DILEMMA

BALANCING ACT

Randy had lunch to an in more precarious position than at a
Mexic colony, halfway between the earth'sos and the planet
surface, dangling from the bottom of a maglev carriage.

Each player whose missions with point boxes were mostly
or mostly (by a difference of 3 or more), when
seeded, loss 30 points (even if playing Borg).

DILEMMA

BALANCING ACT

In an attempt to save the lives of millions, James T. Kirk
boarded an unstable bridge to obtain Dr. Takin's
sabotaged FADL. The feat required treachery and strength.

Each player whose missions with point boxes were mostly
or mostly (by a difference of 3 or more), when
seeded, loss 30 points (even if playing Borg).

DILEMMA

BIRTH OF "JUNIOR"

Large alien spacebeam life-form, attached itself to the
U.S.S. Enterprise in 2369, succumbing after a turn.

Place on ship. Unit turns, RANGE reduced by 1;
if reduced to 0, ship destroyed. Nullify with 3 ENGINEER

DILEMMA

BORG SHIP

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

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

DILEMMA

CHINESE FINGER PUZZLE

An ancient novelty which baffled U. Commander Data. The
solution to the puzzle, which involves relaxation of effort,
was called "frustrating."

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

DILEMMA

CLAN PEOPLE

In 2349, the U.S.S. Nighthawk crashed on a moon in
the Gamma Quadrant. The crew members found themselves
caught between an alien clan locked in a never-ending war.

To get past, must have Kaita Opka present OR
COUNCILING +38 from up to five Away Team members.

DILEMMA

CONUNDRUM

In 2368, U.S.S. Enterprise personnel were given amnesia
by Sattarans, who then attempted to trick the crew into
attacking their own ships or a seven-command station.

Unless INTEGRITY = 40, this ship does not attack but chases
(at normal speed) and attack one of your opponent's ships
on this spaceline (your choice). Discard dilemma.

DILEMMA

EDO PROBE

When the Federation tried to contact the pre-industrial
society on Rulican III, the Edo Probe demanded in ship sharkhunting treaty that Jean-Luc Picard "Seize the purpose.

Abandon mission attempt until any player
completes a different mission OR continues but
loses if you do not solve mission this turn.

DILEMMA

FEMALE'S LOVE INTEREST

A genetically engineered beauty. Once romantically
involved with Deanna Troi.

Female Away Team member (random selection) runs off
with lover to distant planet. Discard dilemma.
**Female's Love Interest & Garbage Scoop**

Female's Love Interest: Female crew or Away Team member (random selection) runs off with lover to furthest planet.


**Frame of Mind**

William Riker was captured in 2369 on Tenaka IV, tortured with neurocosmic techniques and made to believe he was someone else — until his illusions were shattered.

One personal 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.

**Male's Love Interest**

One of the many beautiful women who resides on the paradise planet of Risa.

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

**Mimetic Symbiot**

In 2153, Phlox created Sim from a Lyrarian desert human. Archer and his crew chose to end Sim’s life to save Trip's.

To get past requires 3 MEDICAL or INTEGRITY=30. Then, choose two personal (random selection). One of these personnel dies (your choice).

**Phiared Matter**

Phased personnel.vibrate out of sync with normal matter, rendering them undetectable. Phased people cannot interact with nonphased people.

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.

**Firestorm**

With advanced technology, personnel can work together to survive natural phenomena such as the firestorms on Benara II.

Kills all Away Team members with INTEGRITY<5 unless thermal deflector present (but Away Team may escape using Emergency Transporter Armament). Discard dilemma.

**Menthar Bobby Trap**

Relic from ancient Menthar-Promellian war. Arcane oscillators trap passing ships, drain power, then emit deadly radiation.

Place on ship; it cannot move. Unless MEDICAL present, one crew member killed (random selection). Discard with 2 ENGINEER aboard.

**In Memory**

In memory of the brave crew members who fell in battle for the Federation.

Unifies 2 leadership and INTEGRITY>60, stops crew or Away Team. Discard dilemma.
**DILEMMA**

**Radiactive Garbage Scow**

Barges containing dangerous waste can be adrift for centuries. One such barge threatened Gamelion V in 2367.

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

**Radiactive Garbage Scow**

The Makoa civilization produces over 6 billion tons of industrial byproduct every day. Their freighters haul away the toxic waste and dispose of it in other regions of the galaxy.

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

**Radiactive Garbage Scow**

Barges containing dangerous waste can be adrift for centuries. One such barge threatened Gamelion V in 2367.

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

**REM Fatigue Hallucinations**

A crew can go insane from lack of REM (rapid eye movement) sleep.

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

**Spatial Rift**

A rupture in space connected U.S.S. Voyager with its duplicate created by a spatial anomaly. The two crews had to separate their “scarecrow ships” and share a single supply of anti-matter.

Two personnel present (random selection) “disappear” (discarded) if their combined CONVINCING < 15. To get past requires Astrophysics and 2 ENGINEER remaining.

**Tarelliain Plague Ship**

Ship containing the survivors of a Tarelliain was plaque. Infection from biological weapons, they are now refused entry everywhere.

Entire crew immediately dies from plague unless MEDICAL “beams over” (discarded) to Tarelliains. Discard dilemma.

**The Weak Will Perish**

During brief telepathic connections, Kes learned the purpose of Spock’s 8472’s invasion of the Delta Quadrant. As the Borg discovered, they were quite capable of carrying out their threats.

Kids five pairs; Borg drones present (random selection) and each personnel present who has printed STRENGTH < 5.

(Immune to Adapt: Negative Infection)

**Thought Fire**

In 236-4, the Vulcans took the U.S.S. Enterprise to a place where ideas and reality intermingle. In such a place, one’s own thoughts can be deadly.

If the Traveller: Transcendence is affecting you, all crew or Away Team members with CONVINCING + INTEGRITY < 12 are killed unless Empathy present.

**Tsolvovsky Infection**


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.)
**INTERRUPT**

**FIRST CONTACT**

**SCORCHED HAND**
Plasma gas from the rephased coolant tank liquefied all the organic-skinned grafts on Data's encephalcal structure.

Plays to cause each player who has more than 2 cards in hand to shuffle all but 6 (random selection) and place beneath draw deck. (Immune to Amanda Rogers.)

**SENIOR STAFF MEETING**
Standard operating procedure on starships is to call a meeting of senior officers or department heads to help find solutions of paramount problems.

Plays on ship with OFFICER, ENGINEER, MEDICAL, SCIENCE and SECURITY aboard, just before the initial attempt of a space mission. First dilemma encountered is discarded. (Captain's Order)

**SENSE THE BORG**
"Yes, I know - the Borg."

Plays if a Borg ship, Borg personnel, Borg ship-detriment or Rogue Borg just entered play. Download to hand. Weak Spot: OR Hugh OR Borg Neuroprocessor OR Ready Room Door.

**INTERRUPT**

**THE NEXT GENERATION**

**TEMPORAL RIFT**
Time displacement caused by ultra high energy explosions such as that which affected the U.S.S. Enterprise-C at Noranda III.

Plays on your ship. Ship disappears. When countdown expires, ship reappears here.

**TEMPORAL WAKE**
The Borg sphere used chronenetic particles to create a temporal vortex. The pursuing U.S.S. Enterprise was pulled in when it flew through the wake of the anomaly.

Plays if any ship or Away Team just time traveled. Choose your other ship or Away Team which was present; it follows. OR Nullifies Anti-Time Anomaly.

**THE JUGGLER**
The Juggler hosted Lwaxana Troi and Alexander Kashin's visit to the Paradox Colony, all the time juggling his three worlds.

Choose any player to reshuffle the cards in their draw deck.

**INTERRUPT**

**FIRST CONTACT**

**THE WAKE OF THE BORG**
The New Providence colony on Jovent IV was scoured up by the Borg in 2366, just as Federation and Romulan outposts along the Neutral Zone had been destroyed in 2364.

Plays on opponent's Neutral Zone mission. End of opponent's next turn, destroys all ships, facilities and personnel there. (May not be nullified.)

**THE WAKE OF THE BORG**
The New Providence colony on Jovent IV was scoured up by the Borg in 2366, just as Federation and Romulan outposts along the Neutral Zone had been destroyed in 2364.

Plays on opponent's Neutral Zone mission. End of opponent's next turn, destroys all ships, facilities and personnel there. (May not be nullified.)

**THINE OWN SELF**
Attempting a mission with only a few personnel is dangerous. Lt. Commander Data suffered annunciation while alone on Holos. He was lost and eventually "killed."

Plays on opponent's one- or two-person Away Team on a planet (unless in a facility). Away Team is "lost" (place under mission). Capture (or opponent rescues) by calling mission.
**Slot:** Sh'Raan

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

**Holosuite:** This site must be placed adjacent to Quark's Bar (or another Holosuite). Has a Holodeck. Holoscript 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 to your opponent's ship docked at this station.

**Tactic:**

**Picard Maneuver:** If you initiated ship battle with your matching commander aboard your ship, it appears to be in two places at once and has a 50/50 chance to avoid all damage this battle. Hit = . Direct hit = .

**T'Pol/Sogong Maneuver:** Burn and Turn: until the end of your next full turn, this ship may not use a maneuver where an opponent has a ship.

**22Nd Century San Francisco:**

**Drop Control Room:** Seeds or plays on table; anyone may download and examine the terminal; Terminal has four functions: Tutorial,bt,log, and download. Terminal may be used to upload and download any data, but only one computer at a time, and only one person per computer. Data is stored in a central location and accessed by authorized personnel only. Access codes are required for entry.

**Haikan Council:** Site of dihtrum deposits and displays ancient art.
**Halkan Council**

2267 Halkan Planet: Site of dilithium deposits and dilithium inhabitants.

Seeds or plays on table: any 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.

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**MACO Training Camp**

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

Seeds or plays on table: Any player who did not spend forth may report a MACO for free here (once per turn) and may (if possible) reequips them to his or her W-class ship. Any such players, in place of a normal card play, may download Military Assault Command Operations (even from discard pile). Notice to this timeline: all M cards, M cards, and M equipment (except M cards).