**Hard Time**

Dilemma

Place this dilemma in your core. Randomly select a personnel and place him or her on this dilemma. At the start of your next turn, remove this dilemma from the game and return the personnel on it to his or her owner’s hand.

“With our attention being given to the discovery of a near impossible task, it’s mission critical and much more effective than maintaining an extensive personnel system.”

**Unexpected Difficulties**

Event

Plays in your core. When you have drawn dilemmas, you may destroy this event to return them to your dilemma pile and draw an equal number of dilemmas.

“Apologies, Captain. I seem to have reached an odd factional impasse. I am stuck.”

**Machinations**

Event

Temporal. Plays in your core. When you have drawn dilemmas, you may remove this event and those dilemmas from the game to search your dilemma pile and choose a dilemma that costs no more than the number of dilemmas you removed. Shuffle and replace your dilemma pile face down. Place the chosen dilemma on the top of your dilemma stack.

“Feel, the arrows are on a charge.”

**Ilia**

Finest Navigator in Starfleet

**Delran**

Dilemma

Honor Navigation Officer Telepathy

You may play this personnel at cost –2 to ignore her next ability. When you play this personnel, if you command a personnel who has a cost of 4 or more, for each headquarters mission, your opponent commands, you may shuffle two cards from your discard pile into your deck.

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**An Issue of Trust**

Event

Unless you have Honor or Treachery, all your personnel are stopped. If you have two or more personnel who have Honor or Treachery, randomly select all but one of these personnel to be stopped.

“Then, how do I know you’ll keep your word?”

“Ooh, I’ve given you an easy one, Admiral. In my judgment, you simply have no alternative.”

**Power Shift**

Event

To play this event, you must command three personnel. Plays in your core. While your personnel is attempting a mission, you may lose 3 points to each of your personnel attributes +1 until the end of this mission attempt.

“We will set up a more feedback wave inside the transfer beam, the particles will accumulate in their division chamber. When they go to steep speed, their engines will explode.”

**Covenant**

Interrupt

**Holding Cell**

Dilemma

**Entanglement**

Dilemma

**Expenditure**

When your Treachery personnel is facing a dilemma, remove a personnel in your discard pile from the game to make that Treacherous personnel gain all skills and attributes on the personnel removed from the game until the end of this mission attempt.

“This idea was transformed to a weapon into a being symbol of the Contract I’ve made with you.”

Decay: 3. When there are three cards on this event, destroy it. To play this event, you must command six personnel. Plays in your core. When you play this event, name a personnel, then each player places each copy of that personnel they command on this event (these personnel cannot use abilities). When an opponent is about to play an interrupt, prevent that interrupt and place it on this event.

“Unlikely as it may sound, I believe the Enterprise may be making an intelligence.”

**Consume**: 1. Your opponent places the top card of his or her dilemma pile face up beneath this mission. Your opponent may spend three extra in total cost on dilemmas during this mission attempt.

“Unlikely as it may sound, I believe the Enterprise may be making an intelligence.”
• Unexpected Difficulties

Event

Plays in your core. When you have drawn dilemmas, you may destroy this event to return them to your dilemma pile and draw an equal number of dilemmas.

"That last bolt struck the warp manifold! We've got an antimatter cascade, sir!"

• McAllister C-5 Nebula

Mine Nebula

Dilemma

Engineer, 2 Navigation, Officer, and Cunning>31

Nebula. When you complete this mission, if you command three personnel, score 5 points.

"Every one of your ships has a mine on its belly, my finger's on the button, and you're in a very bad position."

• Hard Time

Dilemma

Place this dilemma in your core. Randomly select a personnel and place him or her on this dilemma. At the start of your next turn, remove this dilemma from the game and return the personnel on it to his or her owner's hand.

"... you haven't been in prison. What you experienced was an artificial reality, an interactive program that created memories of things that never actually happened."

• Outmatched

Dilemma

Consumer: X. (Your opponent places the top X cards of his or her dilemma pile face up beneath this mission.) For each dilemma your opponent consumes with this dilemma, add 10 Cunning to this dilemma's requirements. Unless you have Cunning>15, all your personnel are stopped.

"To even get to play him is a privilege."

• Entanglement

Dilemma

Consumer: 1. (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) Your opponent may spend three extra in total cost on dilemmas during this mission attempt.

"You've got spirit. I might just keep you for myself."

• An Issue of Trust

Dilemma

Unless you have Honor or Treachery, all your personnel are stopped. If you have two or more personnel who have Honor or Treachery, randomly select all but one of those personnel to be stopped.

"You don't trust me."

"I have no reason to."

• James T. Kirk

Original Thinker

Diplomacy 2 Honor Leadership Officer

Admiral. Commander: U.S.S. Enterprise. When a dilemma is about to be revealed, if this personnel is attempting a mission, you may remove him from the game to prevent and overcome that dilemma.

"I don't believe in the no-win scenario... I don't like to lose."

• Organia

Secure Strategic Base

Anthropology, 2 Leadership, Security, and (Cunning>32 or Strength>32)

Each of your personnel at this mission is attributes +1.

"... the only Class-M planet in the disputed area, ideally located for use by either side. ... inhabited by humanoids, a very peaceful, friendly people living in a primitive breed. Little of intrinsic value."

• Sector 21396

Commandeer Prototype

Intelligence, Officer, Treachery, and Cunning>33 or Leadership, 2 Officer, and Cunning>35

When you complete this mission, you may download a ship and place it at this mission (That ship is stopped). Name an affiliation. The downloaded ship becomes the named affiliation.