Star Trek CCG Dilemma Resolution Guide
Holodeck Adventures Supplement
by Kathy McCracken (Major Rakal)

This document supplements the 10/9/01 Dilemma Resolution Guide. It includes the 12 new dilemmas from the Holodeck Adventures expansion. The 1/7/02 Dilemma Resolution Guide includes all additions in this supplement.

LEGEND

[S]	Space
[P]	Planet
[S/P]	Space/Planet
[Q]	Q-dilemma (seeded with Beware of Q)
[AU]	Alternate Universe
[BO]	Borg Use Only
[3]	Countdown icon
[5 PT]	Point box
AT	Away Team

[TYPE][Q]   **CARD TITLE**   [OTHER ICONS][PT]
Actual game text of the dilemma. If the dilemma has official revised game text in the Glossary or Current Rulings, or on a reprinted card, the revised text appears here.
Exact details of how to resolve this dilemma: when it "stops" the Away Team or crew, when to discard it, how to make selections.

HOLODECK ADVENTURES DILEMMAS

[S/P]   **ALICE**
Unless 2 Computer Skill and Biology present, personnel with most Navigation (opponent's choice if tie or none) is captured. Discard dilemma.
If AT/crew meets conditions (2 Computer Skill and Biology), discard dilemma and continue to next. If not, select personnel with the most Navigation (opponent choosesif tie or no Navigation present) to be captured. Place dilemma on captive as a "trap" card and place captive on opponent's side of the spaceline (discard dilemma if opponent takes custody of captive). AT/ship and crew are "stopped."

[S/P][Q]   **AR-Q-OLOGIST**
Unless Archaeology and Honor present, opponent may "dig up" up to Q cards from their discard pile and place them in any order on top of draw deck, where Q=total number of [Skill] and [SD] icons on lowest INTEGRITY personnel present. Discard dilemma.
If AT/crew meets conditions (Archaeology and Honor), discard dilemma and continue to next. If not, find lowest INTEGRITY personnel present (apply enhancements) and count total number of [Skill] and [SD] icons on that personnel. Total=Q (i.e., Q is a variable equal to that number). Opponent may look through his discard pile and retrieve up to that many (number=Q) cards and place them in any order on top of his draw deck. AT/ship and crew are "stopped"*; discard dilemma. (This "Q" has nothing to do with Mortal Q's CUNNING of Q.)* "Stopping" applies only if dilemma was seeded under mission, not in a Q-Flash.

[S/P]   **CHULA: ECHOES**
To get past, three personnel present (random selection) are chosen. If the highest CUNNING among them is odd, all three are "stopped."
If AT/crew does not meet conditions (at least three personnel present to be chosen), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least three personnel in AT/crew, randomly select three and find the highest CUNNING of the three (apply enhancements). If highest CUNNING is even, discard dilemma and continue to next. If highest CUNNING is odd, all three are "stopped"; discard dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Zero is even.

[S/P]   **CHULA: TRICKERY**
Opponent conceals your personnel, randomly selects one, and recites their attribute numbers. Unless you can name the selected personnel, all are "stopped." Discard dilemma.
Opponent randomly selects one personnel card from Away Team or crew and recites the attribute numbers printed on the card (must be read in order of INTEGRITY, CUNNING, and STRENGTH). Do not apply enhancements. Attributes must be read as printed (e.g., 4+4, 7+7, 7+8 for a dual-personnel card; X, 8, 3 for Quark; etc.). If you can correctly name the selected personnel, discard dilemma and continue to next. Otherwise, AT/ship and crew are "stopped"; discard dilemma.

[S/P]   **CYTOPLASMIC LIFE-FORM**
Unless 3 Exobiology present, place on mission. Each of its skill requirements must be met by a different personnel when solving it.
If AT/crew meets conditions (3 Exobiology), discard dilemma and continue to next. Otherwise, place dilemma on mission; AT/ship and crew are "stopped." To solve this mission, each skill requirement must be met by a different personnel (but multiple copies of a personnel may be used to meet multiple requirements). Treachery x3 is considered to be three skill requirements. A personnel type such as MEDICAL is also a skill requirement (though it may be met by either a classification or a skill). Attribute totals (e.g., INTEGRITY>30) and special requirements such as "Female" are not skill requirements, and the personnel supplying these requirements may also supply a skill requirement.

[S/P]   **DEJAREN**
Two personnel (one [Holo] and one non-[Holo]) are killed (random selection) if their individual CUNNING[LT]9. To get past requires 2 Computer Skill remaining.
Separate AT/crew into [Holo] and non-[Holo] personnel. Randomly select one personnel card from each group (if there are only [Holo] or only non-[Holo] personnel present, just select one from that

group). Examine CUNNING of each personnel selected (apply enhancements). If individual's CUNNING[LT]9, that personnel is killed (the [Holo] personnel is deactivated instead). If remaining active AT/crew meets conditions (2 Computer Skill), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S]   **EMERGENT LIFE-FORM**   [3]
Place on ship. Now and start of each turn, opponent may move ship to another location (using its RANGE). If ship has Holodeck, cure with 2 ENGINEER and Astrophysics aboard.
Place dilemma on ship. If ship has a Holodeck and 2 ENGINEER and Astrophysics aboard, discard cured dilemma and continue to next. Otherwise, opponent may immediately move ship (if staffed) to another location, using whatever RANGE it has available (opponent may use all, part, or none of the RANGE, i.e., may leave the ship where it is). If ship is removed from mission location, mission attempt ends; if not, mission attempt must continue. Ship and crew are not "stopped." At start of each of your turns, opponent may move ship again (if staffed) up to its full available RANGE. Discard dilemma when cured with 2 ENGINEER and Astrophysics aboard (only if ship has a Holodeck) or when countdown expires at end of dilemma owner's 3rd turn.

[P]   **PRIMITIVE HUMANOIDS**
Unless 2 Leadership and Anthropology present, place two Away Team members (random selection) with dilemma atop mission until solved (or planet assimilated).
If AT meets conditions (2 Leadership and Anthropology), discard dilemma and continue to next. If not, randomly select two AT members and place with dilemma on top of mission. Rest of AT is "stopped." When mission is solved or planet assimilated, discard dilemma and return two AT members to planet surface.

[P]   **TALOSIAN CAGE**
Unless 3 Empathy OR Christopher Pike present, opponent may choose to discard two females (random selection) OR male with most [Skill] icons. Discard dilemma.
If AT meets conditions (3 Empathy OR Christopher Pike), discard dilemma and continue to next. If not, opponent may examine the entire Away Team and choose which to discard: either two randomly-selected females OR the male with the most [Skill] icons. Rest of AT is "stopped." Discard dilemma.

[S/P]   **THE CLOWN: GUILLOTINE**
Unless 2 Diplomacy present, kills one personnel (random selection) and "stops" each personnel whose total attributes are lower than killed personnel until end of your next turn.
If AT/crew meets conditions (2 Diplomacy), discard dilemma and continue to next. If not, randomly select one personnel and total its attributes (apply enhancements); that personnel is killed. Each remaining personnel whose total attributes are lower than those of the killed personnel is "stopped" until the end of your next turn. Rest of AT/ship and crew are "stopped" normally (until start of the next turn). replace dilemma under mission to be encountered again.

[S/P]   **THE CLOWN: PLAYING DOCTOR**
One personnel (random selection) and all others present who have the same first-listed skill are killed (only "stopped" if a [Holo] personnel present).
Randomly select one AT/crew member. That personnel and all others present who have the same first-listed skill are killed (or only "stopped" if any [Holo] personnel present). (If first-listed skill has been lost, all personnel whose first-listed skill was lost are killed.) Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P]   **YOUR GALAXY IS IMPURE**
Place on mission. Now and start of each mission or scouting attempt here, kills one personnel present (opponent's choice). (Immune to Adapt: Negate Obstruction.)
Place dilemma on mission. Opponent chooses one AT/crew member to be killed. Rest of AT/ship and crew are not "stopped" and must continue to next dilemma. Each time either player begins a mission or scouting attempt at this mission, your opponent must choose one AT/crew member to be killed.

Star Trek CCG Dilemma Resolution Guide
Holodeck Adventures Supplement
by Kathy McCracken (Major Rakal)

This document supplements the 10/9/01 Dilemma Resolution Guide. It includes the 12 new dilemmas from the Holodeck Adventures expansion. The 1/7/02 Dilemma Resolution Guide includes all additions in this supplement.

LEGEND

[S]	Space
[P]	Planet
[S/P]	Space/Planet
[Q]	Q-dilemma (seeded with Beware of Q)
[AU]	Alternate Universe
[BO]	Borg Use Only
[3]	Countdown icon
[5 PT]	Point box
AT	Away Team

[TYPE][Q]   CARD TITLE   [OTHER ICONS][PT]

Actual game text of the dilemma. If the dilemma has official revised game text in the Glossary or Current Rulings, or on a reprinted card, the revised text appears here.

Exact details of how to resolve this dilemma: when it "stops" the Away Team or crew, when to discard it, how to make selections.

HOLODECK ADVENTURES DILEMMAS

[S/P]   ALICE

Unless 2 Computer Skill and Biology present, personnel with most Navigation (opponent's choice if tie or none) is captured. Discard dilemma.

If AT/crew meets conditions (2 Computer Skill and Biology), discard dilemma and continue to next. If not, select personnel with the most Navigation (opponent choosesif tie or no Navigation present) to be captured. Place dilemma on captive as a "trap" card and place captive on opponent's side of the spaceline (discard dilemma if opponent takes custody of captive). AT/ship and crew are "stopped."

[S/P][Q]   AR-Q-OLOGIST

Unless Archaeology and Honor present, opponent may "dig up" up to Q cards from their discard pile and place them in any order on top of draw deck, where Q=total number of [Skill] and [SD] icons on lowest INTEGRITY personnel present. Discard dilemma.

If AT/crew meets conditions (Archaeology and Honor), discard dilemma and continue to next. If not, find lowest INTEGRITY personnel present (apply enhancements) and count total number of [Skill] and [SD] icons on that personnel. Total=Q (i.e., Q is a variable equal to that number). Opponent may look through his discard pile and retrieve up to that many (number=Q) cards and place them in any order on top of his draw deck. AT/ship and crew are "stopped"*; discard dilemma. (This "Q" has nothing to do with Mortal Q's CUNNING of Q.)* "Stopping" applies only if dilemma was seeded under mission, not in a Q-Flash.

[S/P]   CHULA: ECHOES

To get past, three personnel present (random selection) are chosen. If the highest CUNNING among them is odd, all three are "stopped."

If AT/crew does not meet conditions (at least three personnel present to be chosen), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If at least three personnel in AT/crew, randomly select three and find the highest CUNNING of the three (apply enhancements). If highest CUNNING is even, discard dilemma and continue to next. If highest CUNNING is odd, all three are "stopped"; discard dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Zero is even.

[S/P]   CHULA: TRICKERY

Opponent conceals your personnel, randomly selects one, and recites their attribute numbers. Unless you can name the selected personnel, all are "stopped." Discard dilemma.

Opponent randomly selects one personnel card from Away Team or crew and recites the attribute numbers printed on the card (must be read in order of INTEGRITY, CUNNING, and STRENGTH). Do not apply enhancements. Attributes must be read as printed (e.g., 4+4, 7+7, 7+8 for a dual-personnel card; X, 8, 3 for Quark; etc.). If you can correctly name the selected personnel, discard dilemma and continue to next. Otherwise, AT/ship and crew are "stopped"; discard dilemma.

[S/P]   CYTOPLASMIC LIFE-FORM

Unless 3 Exobiology present, place on mission. Each of its skill requirements must be met by a different personnel when solving it.

If AT/crew meets conditions (3 Exobiology), discard dilemma and continue to next. Otherwise, place dilemma on mission; AT/ship and crew are "stopped." To solve this mission, each skill requirement must be met by a different personnel (but multiple copies of a personnel may be used to meet multiple requirements). Treachery x3 is considered to be three skill requirements. A personnel type such as MEDICAL is also a skill requirement (though it may be met by either a classification or a skill). Attribute totals (e.g., INTEGRITY>30) and special requirements such as "Female" are not skill requirements, and the personnel supplying these requirements may also supply a skill requirement.

[S/P]   DEJAREN

Two personnel (one [Holo] and one non-[Holo]) are killed (random selection) if their individual CUNNING[LT]9. To get past requires 2 Computer Skill remaining.

Separate AT/crew into [Holo] and non-[Holo] personnel. Randomly select one personnel card from each group (if there are only [Holo] or only non-[Holo] personnel present, just select one from that

group). Examine CUNNING of each personnel selected (apply enhancements). If individual's CUNNING[LT]9, that personnel is killed (the [Holo] personnel is deactivated instead). If remaining active AT/crew meets conditions (2 Computer Skill), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S]   EMERGENT LIFE-FORM   [3]

Place on ship. Now and start of each turn, opponent may move ship to another location (using its RANGE). If ship has Holodeck, cure with 2 ENGINEER and Astrophysics aboard.

Place dilemma on ship. If ship has a Holodeck and 2 ENGINEER and Astrophysics aboard, discard cured dilemma and continue to next. Otherwise, opponent may immediately move ship (if staffed) to another location, using whatever RANGE it has available (opponent may use all, part, or none of the RANGE, i.e., may leave the ship where it is). If ship is removed from mission location, mission attempt ends; if not, mission attempt must continue. Ship and crew are not "stopped." At start of each of your turns, opponent may move ship again (if staffed) up to its full available RANGE. Discard dilemma when cured with 2 ENGINEER and Astrophysics aboard (only if ship has a Holodeck) or when countdown expires at end of dilemma owner's 3rd turn.

[P]   PRIMITIVE HUMANOIDS

Unless 2 Leadership and Anthropology present, place two Away Team members (random selection) with dilemma atop mission until solved (or planet assimilated).

If AT meets conditions (2 Leadership and Anthropology), discard dilemma and continue to next. If not, randomly select two AT members and place with dilemma on top of mission. Rest of AT is "stopped." When mission is solved or planet assimilated, discard dilemma and return two AT members to planet surface.

[P]   TALOSIAN CAGE

Unless 3 Empathy OR Christopher Pike present, opponent may choose to discard two females (random selection) OR male with most [Skill] icons. Discard dilemma.

If AT meets conditions (3 Empathy OR Christopher Pike), discard dilemma and continue to next. If not, opponent may examine the entire Away Team and choose which to discard: either two randomly-selected females OR the male with the most [Skill] icons. Rest of AT is "stopped." Discard dilemma.

[S/P]   THE CLOWN: GUILLOTINE

Unless 2 Diplomacy present, kills one personnel (random selection) and "stops" each personnel whose total attributes are lower than killed personnel until end of your next turn.

If AT/crew meets conditions (2 Diplomacy), discard dilemma and continue to next. If not, randomly select one personnel and total its attributes (apply enhancements); that personnel is killed. Each remaining personnel whose total attributes are lower than those of the killed personnel is "stopped" until the end of your next turn. Rest of AT/ship and crew are "stopped" normally (until start of the next turn). replace dilemma under mission to be encountered again.

[S/P]   THE CLOWN: PLAYING DOCTOR

One personnel (random selection) and all others present who have the same first-listed skill are killed (only "stopped" if a [Holo] personnel present).

Randomly select one AT/crew member. That personnel and all others present who have the same first-listed skill are killed (or only "stopped" if any [Holo] personnel present). (If first-listed skill has been lost, all personnel whose first-listed skill was lost are killed.) Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P]   YOUR GALAXY IS IMPURE

Place on mission. Now and start of each mission or scouting attempt here, kills one personnel present (opponent's choice). (Immune to Adapt: Negate Obstruction.)

Place dilemma on mission. Opponent chooses one AT/crew member to be killed. Rest of AT/ship and crew are not "stopped" and must continue to next dilemma. Each time either player begins a mission or scouting attempt at this mission, your opponent must choose one AT/crew member to be killed.