

# Star Trek CCG Dilemma Resolution Guide

## The Borg Supplement

by Kathy McCracken (Major Rakal)

This document supplements the 5/16/01 Dilemma Resolution Guide. It includes the 9 new dilemmas from The Borg expansion and clarified or corrected resolutions for several earlier dilemmas, including changes stemming from changes to the Borg rules. The 10/9/01 Dilemma Resolution Guide includes all additions and changes 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.

## THE BORG DILEMMAS

[S]                      ANKARI "SPIRITS"

Unless 3 Honor and INTEGRITY>35 present, place on ship. Now and start of each turn, kills two crew members (random selection). Cure with 3 ENGINEER and Exobiology.

If crew meets conditions (3 Honor and INTEGRITY>35), discard dilemma and continue to next. If not, place dilemma on ship; randomly select two crew members to die; ship and crew are "stopped". Start of each of your turns, randomly select two crew members to be killed. Discard dilemma when cured with 3 ENGINEER and Exobiology aboard.

[S/P]                      IMPRESSIVE TROPHIES

Unless CUNNING>50, crew or Away Team member with the most [Skill] icons OR highest CUNNING + STRENGTH (opponent's choice) is captured. Discard dilemma.

If AT/crew meets conditions (CUNNING>50), discard dilemma and continue to next. If not, opponent chooses the personnel with either the most skill dot • icons OR the highest CUNNING + STRENGTH (opponent resolves any ties) 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]                      INVASIVE PROCEDURES                      [3]

Unless a [Def] Borg OR MEDICAL, CUNNING>35, and a phaser or disruptor present, place on ship; quarantined. Each crew member loses first-listed skill and is attributes all -2.

If crew meets conditions ([Def] Borg OR MEDICAL, CUNNING>35, and a phaser or disruptor), discard dilemma and continue to next. If not, place dilemma on ship; it is quarantined (personnel may not leave ship). Ship and crew are "stopped." Each crew member loses first-listed skill and is attributes all -2 until dilemma discarded when countdown expires (end of 3rd turn of player who seeded dilemma).

[S]                      PHOTONIC ENERGY BEING                      [2]

Three crew members (random selection) are held with dilemma atop mission; discard all when countdown expires. Cure with [Holo] personnel OR Anthropology and Diplomacy.

Randomly select three crew members and place with dilemma atop mission. If [Holo] personnel OR Anthropology and Diplomacy remain in crew, discard cured dilemma and retrieve held personnel. Ship and crew are not "stopped" and must continue to next dilemma. Discard dilemma and personnel when countdown expires (end of 2nd turn of player who seeded dilemma). Discard dilemma if cured before countdown expires with [Holo] personnel OR

Anthropology and Diplomacy in one crew/AT at mission location (relocate held crew members to that crew/AT).

[S]                      REPLICATOR ACCIDENT                      [5 PT]

Ship is damaged and entire crew is killed unless ENGINEER, Physics, and CUNNING>30 present. Discard dilemma.

If crew meets conditions (ENGINEER, Physics, and CUNNING>30), place dilemma in bonus point area and continue to next. If not, ship is damaged and all crew members attempting the mission are killed. Discard dilemma.

[P]                      SABOTAGED NEGOTIATIONS

To get past, four personnel present (random selection) "attend a conference." If their total INTEGRITY<24, each one without Treachery x2 is killed.

If AT does not meet conditions (at least four personnel present to "attend a conference"), AT is "stopped"; replace dilemma under mission to be encountered again. If at least four personnel in AT, randomly select four and check their total INTEGRITY (apply enhancements). If their total INTEGRITY<24, each of the four who does not have Treachery x2 is killed; discard dilemma whether anyone is killed or not. Rest of AT is not "stopped" and must continue to next dilemma.

[S/P]                      THE CLOWN: BENEATH THE MASK

To get past, one personnel must have total attributes>23.

If AT/crew meets conditions (at least one personnel with total attributes>23, including enhancements), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P]                      THE CLOWN: MY FESTIVAL

To get past, crew or Away Team must have no fewer personnel than lowest INTEGRITY present and no more personnel than highest INTEGRITY present.

If AT/crew meets conditions (no fewer personnel than lowest INTEGRITY present and no more personnel than highest INTEGRITY present, including enhancements), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P]                      THE WEAK WILL PERISH

Kills each personnel who has any printed attribute<5 and each [univ] Borg drone present. (Immune to Adapt: Negate Obstruction.)

Examine each AT/crew member's printed attributes. If any attribute is <5, or of the personnel is a [Univ] Borg drone, that personnel is killed. Discard dilemma whether anyone is killed or not. Rest of AT/crew is not "stopped" and must continue to next dilemma. (This is a Species 8472-related dilemma which may be nullified by Borg Nanoprobes.)

## CHANGES AND CLARIFICATIONS TO EXISTING DILEMMA RESOLUTIONS

[S/P]                      ANDROID NIGHTMARES                      [AU]

If android present, one non-android personnel (random selection) killed (three if Interphasic Plasma Creatures affecting you) unless Empathy OR Dr. Soong present.

Delete the following (species is no longer irrelevant to the Borg): (Species trigger; Borg are immune.)

[S/P]                      BENDSI SYNDROME

One Vulcan without Youth present (opponent's choice) dies the next time you score points. Until then, all your personnel are INTEGRITY -2 where present.

Delete the following (species is no longer irrelevant to the Borg): (Species trigger; Borg are immune.)

[S/P]                      BORG SERVO                      [BO]

Unless Cybernetics and MEDICAL present, opponent (if playing Borg) assimilates one personnel present (random selection). Discard dilemma.

...On Borg player's turn, may beam to Borg ship if at same location and a drone available which allows beaming through enemy SHIELDS....

[S/P]                      CHINESE FINGER PUZZLE

If android present, crew or Away Team is stopped until end of turn and androids are stopped for X full turns, where X = number of androids present. Discard dilemma. Delete the following (species is no longer irrelevant to the Borg): (Species trigger; Borg are immune.)

[S]                      CONUNDRUM                      [AU]

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

...You may not target a cloaked, phased, or landed ship, or a ship in a Temporal Rift or Time Travel Pod (they are invalid targets). You may change targets at any time. If selected target at any time becomes invalid or leaves play, you must target a different ship. Discard dilemma after attacking a target ship, or if at any time there is no valid target in play. A ship in another quadrant or at a time location is a valid target even if you have no way to get there....

[A ship in the Delta Quadrant is now a valid target.]

[P]                      CRISIS

To get past requires Leadership (or [Com] and [Def] icons) in Away Team and an OFFICER-classification personnel (or 2 [Def] Borg) aboard your ship at this location.

If you meet conditions [Leadership (or [Com] and [Def] icons) in Away Team and an OFFICER-classification personnel (or 2 [Def] Borg) aboard your ship at this location], discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again. (Ship and crew, if any, are not "stopped", because they are not participating in the mission attempt.)

[S/P][Q]                      GO BACK WHENCE THOU CAMEST

Unless 10 < INTEGRITY < 50, at the end of your turn opponent may immediately relocate any one of your ships at this location to one of your outposts.

Delete the following (Delta Quadrant outposts no longer have any special immunities): (Opponent may relocate your Borg ship to your Delta Quadrant outpost.)

[S/P]                      MALE'S LOVE INTEREST & PLAGUE SHIP                      [5 PT]

MALE'S LOVE INTEREST: Male crew or Away Team member (random selection) runs off with lover to furthest planet.

TARELLIAN PLAGUE SHIP: Entire crew or Away Team immediately dies unless MEDICAL beams over (discarded). Discard dilemma.

...The MEDICAL can beam away even if the ship or planet is under quarantine. The dilemma is assumed to provide transporters if your crew or Away Team does not have them available, but cannot overcome obstacles to beaming.

[S]                      TARELLIAN PLAGUE SHIP                      [5 PT]

Entire crew immediately dies from plague unless MEDICAL "beams over" (discarded) to Tarellians. Discard dilemma.

...The MEDICAL can beam away even if the ship is under quarantine. The dilemma is assumed to provide transporters if the ship does not have them available, but cannot overcome obstacles to beaming.

[S/P]                      UNDETECTED BEAM-IN

Opponent may download to this location up to 4 Borg drones or Rogue Borg Mercenaries (they do not battle now). Nullify dilemma with Shelby OR 4 SECURITY.

...On Borg player's turn, may beam to Borg ship if at same location and a drone available which allows beaming through enemy SHIELDS....