she discovered with one of Benjamin Sisko’s command decisions.

Stokk and Rimmer were not exactly pleased with her action.

INTERRUPT

INTERRUPT

INTERRUPT

Full Planetscan

GOING TO THE TOP

INTERRUPT

KEVIN MURPHY

Immoral and corrupt being called a Skonk. Lived secretly as a human. Took a human wife who was killed by the Hummocks at Delta Rava IV.

Nullifies one Event card in play (except for Freeby cards) OR any other card played as an Event card. (Deduce to Amanda Rogers.)
INTERRUPT

VULCAN MINDMELD

Ancient Vulcan ritual which telepathically links minds to interactively share each other’s thoughts and knowledge.

Plays on your Mindmeld personnel. Personnel gain the skill of one of your other personnel present until end of turn. Discard interrupt.

VULCAN NERVE PINCH

Vulcans are the only species known to use this method of rendering an opponent unconscious. However, Lt. Commander Dutt was able to master the technique.

Plays at start of personnel battle. Your Vulcans and Scrying-Type Andorians may each place one opposing personnel or Rogen Borg (random selection) in stasis until end of your next turn.

WORMHOLE

An unstable tunnel through subspace that links to locations in normal space/time.

Requires two wormholes. Play one on your ship. Play the other at any location (even a time location). Ship reverts to that location (and then is "stopped").

Battle of Sector 001

Sectors 001 Region • Near Earth: Take decisive action to repel intruders from your sector.

6 spp personnel
• +25 if your total WEAPONS=24 here.

Cargo Rendezvous

Beltone IX: Appointed meeting to deliver cargo to this major commercial center.

ENGINEER + Physics + INTEGRITY-30
OR Greed + Treachery + CUNNING-32

35

3

Cloaked Mission

Romulus System • Romulus: Secure covert contact and open lines to the Romulan homeworld.

Navigation + Diplomacy + Honor

30

3

Covert Installation

Neutral Zone Region • defiant: Build hidden monitoring station in the Neutral Zone.

ENGINEER + Leadership + Treachery

95

3

Diplomatic Conference

Parliament: Pursue the intricate negotiations of this pivotal diplomatic quagmire.

One V.I.P. from each of four different affiliations. Personnel on planet may mix to attempt.

SECURITY + CUNNING-30 + 2 leaders OR Capitan Basha

When needed, you may download one Emblem card.
**Docking Pads**

Any ship with no staffing requirements may report, dock (land) and unload (take off) here if ship is compatible with station's affiliation. OR crew includes a VIP. OR player controlling ship has a Computer Skill personnel present at this site equipped (just before undocking, that personnel may board ship). Player controlling station may, once per game, download Establishment Landing Protocol. Capacity: 6 ships, Tractor Beam.

- Any Hr
- Ops Module 1 prescribing
- Helmet Ring 1
- Docking Ring 1

**HoLosuite**

This site must be placed adjacent to Quark's Bar (or another Hosuites). Has a Holosuite. Holosuite cards may be played here (limit one; station controller may discard it during their turn). Equipment cards and compatible personnel may report here, and may be transferred directly from owner's ship docked at this station.

- Terak Hr OR D9
- Ops Module 1 prescribing
- Helmet Ring 1
- Docking Ring 1

**Tactic**

**Picard Maneuver**

- 
- if I initiated ship battle with your unattached command crew member aboard your ship, it appears to be in 2 places at once and hence 50%/50* chance to avoid all damage this battle. Hit = — Direct hit = —

**T'Pol/Soong Maneuver**

- 
- Bored and Tense until the end of your next full turn, this ship may not move to a mission where an opponent has a ship.

**22nd-Century San Francisco**

- 2154 Earth: San Francisco survived World War III and became a beacon of human progress.
- 2154 Romulans: From the skies of Romulus, 2154 Romulans nearly conquered the galaxy.

**Drive Control Room**

- 2154 Romulans: From the skies of Romulus, 2154 Romulans nearly conquered the galaxy.
HALOON COUNCIL

2267 Haloon Planet: Site of dilithium deposits and orbitless inhabitants.

Sends or plays an object (e.g., player may download one M
Constitution-class ship here. Notice to this timeline: all
M cards, and all M equipment cards. Once per turn,
one such card reporting at this location may report for free.

MACO TRAINING CAMP

2154 Lune: Military Assault Command Operations established a training facility on Earth's moon.

Sends or plays an object. Any player who did not send Earth may report a MACO for free here (once per turn) and may (if possible)
relocate them to his or her AI-class ship. Any such player, in place
of a normal card play, may download Military Assault Command
Operations (even from discard pile). Notify to the timeline: all M
cards, M cards, and M equipment (except M cards).