**DILEMMA**

Incorporeal omnipotent being. Member of the Q Continuum. Q exhibits a child-like petulance and sense of playfulness. Unless 2 Leadership and INTEGRITY > 60, opponent may download up to 2 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.

**ERRATA**

Q

Incorporeal omnipotent being. Member of the Q Continuum. Q exhibits a child-like petulance and sense of playfulness. Unless 2 Leadership and INTEGRITY > 60, opponent may download up to 2 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.

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**DOORWAY**

Honoring his promise not to trouble Picard's ship again, Q took the good captain hostage in a shuttlecraft to ensure his request was heard.

Opponent chooses:
- They may download and seed here Q
- OR highest INTEGRITY personnel returns to hand unless 2 Leadership and CUNNING > 30. Discard dilemma.

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**OBJECTIVE**

Q-QUALITY TIME

Honoring his promise not to trouble Picard's ship again, Q took the good captain hostage in a shuttlecraft to ensure his request was heard.

Opponent chooses:
- They may download and seed here Q
- OR highest INTEGRITY personnel returns to hand unless 2 Leadership and CUNNING > 30. Discard dilemma.

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**Q-FLASH**

Seeds on (opens) Q-Continuum side deck (any number of cards). When opponent's crew or Away Team has a Q-Flash, draw cards from here, one at a time, discarding multiples. Dilemmas drawn are encountered (while personnel present only). Opponent plays other cards drawn (if possible). When X cards leave play, place them face up here (even if closed); when side deck empty, shuffle to replenish it.

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**BEWARE OF Q**

Seeds on table during doorway phase. Your X dilemmas may seed like X dilemmas. OR Seeds or plays on your Q-Flash. Once per mission location, if opponent just revealed your dilemma there, you may exchange it with a dilemma named Q from Q's Tent or hand (discard original dilemma). OR Plays to download and seed a dilemma named Q under a mission; discard objective.

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**AR-Q-OLOGIST**

"How can you write about something that you've never seen? I know! Why don't I take you there?"

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

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**GO BACK WHENCE THOU CAMEST**

If INTEGRITY < 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.

"Thou art notified that thy kind has infiltrated the galaxy too far already. Thou art directed to return to thy own solar system immediately."

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**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.

"You will now answer to the charge of being a grievously savage race... Soldiers, you will press those triggers if this criminal answers with any word other than 'guilty.'"
His Honor, the High Sheriff of Nottingham

"Yes, but what about your merry men? Are you willing to jeopardize their lives as well?"

Q-type Android

Opponent places dilemma on one non-personnel at this location, then chooses: If android, all copies of that card become human (STRENGTH -4); otherwise, become Q-type androids (STRENGTH +4) OR if non-human, seed that personnel under an unsolved Q’s Planet; discard dilemma. (May be nullified only by Marshal Q or any William T. Riker present.)