

Star Trek CCG Dilemma Resolution Guide

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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, 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.

[S] ABANDON SHIP!

If ship damaged or RANGE reduced, personnel not needed for staffing are placed with dilemma atop mission. Rescue (opponent may capture) personnel with different ship here.

If ship is not damaged and RANGE not reduced, discard dilemma and continue to next. Otherwise, choose personnel required for staffing ([C] can sub for [S]); affiliated ship requires one matching personnel). Place others with dilemma on top of mission. Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma when you rescue personnel with another ship (after mission attempt is over) or opponent captures them (on his turn; relocate to opponent's ship).

[P] ALIEN ABDUCTION

Most CUNNING Away Team member (owner's choice if tie) is held captive by aliens until mission completed OR 3 Leadership present.

Place on most CUNNING personnel in AT (if tie, owner chooses). It forms separate AT. If 3 Leadership remain in original AT, discard cured dilemma and victim rejoins AT. If not, remaining AT is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 3 Leadership or when mission is completed. (Not capturing-related card.)

[P] ALIEN LABYRINTH

To get through this maze-like structure and continue, Away Team must have a Tricorder OR 2 ENGINEER.

If AT meets conditions (Tricorder OR 2 ENGINEER), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] ALIEN PARASITES

Unless INTEGRITY>32, Away Team infected. They beam back and opponent immediately controls ship and crew until "stopped." Then turn resumes.

If AT meets conditions (INTEGRITY>32), discard dilemma and continue to next. If not, set dilemma aside while opponent controls AT and their ship and remaining crew (or outpost crew) until they are "stopped" or he has no further actions to take (AT is now "stopped"). Only legal moves may be made (all affiliation restrictions on battle and attempting missions apply; if controlling Borg, restrictions on forming Away Teams apply; opponent may not use your Borg objective). Opponent may re-attempt mission and score points if completed. After AT is "stopped", replace dilemma under mission to be encountered again.

[S/P] ALTONIAN BRAIN TEASER

Most CUNNING personnel present is "stopped." If their CUNNING<15, bonus points scored at this spaceline location do not count toward winning. Discard dilemma.

Locate most CUNNING personnel in AT/crew (if tie, opponent chooses). He is "stopped". If his CUNNING<15, any bonus points scored at any time during game at this spaceline location (before or after encountering dilemma) do not count toward winning (still count for other purposes, such as Dead End; leave cards in bonus point area if applicable). Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] ANAPHASIC ORGANISM

If Female(s) in Away Team, the one with highest total attribute numbers resigns (is discarded), unless SECURITY and MEDICAL present. Discard dilemma.

If no female in AT, discard dilemma and continue to next. Otherwise: If AT meets conditions (SECURITY and MEDICAL), discard dilemma and continue to next. If not, locate female in AT with highest total attributes (apply enhancements; if tie, opponent chooses) and discard; AT is "stopped"; discard dilemma. The discarded female is not killed. (Gender-related; discard immediately if playing Borg.)

[S] ANCIENT COMPUTER

Cannot get past unless 2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER present.

If crew meets conditions (2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[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.

If no android in AT/crew, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (Empathy OR Dr. Soong), discard dilemma and continue to next. If not, randomly select one non-android (if any present) to be killed; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again, even if no one is killed. (Species trigger; Borg are immune.)

[P] ANGRY BOB

Kills a SECURITY or shape-shifter present (random selection) unless remaining Away Team has INTEGRITY>27 from up to four personnel OR STRENGTH>50. Discard dilemma.

If no SECURITY or shape-shifters in AT, discard dilemma and continue to next. Otherwise, shuffle all SECURITY and shape-shifters in AT and randomly select one. If remaining AT meets conditions (INT>27 from up to 4 personnel OR STR>50 total), discard dilemma and entire AT continues to next. If not, selected personnel is killed; rest of AT is "stopped"; discard dilemma.

[S] APHASIA DEVICE

Place on ship. Quarantined. Now and end of each turn, disables one personnel aboard (random selection). If all crew disabled, all die. Cure with 2 MEDICAL and 2 Biology.

Place on ship. Randomly select one crew member to be disabled. If 2 MEDICAL + 2 Biology remain, discard cured dilemma. Crew is not "stopped" (except disabled) and must continue to next dilemma. Randomly select another personnel to be disabled end of this and each of your following turns. If all crew disabled, all die and are discarded. No one can leave ship. Anyone boarding ship is also quarantined and subject to disabling. Discard dilemma only when cured with non-disabled 2 MEDICAL + 2 Biology (even if all crew dies). All disabled are cured when dilemma is discarded.

[P] ARCHER

Away Team member with highest total attribute numbers is shot and dies unless SECURITY and MEDICAL present. Discard dilemma.

If AT meets conditions (SECURITY and MEDICAL), discard dilemma and continue to next. If not, locate AT member with highest total attributes (apply enhancements; if tie, opponent chooses) to be killed; AT is "stopped"; discard dilemma.

[S/P] ARMS DEAL [5 PT]

Unless Acquisition OR Vulcan with Treachery OR Smuggling OR [M] personnel present, crew or Away Team "stopped." Discard dilemma.

If AT/crew meets conditions (Acquisition OR (Vulcan with Treachery) OR Smuggling OR [M] personnel), place dilemma in bonus point area and continue to next. If not, AT/ship and crew are "stopped"; discard dilemma.

[P] ARMUS — SKIN OF EVIL

Kills one Away Team member (random selection). Discard dilemma.

Randomly select one AT member to be killed. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] ARMUS — STICKY SITUATION

Strongest Away Team member is "stopped" if another personnel present has Diplomacy and CUNNING>7, killed otherwise. Discard dilemma only if any personnel remain.

Locate strongest AT member (if tie, opponent chooses). Is there another personnel in AT with Diplomacy and CUNNING>7?

- Yes: strongest is "stopped". Discard dilemma and rest of AT continues to next dilemma.

- No: strongest is killed. If no one else present, replace dilemma under mission to be encountered again. If other personnel remain, discard dilemma and rest of AT continues to next dilemma.

[S/P] ASSASSIN'S BLADE

Unless CUNNING>36 OR 2 SECURITY present, assassin kills one personnel present (opponent's choice) except a shape-shifter or android.

If AT/crew meets conditions (CUNNING>36 OR 2 SECURITY), discard dilemma and continue to next. If not, opponent chooses one personnel to die (not shape-shifter or android); AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again, even if no one killed.

[S/P] BALANCING ACT

Each player whose missions with point boxes are mostly [S] or mostly [P] (by a difference of 3 or more) loses 50 points (even if playing Borg).

Calculate difference between space and planet missions (with point boxes) for each player. If difference is 3 or more, that player loses 50 points. Examples: 3P - 3S= 0 or 4S - 2P= 2, no point loss; 5S - 1P= 4 or 6P - 0S= 6, lose 50 points; 4 univ Space (no point boxes), 1S (with point box), and 3P (with point boxes) = 3P - 1S = 2, no point loss. Affects both players, including Borg player. Note point losses and discard dilemma. Player may lose points from more than one Balancing Act dilemma.

[S/P] BARCLAY'S PROTOMORPHOSIS DISEASE [10 PT]

Entire crew or Away Team (except androids) de-evolves (dies) unless MEDICAL, SCIENCE and SECURITY present. Discard dilemma.

If AT/crew meets conditions (MEDICAL, SCIENCE and SECURITY), place dilemma in bonus point area and continue to next. If not, AT/crew dies (except androids, Exocomps, and holograms, which are "stopped"); ship is "stopped"; discard dilemma. (DNA-related dilemma)

[S/P] BENDU 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.

If no (Vulcan without Youth) in AT/crew, discard dilemma and continue to next. Otherwise: Opponent chooses one Vulcan without Youth to place dilemma on. AT/crew is not "stopped" and must continue to next dilemma. All personnel present with affected Vulcan are INTEGRITY -2. Next time you score points, Vulcan dies; discard dilemma. (Species trigger; Borg are immune.)

[S/P] BERSERK CHANGELING

Unless 2 hand weapons OR 3 SECURITY OR Changeling Sweep OR Shape-Shift Inhibitor OR Interphase Generator OR Mora Pol present, kills a non-changeling present (random selection).

If AT/crew meets conditions (2 hand weapons OR 3 SECURITY OR Changeling Sweep OR Shape-Shift Inhibitor OR Interphase Generator OR Mora Pol), discard dilemma and continue to next. If not, randomly select one non-changeling (if any) to die; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again, even if no one is killed.

[S] **BIRTH OF "JUNIOR"**
Place on ship. Range reduced by 1 each turn until 3 ENGINEER aboard which discards "Junior" and restores range. If Range=0, ship is destroyed.
Place on ship. If 3 ENGINEER in crew, discard cured dilemma. If not, crew is not "stopped" and must continue to next dilemma (RANGE not reduced yet). At end of each of your turns, reduce ship RANGE by 1. If RANGE is reduced to 0, ship is destroyed (discard with all cards aboard). Discard dilemma when cured with 3 ENGINEER aboard or when ship destroyed.

[P] **BLENDED**
To get past requires Empathy, Diplomacy, Morn or any Scotty. All such personnel are "stopped," but if two or more present, one must continue (random selection).
If none of the conditions (Empathy, Diplomacy, Morn or any Scotty) are in the AT, the AT is "stopped"; replace dilemma under mission to be encountered again. If only one personnel meeting any of the conditions is in the AT, that one is "stopped" and the rest of the AT (if any) continues to the next dilemma; discard dilemma. If more than one personnel meeting any of the conditions is in the AT, randomly select one to continue with the rest of the AT to the next dilemma; all others meeting any of the conditions are "stopped"; discard dilemma.

[S/P] **BORG SERVO** [BO]
Unless Cybernetics and MEDICAL present, opponent (if playing Borg) assimilates one personnel present (random selection). Discard dilemma.
If AT/crew meets conditions (Cybernetics and MEDICAL), discard dilemma and continue to next. If not, randomly select one personnel which opponent (if Borg) assimilates as a drone; AT/ship and crew are "stopped"; discard dilemma even if no personnel is assimilated. Remove ANIMALS and holograms from the random selection pool. Assimilated personnel stays on planet as Away Team, or on ship as intruder. On Borg player's turn, may beam to Borg ship if at same location and Transport Drone available to beam through enemy SHIELDS. Assimilated personnel may not initiate battle unless current objective allows it (and only on Borg player's turn).

[S] **BORG SHIP** [45 PT]
Self-controlling ship (WEAPONS=24, SHIELDS=24). Start here. Attacks everything. End of every turn, moves 1 card toward and off spaceline's long end. Destroy for bonus.
Play on spaceline and note farthest end (left or right). Borg Ship immediately initiates ship battle against all targets (ships and facilities) at the location where encountered. Attacks each target with full 24 WEAPONS. Multiple ships and facilities of one player may return fire together. All targets are "stopped" by the attack (if not destroyed). At end of every turn of both players, Borg Ship moves one card toward farthest end of spaceline. Immediately attacks all targets at new location. Also attacks targets that move to or appear at its location during any turn. If destroyed in battle before moving off spaceline, place dilemma in destroyer's bonus point area. Discard dilemma when it moves off end of spaceline (or if destroyed other than in battle).

[S/P] **BRIEF ROMANCE** [2]
Opponent specifies "male" or "female." Place on one personnel present of that gender (random selection). That personnel is "stopped" until countdown expires.
After opponent specifies "male" or "female", randomly select one personnel of that gender and place dilemma on them. (If none of that gender present, discard dilemma.) That one is "stopped" till end of 2nd turn of player who seeded dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when countdown expires. (Gender-related; Borg player discards immediately.)

[S/P] **CARDASSIAN TRAP**
Unless Empathy present, opponent captures one unique, non-Cardassian personnel from you (random selection) and places it on their side as a captive, along with trap.
If AT/crew meets conditions (Empathy), discard dilemma and continue to next. If not, randomly select one unique, non-Cardassian (if any present) to be captured; place dilemma on

personnel as a "trap" card; AT/ship and crew are "stopped". If no unique non-Cardassian in AT/crew, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. (Borg Queen is not unique and cannot be captured.)

[S/P] **CENTER OF ATTENTION**
Unless 4 SECURITY OR hand weapon and CUNNING>36 OR any Quark present, kills one personnel present (opponent's choice) who has Treachery or Greed. Discard dilemma.
If AT/crew meets conditions (4 SECURITY OR hand weapon and CUNNING>36 OR any Quark), discard dilemma and continue to next. If not, opponent chooses one AT/crew member with Treachery or Greed (if any present) to be killed; AT/ship and crew are "stopped"; discard dilemma even if no one is killed.

[P] **CHALNOTH** [5 PT]
Kills one Away Team member (opponent's choice) unless 3 SECURITY OR STRENGTH>40 present. Discard dilemma.
If AT meets conditions (3 SECURITY OR STRENGTH>40), discard dilemma and continue to next. If not, opponent chooses one AT member to die; AT is "stopped"; discard dilemma.

[S/P] **CHINESE FINGER PUZZLE**
If android present, Away Team is stopped until end of turn and androids are stopped for X full turns, where X = number of androids present. Discard dilemma.
If no android in AT/crew, discard dilemma and continue to next. Otherwise: Place dilemma on android(s), who are "stopped" for X full turns (X=number of androids present). Rest of AT/crew is "stopped" until end of current turn. Discard dilemma after androids are "unstopped". (Species trigger; Borg are immune.)

[S/P] **CHULA: CROSSROADS**
Immediately probe (then draw probe card): [Ref], [Bar], [GQ], [Fer]: "Stops" two personnel (your choice).
Otherwise: "Stops" one personnel (opponent's choice).
Probe your draw deck (look at top card). If one of the listed icons ([Ref], [Bar], [GQ], [Fer]) appears anywhere on the probe card, choose two personnel in AT/crew to be "stopped". If not, opponent chooses one personnel in AT/crew to be "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Draw probe card and discard dilemma regardless of outcome.

[S/P] **CHULA: PICK ONE TO SAVE TWO**
To get past requires three personnel present (random selection) to face thialo. Choose one of those three to return to your hand, or all three are "stopped."
If AT/crew does not meet conditions (at least three personnel present to face thialo), 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 make choice:
• choose one of the three to return to your hand, OR
• all three are "stopped".
Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P] **CHULA: THE ABYSS**
To get past, three personnel present (random selection) must face the abyss. If their total CUNNING is odd, they are "stopped" and, if possible, relocated to Quark's Bar.
If AT/crew does not meet conditions (at least three personnel present to face the abyss), 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 total their CUNNING (apply enhancements). If total CUNNING is even, discard dilemma and continue to next. If total CUNNING is odd, all three are "stopped"; if Quark's Bar is in play, relocate personnel to that site (even across quadrants); discard dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Zero is even.

[S/P] **CHULA: THE CHANDRA**
One person (random selection) continues, along with all crew or Away Team members who have at least one attribute number matching that personnel. Others are "stopped."

Randomly select one AT/crew member who will continue mission or scouting attempt. Examine each of the other AT/crew members. If at least one of their attributes matches the selected personnel's same attribute, they also continue. If not, they are "stopped". Apply all enhancements. INTEGRITY must match INTEGRITY, STRENGTH must match STRENGTH and/or CUNNING must match CUNNING.

[S/P] **CHULA: THE DICE**
To get past requires one personnel with INTEGRITY>6, another with CUNNING>7 and a third with STRENGTH>8.
If AT/crew meets conditions (one personnel with INTEGRITY>6, another with CUNNING>7 and a third with STRENGTH>8), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **CHULA: THE DOOR**
To get past, two personnel must each contribute any one of their attributes to equal a total of 5 or 21. Nullify by placing any doorway out-of-play from hand.
If nullified by placing any Doorway card out-of-play from your hand, discard nullified dilemma and continue to next. Otherwise, examine AT/crew to see if it meets the conditions: two personnel who may each contribute any one of their attributes to equal a total of 5 or 21. The two personnel may contribute the same attribute or different ones. Apply any applicable attribute modifiers; an undefined attribute is treated as zero. (A one-person AT/crew cannot pass this dilemma.) If AT/crew meets conditions, discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **CHULA: THE LIGHTS**
Crew or Away Team member with total attributes closest to 22 (your choice if tie) returns to hand. To get past requires CUNNING>24 remaining.
Locate AT/crew member with total attributes closest to 22 (apply enhancements; if tie, you choose) and return to your hand. If remaining AT/crew meets conditions (CUNNING >24), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **CLAN PEOPLE**
To get past, must have Opaka present OR CUNNING>38 from up to five Away Team members.
If AT meets conditions (Opaka OR CUNNING>38 from up to 5 AT members), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P] **COALESCENT ORGANISM**
Unless Exobiology present, one personnel (random selection) dies at end of your next turn. If others present at the death, organism is passed on to one of them (random selection), etc.
If AT/crew meets conditions (Exobiology), discard dilemma and continue to next. If not, randomly select one personnel to place dilemma on; AT/ship and crew are "stopped". Victim dies at end of your next turn and passes on dilemma to next randomly selected victim, etc. Discard dilemma only if victim dies alone. Can be passed on to opponent's personnel if present with yours.

[S/P] **COMMON THIEF**
If any equipment present, discard one (random selection). Otherwise, kills a personnel present (opponent's choice) who has STRENGTH + CUNNING<15. Discard dilemma.
If equipment present, randomly select one to discard. If not, opponent chooses a personnel with STR + CUNN <15 (if any) to be killed. In either case, rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma even if no one is killed.

[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.
If crew meets conditions (INTEGRITY>40), discard dilemma and continue to next. If not, place dilemma on ship; ship and crew are "stopped". On your next turn, target an opponent's ship to chase and attack. Discard dilemma after attacking an opponent's ship, or if there is no valid target (no ship, or it docks, moves to the Delta Quadrant or leaves play). A ship in another quadrant (except Delta Quadrant) is a valid target even if you have no way to get there. (This is a "required movement"; see Glossary for rules. Overrides Borg attack restrictions.)

[S] COSMIC STRING FRAGMENT [5 PT]

Ship is sucked in and destroyed unless Astrophysics OR ENGINEER OR Navigation aboard. Discard dilemma.
If crew meets conditions (Astrophysics OR ENGINEER OR Navigation), place dilemma in bonus point area and continue to next. If not, ship is destroyed (discard with all cards aboard); discard dilemma.

[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 and ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] CRYSTALLINE ENTITY [5 PT]

Space mission: kills all life on ship unless SHIELDS>6 OR Music aboard. Planet mission: kills entire Away Team unless SCIENCE and MEDICAL present. Discard dilemma.
Space mission: If ship or crew meets conditions (SHIELDS>6 OR Music), place dilemma in bonus point area and continue to next. If not, all personnel on ship (including "stopped", disabled, intruders etc.) are killed; ship is "stopped"; discard dilemma.
Planet mission: If AT meets conditions (SCIENCE and MEDICAL), place dilemma in bonus point area and continue to next. If not, entire AT is killed; discard dilemma.

[S] CYTHERIANS [15 PT]

Place on ship. Ship must do nothing but travel to far end of spaceline at normal speed. When reached, discard dilemma. Score points.
Place on ship. Crew is not "stopped" and must begin travel immediately if staffed and range remaining on ship. Place dilemma in bonus point area upon reaching end of spaceline. If ship is destroyed first, discard dilemma. (This is a required action; see Glossary for rules. Borg must play out dilemma but do not score points.)

[S/P] DACROK

Place on mission. Now and start of each turn, kills personnel with lowest total attributes at this location. May be nullified by INTEGRITY + CUNNING + STRENGTH >150 at this location.
If any single AT/crew's total INT + CUNN + STR >150 at this location, dilemma is nullified; discard and continue to next dilemma. Otherwise, place dilemma on mission. Locate personnel with lowest total attributes (if tie, opponent chooses) anywhere at this location (either player's personnel, on planet, ship, or facility). Personnel is killed. Kills one personnel with lowest total attributes at location, start of each of your turns. Either player may nullify by bringing a single AT or crew to this location with total attributes >150 (but their presence does not automatically nullify). Discard dilemma when nullified.

[S/P] DANGEROUS LIAISONS

To get past requires 3 Treachery and Acquisition OR 2 SCIENCE and 2 SECURITY OR Ty Kajada. Nullify by discarding Recruit Mercenaries from hand.
If nullified by discarding Recruit Mercenaries from your hand, discard nullified dilemma and continue to next. Otherwise, if

AT/crew meets conditions (3 Treachery and Acquisition OR 2 SCIENCE and 2 SECURITY OR Ty Kajada), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] DEAD END

Unless you have at least 50 points, cannot get past; place dilemma atop mission; it may not be attempted by a player with less than 50 points. (Unique.)
If you meet conditions (have at least 50 points), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; place dilemma on top of mission. No player with less than 50 points may attempt mission, but Borg may scout mission. Dilemma remains atop mission even after mission is completed or planet assimilated. While in play, if a second copy seeded by the same player is encountered by either player, discard the second copy.

[S/P] DNA CLUES

Place on mission. Further dilemmas requiring any MEDICAL here require 2 more if you continue OR 2 less if crew or Away Team has Exobiology and "stops" now to investigate.
Place dilemma on mission. If AT/crew contains Exobiology, make choice:
• AT/crew is "stopped". Any further dilemmas at this location requiring MEDICAL to overcome, cure or nullify require 2 less MEDICAL than specified.
• AT/crew is not "stopped" and must continue to next dilemma. Any further dilemmas at this location requiring MEDICAL to overcome, cure or nullify require 2 more MEDICAL than specified. If no Exobiology present, second "choice" applies to further dilemmas. Dilemma stays on mission regardless of outcome, even after mission is completed.

[S/P] DNA METAMORPHOSIS

Place on one personnel present (random selection). At the end of your next turn, unless MEDICAL and I.P. Scanner present, that personnel is placed in stasis.
Randomly select one personnel to place dilemma on. AT/crew is not "stopped" and must continue to next dilemma. If MEDICAL + I.P. Scanner present with victim at end of your next turn, discard dilemma. If not, victim is placed in stasis; discard dilemma only if personnel is killed. Cannot be cured with MEDICAL + IP Scanner after personnel enters stasis. (DNA-related dilemma; androids, Exocomps and holograms are immune. Remove from random selection pool.)

[S/P] DON'T CALL ME AHAB

"Stops" one OFFICER with INTEGRITY> 6 AND any number of [EE] personnel present (opponent's choice).
If no OFFICER with INT>6 and no [EE] icon personnel present, discard dilemma and continue to next. Otherwise, opponent chooses the personnel to be "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S] DRUMHEAD

If present, discard a crew member of INTEGRITY<5 (Norah Satie's choice if in play, or random selection); otherwise, to get past requires Jean-Luc Picard OR Law. Nullify with Plexing.
If Plexing played, discard nullified dilemma and continue to next. If not nullified: If any crew member(s) present with INTEGRITY<5, select one to discard along with dilemma, and continue to next. (If Norah Satie is in play, her owner makes the selection, otherwise random selection.) Otherwise: If crew meets conditions (Jean-Luc Picard OR Law), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] DUONETIC FIELD GENERATOR

Place on planet. No beaming up or taking off from planet. Nullify with 3 ENGINEER OR Miracle Worker.
If 3 ENGINEER OR Miracle Worker in AT, dilemma is nullified; discard and continue to next. Otherwise: place dilemma on planet. No one may beam off the planet and no ships may take off. Personnel may beam down or land a ship. AT is not "stopped" and must continue to next dilemma. Discard dilemma when nullified by 3 ENGINEER OR Miracle Worker in AT on planet.

[S/P] EDD PROBE [-10 PT]

Abandon mission attempt until any player has completed a different mission OR continue but lose points if you fail this turn.
If playing Borg, discard dilemma (neither choice is relevant). Otherwise, make choice when you first encounter dilemma.
• If you choose to abandon mission attempt, replace dilemma under mission. You may not reattempt until any player has completed a different mission. AT/crew is not "stopped" but cannot continue here. When you do reattempt, discard the dilemma; you do not re-encounter it. If your opponent attempts this mission before you reattempt, he does encounter it and must make the same choice.
• If you choose to continue, and you complete the mission this turn (with any AT/crew), discard the dilemma. If you fail, place the dilemma in your bonus point area.

[P] EL-ADREL CREATURE

Attacks two strongest members in Away Team (owner's choice if tie). Kills one of them (random selection) unless their combined STRENGTH>16. Discard dilemma.
If AT meets conditions (combined STRENGTH of two strongest members >16), discard dilemma and continue to next. If not, randomly select one of the two to be killed; rest of AT is "stopped"; discard dilemma.

[S/P] EMPATHIC ECHO [AU]

One personnel present with Empathy (random selection) is killed unless SECURITY and MEDICAL present.
If AT/crew meets conditions (SECURITY and MEDICAL), discard dilemma and continue to next. If not, randomly select one personnel with Empathy to be killed; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again, even if no one killed.

[S/P] EXTRADITION

If opponent's Law or Treachery here, up to four opponent's SECURITY personnel may beam to one of your ships here, capture a crew member of lower STRENGTH and/or beam off.
If opponent has Law or Treachery anywhere at this location, up to four of his SECURITY personnel at this location may beam (using his transporters) onto one of your ships (if any) at this location. They may capture one crew member on that ship whose STRENGTH is lower than the total of the SECURITY personnel STRENGTH (relocate him to the capturing AT) and/or beam off (with the captive). Your AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma regardless of effect.

[P] FEMALE'S LOVE INTEREST

Female Away Team member (random selection) runs off with lover to furthest planet, where she remains. Can be rescued later. Discard dilemma.
Randomly select one female AT member (if any) and relocate to furthest planet on this spaceline (count cards; count span if tie). Female is not "stopped". Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma. (Gender-related; Borg player discards immediately.)

[P] FERENGI ATTACK

Kills one Away Team member (opponent's choice) unless total CUNNING + STRENGTH>68 OR Greed present. Discard dilemma.
If AT meets conditions (total CUNNING + STRENGTH >68 OR Greed), discard dilemma and continue to next. If not, opponent chooses one AT member to be killed; AT is "stopped"; discard dilemma.

[S/P] FERENGI BUG [3]

Unless 3 SECURITY (or Odo) and any tricorder OR 2 FCA present, place atop mission. While in play, your hand is exposed, face up on table.
If AT/crew meets conditions (3 SECURITY (or Odo) and any tricorder OR 2 FCA), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; place dilemma on mission; expose the cards in your hand face up on table until dilemma discarded when countdown expires (end of 3rd turn of player who seeded dilemma).

[S/P] FERENGI INGENUITY [3]
If one personnel present has 2 Computer Skill, discard dilemma. Otherwise, to get past, place on most CUNNING Computer Skill present ("stopped" during countdown). If one AT/crew member has 2 Computer Skill (or Computer Skill x2), discard dilemma and continue to next. Otherwise: if AT/crew meets conditions (any Computer Skill personnel), place dilemma on most CUNNING Computer Skill present; that personnel is "stopped"; rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when countdown expires at end of 3rd turn of player who seeded dilemma. If conditions are not met, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P][Q] FIGHTIN' WORDS [3]
Place on table. All of your personnel in play (not just in this AT/crew) who have three or more • [skill dot] icons lose their first two listed skills. Nullified only by Oof! or if you initiate personnel battle.
Place on table. All of your personnel in play (not just in this AT/crew) who have three or more • [skill dot] icons lose their first two listed skills until the end of the third turn of the player who seeded the dilemma. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when countdown expires, or when nullified by Oof! interrupt or if you initiate a personnel battle.

[P] FIRESTORM
Kills all Away Team members with INTEGRITY<5 (but Away Team may escape using Emergency Transporter Armbands). Discard dilemma.
If any Thermal Deflectors in play (lists Firestorm as a nullified card), discard nullified dilemma. Otherwise, all AT members with INTEGRITY <5 (if any) are killed unless they beam to ship or facility with Emergency Transporter Armbands. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma. (Thermal Deflectors and Emergency Transporter Armbands are not conditions.)

[P] FLAXIAN ASSASSIN
Unless 2 SECURITY and Biology present, kills one personnel (two if opponent has Tal Shiar in play) with three or more • icons (random selection).
If AT meets conditions (2 SECURITY and Biology), discard dilemma and continue to next. If not, shuffle personnel with three or more • [skill dot] icons (if any) and randomly select one to be killed (two if opponent has Tal Shiar anywhere in play); rest of AT is "stopped"; replace dilemma under mission to be encountered again, even if no one is killed.

[P] FOUNDER SECRET
To get past requires a changeling OR Interphase Generator OR Croden's Key OR CUNNING>40 and any tricorder OR STRENGTH>70 OR four [Def] drones OR Breen CRM114.
If AT meets conditions (a changeling OR Interphase Generator OR Croden's Key OR [CUNNING>40 and any tricorder] OR STRENGTH>70 OR four [Def] drones OR Breen CRM114.), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P] FRAME OF MIND [AU]
One Away Team member (random selection) now becomes non-aligned with attributes of 3-3-3 and only two skills (opponent's choice). Cure with 3 Empathy present. Randomly select one AT/crew member to place dilemma on. Personnel is non-aligned and attributes are 3-3-3; all skills are deleted and opponent selects any two regular skills in the game (not just those already on this card). If 3 Empathy remain, discard cured dilemma. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 3 Empathy. (Non-aligned Borg is placed under house arrest (aboard ship) or becomes separate AT (on planet) that cannot board ship or continue scouting.)

[S/P] FRAMED FOR MURDER
Place on a unique personnel present (opponent's choice). That personnel cannot use skills or staff ships. Nullify with any personnel who has CUNNING>9 and Biology OR Law.
If no unique personnel in AT/crew, discard dilemma and continue to next. If any one personnel in AT/crew has (both CUNNING >9 and Biology) OR Law, dilemma is nullified; discard and continue to next. Otherwise, opponent chooses a unique personnel to place dilemma on. He cannot use skills or staff ships (can use classification and attributes). AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when nullified as specified above. (Borg Queen is not unique.)

[S/P] FRIENDLY FIRE [2]
Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.
If AT/crew meets conditions (2 Leadership and 2 SECURITY), discard dilemma and continue to next. If not, randomly select one personnel to die; AT/ship and crew are "stopped"; place dilemma on mission (or Empok Nor if encountered on commandeering attempt); mission cannot be attempted or scouted (no commandeering attempts at Empok Nor) until dilemma discarded when countdown expires (end of 2nd turn of player who seeded dilemma).

[S/P] GARAK HAS SOME ISSUES
Place on ("stops") a personnel present (random selection). Start of each turn, they kill another personnel present with lower CUNNING (opponent's choice). Cure with 2 Exobiology.
Randomly select one personnel in AT/crew to place dilemma on. Personnel is "stopped". If 2 Exobiology remain, discard cured dilemma. Rest of AT/crew is not "stopped" and must continue to next dilemma. Until dilemma cured and discarded with 2 Exobiology present, at start of each of your turns opponent chooses another personnel present (if any) with lower CUNNING than victim, for victim to kill. If only personnel present with lower CUNNING belongs to opponent, that personnel is killed.

[S/P] GARANIAN BOLITES
Two personnel (random selection) are "stopped" unless their combined CUNNING>15 OR Hypospray present. Mission continues.
Randomly select two personnel from AT/crew. If they meet conditions (combined CUNNING>15 OR Hypospray present), discard dilemma and continue to next. If not, they are "stopped"; rest of AT/crew must continue to next dilemma; discard dilemma. ("Mission continues" has no effect on resolution for Borg.)

[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.
Total INTEGRITY in crew/AT. If it meets conditions (total is greater than 10 AND less than 50), discard dilemma and continue to next. If not, opponent may relocate one of your ships at this location (if any) to one of your outposts (if any). (May relocate across quadrants.) AT/ship and crew attempting mission are "stopped". Replace dilemma under mission to be encountered again, even if no ship relocated. (Opponent may relocate your Borg ship to your Delta Quadrant outpost.)

[S] GRAVIMETRIC DISTORTION
Ship damaged unless 4 ENGINEER OR 2 Astrophysics OR a personnel who has 2 Navigation OR Guinan aboard.
If crew meets conditions (4 ENGINEER OR 2 Astrophysics OR a personnel who has 2 Navigation [or Navigation x2] OR Guinan aboard), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S] GRAVITIC MINE
Ship damaged unless SCIENCE and Navigation aboard. Discard dilemma.
If crew meets conditions (SCIENCE and Navigation), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[S/P][Q] GUILTY — PROVISIONALLY
Q chooses one personnel present (random selection). Personnel killed unless you say "guilty -- provisionally," in which case opponent may cancel the next battle you initiate.
Randomly select one personnel, who is killed unless you agree to let opponent cancel the next battle you initiate. Discard dilemma regardless of outcome. The "unless" clause is not a condition. AT/crew is not "stopped" and must continue to next dilemma.

[P] HARVESTER VIRUS
Place on planet. End of every player's turn, one personnel on planet killed (random selection). Cure with 2 MEDICAL, Exobiology and Computer Skill.
Place on planet. If AT contains 2 MEDICAL, Exobiology and Computer Skill, discard cured dilemma. AT is not "stopped" and must continue to next dilemma. End of every turn of both players, randomly select one personnel on planet (from both players' personnel, if present) to be killed. Discard dilemma when cured by either player with specified skills present on planet.

[S/P] HATE CRIME [3]
Place on a non-Borg personnel who is the only member of its species present (opponent's choice). That personnel may not use any of its skills.
If playing Borg, discard dilemma and continue to next. Otherwise, check species of all personnel in AT/crew. If any are the only member of their species present, opponent chooses one to place dilemma on. He may not use any of his skills (may use classification, attributes, and staffing icons) until countdown expires. If no single members of species present, discard dilemma. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma at end of 3rd turn of player who seeded dilemma.

[S/P] HAZARDOUS DUTY [-5 PT]
To get past requires 2 OFFICER; then place on mission until solved. If any non-OFFICER dies here, its owner loses points (discard dilemma).
If AT/Crew does not meet conditions (2 OFFICER), AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If AT/crew meets conditions, place dilemma on mission. If any non-OFFICER (of either player) dies anywhere at that location before mission is solved, place dilemma in bonus point area of the owner of that personnel (he loses points). Otherwise discard dilemma when mission solved (by either player).

[P] HIDDEN ENTRANCE
To locate the concealed entrance and continue, Away Team must have Geordi La Forge OR ENGINEER + CUNNING>32.
If AT meets conditions (Geordi La Forge OR ENGINEER + CUNNING>32), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P][Q] HIDE AND SEEK
Shuffle into crew or Away Team. Randomly "stops" personnel one by one. After a [univ] personnel or Hide and Seek selected, discard dilemma. (May also be seeded.)
Shuffle dilemma into AT/crew (personnel cards only). Turn over cards one by one. For each card:
• If a non-universal personnel, it is "stopped"; continue to next card.
• If a universal personnel, it is "stopped"; remove dilemma from stack and discard.
• If it is the dilemma card, discard it.
Once dilemma is discarded, no more cards will be "stopped". Remaining "unstopped" personnel must continue to next dilemma.

[S/P] HIPPOCRATIC OATH [3]

To get past, most CUNNING MEDICAL present must help aliens (relocated with dilemma at nearest planet at another location). MEDICAL is "stopped" until countdown expires.

(A relocatable most CUNNING MEDICAL is a condition for passing the dilemma.) If no MEDICAL in AT/crew, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If MEDICAL present, place most CUNNING (if tie, opponent chooses) with dilemma on nearest planet at another location on same spaceline (if none, discard dilemma). That personnel is "stopped" till end of 3rd turn of player who seeded dilemma; rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when countdown expires.

If most CUNNING MEDICAL is holo, it deactivates when it attempts to leave ship location, and dilemma is not passed. If most CUNNING MEDICAL is Borg with MEDICAL from skill-sharing, will lose skill if leaves hive, and dilemma is not passed. Either case, return dilemma under mission, AT/crew "stopped".

[S/P][Q] HIS HONOR, THE HIGH SHERIFF OF NOTTINGHAM [-5 PT]

If any of your personnel are held captive, you must either lose points OR return a captive to this location. If, just after return, opponent shows SECURITY from hand, opponent captures two of your personnel present (random selection). (Immune to Q-Flash and Q2.)

If none of your personnel are held captive, discard dilemma and continue to next. If any held captive, make choice:

- Leave all captive, place dilemma in bonus point area for -5 OR,
- Choose a captive to be returned to this location and discard dilemma. If opponent immediately shows 2 SECURITY from hand, he takes two randomly selected personnel captive (retrieve dilemma and place on captives as a "trap" card). (Borg must take this non-points-related choice.)

AT/crew is not "stopped" and must continue to next dilemma.

[P] HOLOGRAM RUSE

Experience enemy hologram trick. You are tempted to divulge secrets. Impassable unless INTEGRITY>30 and CUNNING>30.

If AT meets conditions (INTEGRITY>30 and CUNNING>30), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] HUNTER GANGS

Two Away Team members (random selection) are chased. Examine cards separately. Personnel escapes if CUNNING is even, killed if odd. Discard dilemma.

Randomly select two AT members. For each one, if CUNNING is odd, personnel is killed; if even, no effect (zero is even). Apply any modifiers before determining. AT is not "stopped" and must continue to next dilemma. Discard dilemma even if no one is killed. (Check individual CUNNING. Unity Drone has no effect.)

[P] HYPER-AGING [5 PT]

Mission continues but entire Away Team is quarantined and dies at the end of your third full turn unless SCIENCE and 2 MEDICAL present by that time.

Place on Away Team. If SCIENCE and 2 MEDICAL present, place cured dilemma in bonus point area and continue to next. Otherwise, AT is not "stopped" and must continue to next dilemma. Place dilemma in bonus point area if cured with SCIENCE and 2 MEDICAL on planet before end of your third full turn. Discard dilemma if AT dies before cured. (Aging-related: Androids, Exocomps, and holograms are quarantined but not killed. "Mission continues" is irrelevant to resolving dilemma for Borg.)

[S/P][Q] I TRIED TO WARN YOU

If you began this mission attempt with only one non-Borg personnel, or if all your missions have the same icon ([S] or [P]), opponent places dilemma on any one mission in play. Q makes that mission unattemptable and unscoutable; destroys any points already gained from solving that mission or completing an objective targeting that mission. (May not be nullified.)

- If you began the current mission attempt with more than one personnel in AT/crew (or if you are playing Borg), AND not all your

missions have the same ([S] or [P]) icon, discard dilemma and continue to next.

- If you began the current mission attempt with only one non-Borg personnel in AT/crew OR all your missions have the same ([S] or [P]) icon, opponent chooses any one mission in play (either player's) to place dilemma on. That mission may not be attempted or scouted for rest of game. Any points already gained from solving that mission or completing an objective targeting that mission are lost (cancelled). AT/crew is not "stopped" and must continue to next dilemma, unless this mission was targeted by the dilemma (if so, abandon mission or scouting attempt).

[S] ICONIAN COMPUTER WEAPON

Unless SCIENCE present, re-boot by discarding all non-personnel cards in hand and replenish from top of draw deck. Discard dilemma.

If crew meets conditions (SCIENCE), discard dilemma and continue to next. If not, ship and crew are "stopped"; discard all non-personnel cards in your hand and draw the same number of cards from top of your draw deck; discard dilemma.

[P] IMPASSABLE DOOR

To get through this door, Away Team must have Computer Skill present.

If AT meets conditions (Computer Skill), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S/P] IN THE PALE MOONLIGHT

To get past requires a personnel who has INTEGRITY<4 OR a Federation personnel who has Treachery OR any Garak OR a Founder.

If AT/crew meets conditions (a personnel who has INTEGRITY<4 OR a Federation personnel who has Treachery OR any Garak OR a Founder), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] INTERPHASIC PLASMA CREATURES [AU]

Unless 2 SCIENCE or Mindmeld present, play on table as an Event card. While in play, lowers STRENGTH of each of your personnel by 2. (Not cumulative.)

If AT/crew meets conditions (2 SCIENCE or Mindmeld), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; play dilemma on table as an Event card; all your personnel are STRENGTH -2 until dilemma nullified (discarded) by Kevin Uxbridge.

[S] ISOLINEAR PUZZLE

Place on ship. Reduces RANGE by 4 and WEAPONS by 4. Nullify with 2 ENGINEER.

If 2 ENGINEER in crew when encountered, discard nullified dilemma. Otherwise, place on ship and reduce RANGE and WEAPONS by 4 each. Crew is not "stopped" and must continue to next dilemma. Discard dilemma when nullified with 2 ENGINEER aboard.

[P] KIDNAPPERS

Place on a female present (random selection). Until end of opponent's turn, she is "stopped" and may be captured by opponent's SECURITY present; then discard dilemma.

If no females in AT, discard dilemma and continue to next. Otherwise, place dilemma on randomly selected female, who is "stopped" till end of opponent's turn. Rest of AT is not "stopped" and must continue to next dilemma. On his turn, opponent may capture "stopped" personnel with his SECURITY present (discard dilemma). If not captured, discard dilemma at end of opponent's turn. (Gender-related; Borg player discards immediately.)

[S] KTARIAN GAME

Place on ship. Now and start of each of your turns, one person aboard (random selection) is disabled. Cured when non-disabled CUNNING>30 OR android aboard.

Place on ship. Randomly select one crew member to be disabled. If CUNNING>30 or an android remains in crew, discard cured dilemma. Crew is not "stopped" (except those disabled) and must continue to next dilemma. Start of each of your turns, randomly select another crew member to be disabled. Discard dilemma when cured with non-disabled CUNNING >30 or an android aboard.

[S/P] LACK OF PREPARATION

Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt. Borg: Must have [Com], [Nav] and [Def] personnel to proceed.

Non-Borg: If AT/crew meets conditions (included all mission requirements at start of current mission attempt), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; lose 10 points; replace dilemma under mission to be encountered again. Borg: If AT/crew meets conditions ([Com], [Nav] and [Def] icons, on one or more personnel), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] LETHEAN TELEPATHIC ATTACK [3]

Unless 2 Empathy present, place on one personnel (Julian Bashir if present, otherwise random selection). Personnel is disabled (killed if CUNNING + STRENGTH <16).

If AT/crew meets conditions (2 Empathy), discard dilemma and continue to next. If not, place dilemma on Julian Bashir (if present) or one randomly selected personnel. If that personnel has CUNNING + STRENGTH <16, he is killed (discard dilemma), otherwise disabled. AT/ship and crew are "stopped". Discard dilemma when countdown expires at end of 3rd turn of player who seeded dilemma.

[P] LOCKBOX [5 PT]

Unless Greed present, Away Team "stopped" (discard dilemma). Otherwise, score points if you solve mission this turn.

If AT does not meet conditions (Greed), AT is "stopped"; discard dilemma. If AT meets conditions (Greed), set dilemma aside while AT continues to next dilemma(s). If you solve mission this turn (with any AT), place dilemma in bonus point area. If not, discard dilemma at end of turn.

[S] MAGLOCK

To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.

If crew meets conditions (3 OFFICER with STRENGTH>5 each), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] MAKE US GO

To get past, most CUNNING ENGINEER present must help aliens (held with dilemma atop mission). At end of your next turn, cure with CUNNING>24 here or place both out-of-play.

(A most CUNNING ENGINEER to be held atop the mission is a condition for passing the dilemma.) If no ENGINEER in AT/crew, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again. If ENGINEER present, place most CUNNING (if tie, opponent chooses) with dilemma on top of mission. Rest of AT/crew is not "stopped" and must continue to next dilemma. If you have CUNNING>24 present at this location (in one AT/crew) at end of your next turn, return ENGINEER to that AT/crew and discard cured dilemma. Otherwise, place ENGINEER and dilemma out-of-play.

May be passed with [Com] Borg with ENGINEER from skill-sharing, or with holo ENGINEER if Holo-projectors in play (if ship leaves, holo deactivates; if not cured and not deactivated, placed out-of-play).

[P] MALE'S LOVE INTEREST

Male Away Team member (random selection) runs off with lover to furthest planet, where he remains. Can be rescued later. Discard dilemma.

Randomly select one male AT member (if any) and relocate to furthest planet on this spaceline (count cards; count span if tie). Male is not "stopped". Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma. (Gender-related; Borg player discards immediately.)

[P] **MALFUNCTIONING DOOR**
To get through door, must have Soong-Type Android present OR a combined STRENGTH>27 from up to four Away Team members.

If AT meets conditions (Soong-Type Android OR combined STRENGTH>27 from up to four AT members), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S] **MAMAN PICARD** [AU]
If this is a Federation ship, immediately transport it to any end of the spaceline (opponent's choice).

If ship used for mission attempt is not Federation, discard dilemma and continue to next. If ship is Federation, opponent chooses either end of this spaceline to relocate ship to; discard dilemma. Ship and crew are not "stopped".

[S/P][Q] **MANDARIN BAILIFF** [±X]
Opponent takes one personnel present (random selection) into custody (as a captive) unless you "post bail" by transferring X points to opponent, where X = number of [red dot] icons in that personnel's skill box.

Randomly select one personnel. Count red skill dot icons in skill box (=X) and make choice:

- Give personnel up to opponent as captive (place dilemma on captive as a "trap" card). (Borg must take this non-points-related choice.) OR
 - Post bail and keep personnel. You are -X points, opponent is +X points. E.g., for Senator Vreenak, you are -5, opponent is +5. You may post bail even if your score is already 0 or negative. Opponent places dilemma in his bonus point area. Note point changes on slips of paper and place in each player's bonus point area. (Non-Borg player may "transfer" points to Borg player by losing points, but Borg player does not gain points.)
- The "unless" clause is not a condition to pass the dilemma; AT/crew is not "stopped" and must continue to next dilemma.

[P] **MATRIARCHAL SOCIETY**
Cannot get past unless at least two female Away Team members are present.

If AT meets conditions (2 female), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again. (Gender-related; Borg player discards immediately.)

[S] **MENTHAR BOBBY TRAP**
Unless MEDICAL present, one crew member killed (random selection). Place on ship. Ship can't move until 2 ENGINEER present.

If crew does not meet conditions (MEDICAL), randomly select one crew member to be killed; ship and crew are "stopped". Whether crew meets conditions or not, place dilemma on ship; it cannot move until dilemma cured (discarded) with 2 ENGINEER. If crew met conditions, they are not "stopped" and must continue to next dilemma.

[S] **MICROBIOIC COLONY**
Ship damaged unless SCIENCE, ENGINEER and OFFICER aboard. Discard dilemma.

If crew meets conditions (SCIENCE, ENGINEER and OFFICER), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[P] **MICROVIRUS** [5 PT]
Kills one Away Team member (opponent's choice), unless MEDICAL and SECURITY present. Discard dilemma.
If AT meets conditions (MEDICAL and SECURITY), place dilemma in bonus point area and continue to next. If not, opponent chooses one AT member to be killed; AT is "stopped"; discard dilemma. (DNA-related: Androids, Exocomps, and holograms may not be selected to be killed.)

[S/P] **MISGUIDED ACTIVIST**
One V.I.P. or [C] personnel present (random selection) is killed (only "stopped" if 2 SECURITY OR Miles O'Brien present). Mission continues.

If no V.I.P.s or [C] personnel in AT/crew, discard dilemma and continue to next. Otherwise, randomly select one from all V.I.P. and

[C] personnel in AT/crew. If 2 SECURITY OR Miles O'Brien present, victim is "stopped"; if not, victim is killed. Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S/P] **MISSION FATIGUE** [3]
Unless Empathy and Leadership present, place atop mission. Each subsequent dilemma or Q-Flash seeded here first "stops" one non-Borg personnel present (random selection).

If AT/crew meets conditions (Empathy and Leadership), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; place dilemma on mission. While dilemma on mission, each dilemma or Q-Flash encountered there first stops one randomly selected AT/crew member before having its normal effect. (Select personnel to be "stopped" after dilemma is encountered. If no personnel remaining, replace dilemma under mission to be encountered again.) Discard dilemma when countdown expires at end of 3rd turn of player who seeded it. (Initial conditions "stop" Borg if not overcome, but does not affect them subsequently.)

[S] **MY FIRST RAYGUN**
Immediately probe (then discard probe card): [Event], [Int], [AU], [EE]: Kills a personnel (random selection).

Otherwise: "Stops" a personnel (random selection).
Probe your draw deck (look at top card). If one of the listed icons ([Event], [Int], [AU], [EE]) appears anywhere on the probe card, randomly select one personnel in crew to be killed. If not, randomly select one personnel to be "stopped". Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma and probe card regardless of outcome.

[S] **NAGILUM** [5 PT]
Half of crew is killed (random selection, round down) unless 3 Diplomacy OR STRENGTH>40 aboard. Discard dilemma.

If crew meets conditions (3 Diplomacy OR STRENGTH>40), discard dilemma and continue to next. If not, randomly select half of crew (round down) to be killed; ship and crew are "stopped"; discard dilemma.

[S] **NANITES** [5 PT]
Damages afflicted ship unless 2 SCIENCE OR Diplomacy present. Discard Dilemma.
If crew meets conditions (2 SCIENCE OR Diplomacy), place dilemma in bonus point area and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[P] **NAUSICAANS**
Three Nausicaans pick a fight. One Away Team member is killed (random selection) unless STRENGTH>44. Discard dilemma.

If AT meets conditions (STRENGTH>44), discard dilemma and continue to next. If not, randomly select one AT member to be killed; AT is "stopped"; discard dilemma.

[S] **NAVIGATIONAL HAZARDS**
To get past requires Stellar Cartography and 2 Navigation.

If crew meets conditions (Stellar Cartography and 2 Navigation), discard dilemma and continue to next. If not, ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] **NEW ESSENTIALISTS**
Unless INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery present, place one non-Borg Away Team member (random selection) atop draw deck. Nullify with Jamaharon.

If Jamaharon played, discard nullified dilemma and continue to next. Otherwise: If AT meets conditions (INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery), discard dilemma and continue to next. If not, randomly select one non-Borg AT member to place atop your draw deck; AT is "stopped"; replace dilemma under mission to be encountered again, even if no one is returned to draw deck (i.e., if you are playing Borg).

[S] **NITRIUM METAL PARASITES**
Place on ship. Ship can still move, but is destroyed at the end of your second full turn unless 2 SCIENCE OR 2 ENGINEER aboard by that time.

Place on ship. If 2 SCIENCE OR 2 ENGINEER in crew, discard cured dilemma and continue to next. Otherwise, crew is not "stopped" and must continue to next dilemma. If 2 SCIENCE OR 2 ENGINEER aboard before end of your second full turn, discard cured dilemma; otherwise, ship is destroyed (discard with all cards aboard).

[S/P] **NO LOOSE ENDS**
Unless SCIENCE, OFFICER and Computer Skill OR Keiko O'Brien OR Resistance OR any [D] drone present, kills all MEDICAL and ENGINEER present. Discard dilemma.
If AT/crew meets conditions [(SCIENCE, OFFICER and Computer Skill) OR Keiko O'Brien OR Resistance OR [D] drone], discard dilemma and continue to next. If not, all MEDICAL and ENGINEER in AT/crew are killed; rest of AT/crew is "stopped"; discard dilemma.

[P] **NONE SHALL PASS**
To get past requires STRENGTH>53 OR 3 Diplomacy OR 2 Anthropology OR Guramba.

If AT meets conditions (STRENGTH >53 OR 3 Diplomacy OR 2 Anthropology OR Guramba), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[S] **NULL SPACE** [5 PT]
Ship hits null space turbulence and is damaged unless 2 Navigation aboard. Discard dilemma.

If crew meets conditions (2 Navigation), place dilemma in bonus point area and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[P] **ODD'S "COUSIN"** [5 PT]
To get past requires 2 Exobiology and Geology. If you overcome, one SCIENCE may stay behind ("stopped") to score points.

If AT cannot meet conditions (2 Exobiology + Geology), AT is "stopped"; replace dilemma under mission to be encountered again. If AT meets conditions, make choice:

- Select one SCIENCE personnel to be "stopped" till end of turn. Place dilemma in bonus point area. Rest of AT continues to next dilemma. OR,
- Discard dilemma. Entire AT continues to next dilemma. (Borg must take this non-points choice.)

[S/P] **OOBY DOOBY**
Draw one card for each non-android Youth present, then discard one card for each Music present. All Youth, Music and Zefram Cochrane present are "stopped."

For each non-android Youth skill in AT/crew, draw one card from your draw deck into your hand. Then, for each Music skill in AT/crew, discard one card from your hand (your choice). All Youth, Music and Zefram Cochrane are "stopped". Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma. If earlier in this turn you played a Q's Tent or other card that cancels your card draws for rest of turn, you may not draw cards for this dilemma, but must still discard.

[S] **ORION SYNDICATE BOMB**
Damages ship unless Transporter Skill OR any Orion Syndicate personnel present. Discard dilemma.

If crew meets conditions (Transporter Skill OR any Orion Syndicate personnel), discard dilemma and continue to next. If not, ship is damaged; ship and crew are "stopped"; discard dilemma.

[S/P] **OUTPOST RAID**
If at your outpost: two personnel are killed (opponent's choice) unless STRENGTH>81. Discard dilemma. OR Elsewhere: requires STRENGTH>18 to pass.

- If you have an outpost at this location: If AT/crew meets conditions (STRENGTH >81), discard dilemma and continue to next. If not, opponent chooses two AT/crew members to be killed; AT/ship and crew are "stopped"; discard dilemma.
- If you do not have an outpost at this location: If AT/crew meets conditions (STRENGTH >18), discard dilemma and continue to next.

If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] PARALLEL ROMANCE [AU]

If present, one male and one female (random selection) have affair. They are STRENGTH -2 each and stopped now and for your next two full turns.

If AT does not include both male and female, discard dilemma and continue to next. Otherwise: randomly select one male and one female to place dilemma on. Each is STRENGTH -2 and "stopped" until you discard dilemma at end of your second full turn. Rest of AT is not "stopped" and must continue to next dilemma. (Gender-related; Borg player discards immediately.)

[P] PHASED MATTER

Away Team is split into two Away Teams (owner's choice). Larger team is phased and cannot beam until cured by ENGINEER and SCIENCE in another Away Team on planet.

Split AT into two AT's (your choice) and place dilemma on larger AT (your choice if equal), which is "phased". If ENGINEER and SCIENCE present in unphased (smaller) AT, discard cured dilemma.

Otherwise, phased AT, though not "stopped", may not beam up or participate in mission attempt until cured. Smaller AT is not "stopped" and must continue to next dilemma. Discard dilemma when cured with ENGINEER and SCIENCE in another AT on planet. Phased AT members may not contribute to cure.

[S/P][Q] PLA-NET [-5 PT]

Immediately choose whether or not to nullify the next seed card at this location. If you choose to nullify, lose points. Otherwise, if that seed card turns out to be a dilemma and it "stops," disables or puts in stasis any of your personnel, lose points.

If you wish to nullify Pla-Net (e.g., with Q2), you must do so before making your choice. If you do not nullify Pla-Net, make a choice whether or not you wish to nullify the next seed card you will encounter under this mission, without looking at it first:

- You choose to nullify the seed card. Remove seed card and place it in owner's discard pile. Place Pla-Net in your bonus point area. AT/crew is not "stopped" and must continue to next dilemma. OR,
- You choose not to nullify the seed card. Set Pla-Net aside and continue mission/scouting attempt. If next seed card is a dilemma, and it "stops," disables or puts in stasis any of your personnel, place Pla-Net in your bonus point area. If it is not a dilemma, or does not affect your personnel as specified, discard Pla-Net. (Borg player must choose this option but cannot lose points.)

[P] PORTAL GUARD

Unless at least one Away Team member has CUNNING>7 OR Honor, the entire Away Team must abort mission and beam up or die.

If AT meets conditions (at least one AT member with CUNNING>7 OR Honor), discard dilemma and continue to next. If not, entire AT must attempt to beam up to ship or facility. If entire AT beams up they are "stopped". If any are prevented from beaming up, or if no place to beam to, entire AT is killed. Replace dilemma under mission to be encountered again, whether AT escaped or not. ("Abort mission" has no effect on resolution for Borg; must still beam up or die. Unity Drone has no effect on individual CUNNING.)

[P] PRIMITIVE CULTURE

To get past, requires 3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jem'Hadar OR 2 Tal Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 [Def] Borg.

If AT meets conditions (3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jem'Hadar OR 2 Tal Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 [Def] Borg), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] PUNISHMENT BOX

Place on planet. Now and start of each mission attempt here, cannot get past unless one OFFICER is "placed in the box" ("stopped") until end of turn.

Place dilemma on planet. If any OFFICERS in AT, choose one to be "stopped" till end of turn; rest of AT continues to next dilemma. If

no OFFICERS, entire AT is "stopped". (Having an OFFICER to be "stopped" is a condition to pass the dilemma.) Each new mission attempt here by either player, must "stop" one OFFICER till end of turn, as if dilemma just encountered; if no OFFICERS, entire AT is "stopped". (Dilemma stays on planet, even when mission is completed. Borg player must place on planet but has no effect after initial scouting attempt.)

[P] PUNISHMENT ZONE [-5 PT]

One Away Team member (random selection) is killed OR beam up that personnel at a penalty. Double penalty if Federation.

Randomly select one AT member and choose whether to beam him back to ship or facility. If you beam him up, place dilemma in bonus point area. If he is killed, discard dilemma. If you are prevented from beaming him up, or have no place to beam him to, he is killed. (Borg must choose this non-points option.)

[S] "PUP"

Place on ship. Disables RANGE until start of your next turn; then WEAPONS until start of your next turn; then SHIELDS; then repeats. Nullify with 4 Computer Skill OR any Miles.

If 4 Computer Skill or any Miles in crew, discard nullified dilemma and continue to next. Otherwise, place on ship. RANGE is immediately disabled until start of your next turn. Crew is not "stopped" and must continue to next dilemma. When RANGE re-enabled, WEAPONS are disabled till start of your next turn; then SHIELDS. Repeat RANGE-WEAPONS-SHIELDS cycle until dilemma nullified (discarded) with 4 Computer Skill or any Miles aboard. (Disabled attribute is an "undefined" quantity. Treat as 0 for totals or comparisons, but not =0 for Birth of "Junior.")

[S/P] Q

If 2 Leadership and INTEGRITY>60, discard all dilemmas here. Otherwise, Q allows opponent to rearrange spaceline locations. Discard dilemma.

If AT/crew meets conditions (2 Leadership and INTEGRITY>60), discard all dilemmas (but not Q-Flashes) seeded under the mission and continue mission/scouting attempt. If not, opponent may rearrange locations on this spaceline, keeping all cards from each location together; AT/ship and crew are "stopped". Discard Q dilemma regardless of outcome. (Q-related. Nullified by Q2. Borg cannot adapt.)

[P] Q'S VICIOUS ANIMAL THINGS

Unless 22< STRENGTH <55, one Away Team member is killed (random selection) and opponent re-seeds dilemma under a different unsolved planet mission.

If AT meets conditions (total AT STRENGTH greater than 22 but less than 55), discard dilemma and continue to next. If not, randomly select one AT member to be killed; AT is "stopped"; opponent re-seeds dilemma under different unsolved planet mission (if any) on any spaceline. Do not replace under same mission. (Q-related. Nullified by Q2. Borg cannot adapt.)

[S] QUANTUM SINGULARITY LIFEFORMS [AU]

If a Romulan ship present, all ships and personnel here are placed in stasis. Cure with Emergency Transporter Armbands, Timepod Ring or new ENGINEER arriving.

If no Romulan-affiliation ship (either player's) is at this location, discard dilemma and continue to next. Otherwise: Place dilemma on mission. All ships and personnel (both players') currently at this location are placed in stasis until dilemma cured. Discard dilemma when cured (by either player) by playing Emergency Transporter Armbands or by a moving or reporting a new ENGINEER to the location (Timepod Ring cure mechanism is still unknown). Ships arriving at the location after the dilemma is encountered are not affected. (Cyber Drone may prevent crew from being placed in stasis but not ship.)

[S] RADIOACTIVE GARBAGE SCOW

Place atop spaceline here. Mission cannot be done where present. Ships with tractor beams and 2 ENGINEER can tow barge to a different location.

Place on spaceline. Crew is not "stopped", but cannot attempt or solve mission until Scow is towed away with a ship with Tractor Beam and 2 ENGINEER. Affects any mission (planet or space) where

present. May be moved repeatedly, but may only be discarded by Destroy Radioactive Garbage Scow interrupt. (Borg player must place on spaceline but does not prevent scouting.)

[S] RASCALS

All unique crew members (maximum of 4, random selection) are kids. STRENGTH=2 and Youth replaces first-listed skill. Cure with 2 MEDICAL and Biology.

If no unique personnel in crew, discard dilemma and continue to next. Otherwise, randomly select four unique crew members to place dilemma on. For each of the four, STRENGTH=2 and Youth replaces their first-listed skill. If 2 MEDICAL and Biology remain, discard cured dilemma. Crew is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 2 MEDICAL and Biology. (Borg Queen is not unique and cannot be targeted.)

[P] REBEL ENCOUNTER

Kills one Away Team member (random selection) unless STRENGTH>44 OR you bribe rebels first by discarding an Equipment card, if present. Discard dilemma.

If AT meets conditions (STRENGTH>44 OR you discard an Equipment card from AT), discard dilemma and continue to next. If not, randomly select one AT member to be killed; AT is "stopped"; discard dilemma.

[S/P] REM FATIGUE HALLUCINATIONS [5 PT]

No one aboard can dream. Entire crew dies in three of your full turns unless 3 MEDICAL present OR ship returns to outpost first.

Place on AT/crew. If 3 MEDICAL in AT/crew, place cured dilemma in bonus point area and continue to next. Otherwise, AT/crew is not "stopped" and must continue to next dilemma. AT/crew dies at end of your third full turn unless dilemma cured first by 3 MEDICAL OR by returning to and docking at your outpost (place dilemma in bonus point area).

[S/P][Q] RHETORICAL QUESTION

If crew or Away Team completes mission on this attempt, discard dilemma. Otherwise, opponent may place dilemma on any one of your non-Borg ships in play (at this location if possible). While dilemma in play, you may not re-attempt this mission and ship must do nothing but return to one of your facilities; then discard dilemma. (Immune to Q2.)

If you are playing Borg, discard dilemma and continue to next. Otherwise, set dilemma aside and continue to next dilemma. If this AT/crew completes mission on this attempt, discard dilemma. If not, opponent may choose one of your ships in play (at this location if possible) to place dilemma on. You may not reattempt this mission while dilemma in play. Ship must do nothing but return to one of your facilities (and dock, if space facility), then discard dilemma.

[S/P][Q] RISKY BUSINESS [-5 PT]

If only one personnel in crew or Away Team, that personnel dies (erased if [H]); seed dilemma beneath mission to be encountered again. Otherwise, if you have any one-person crews or Away Teams anywhere in play, choose one of them to die OR lose points. (Dilemma does not affect Borg.)

If you are playing Borg, discard dilemma and continue to next. If you are not playing Borg: if only one personnel in AT/crew, he dies (holo erased); replace dilemma under mission to be encountered again. Otherwise, make choice:

- choose one of your one-person AT/crews anywhere in play (if any) to die; discard dilemma; OR
- place dilemma in bonus point area.

Rest of AT/crew continues to next dilemma regardless of outcome.

[P] ROYALE CASINO: BLACKJACK [AU][±5 PT]

Play one game of blackjack, using CUNNING numbers. Players must show entire hand. Closest to 21 without going over wins points. Others lose points. Ties=0.

Each player must show entire hand. Total CUNNING numbers of all personnel cards. (Modifiers do not affect cards in hand.) Player with total closest to (but not over) 21 wins points. Others lose points (both lose points if both over 21). Place dilemma in owner's bonus point area; note point gains/losses for each player in some way.

Ties = 0 (discard dilemma). (Borg player plays out without points. Non-Borg opponent may win or lose points.)

[P] ROYALE CASINO: CRAPS [AU][7 PT]

Show a personnel from hand. If CUNNING =7 or 11 OR opponent cannot match your number, win points. Otherwise, opponent wins points.

Choose a personnel card to show from your hand. If CUNNING =7 or 11 OR CUNNING is other than 7 or 11 and opponent cannot match that CUNNING with a personnel card from his hand, win points. Otherwise, opponent wins points. (Modifiers do not affect cards in hand.) Place dilemma in bonus point area of winning player. (Borg player plays out without points. Non-Borg opponent may win points.)

[P] SARJENKA [5 PT]

Primitive alien begs for help. Ignore her (discard dilemma) OR help her and earn bonus points, but all Away Teams here are "stopped."

Make choice:

- Ignore Sarjenka; discard dilemma and continue to next. (Borg player must choose this non-points option.)
- Help Sarjenka; all ATs on planet are "stopped". Place dilemma in bonus point area.

[S/P] SCIENTIFIC METHOD

To get past requires MEDICAL and 3 SCIENCE.

If AT/crew meets conditions (MEDICAL and 3 SCIENCE), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] SCOUT ENCOUNTER

Opponent may download to this location one scout ship with one or two [univ] crew members. That ship may (if possible) initiate battle against you or move away.

Opponent may (but is not required to) download a scout ship to this location. Must also download at least one and up to two universal crew members with scout; if no compatible universal available for download, cannot download scout ship. Eligible ships have "scout" in ship name or class name (not lore). To initiate battle, must have leader or [Def] Borg, meet affiliation battle restrictions, have battle-enabling Borg objective, etc. To move away, must be properly staffed. Scout may do nothing. If scout does not initiate battle, your AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[P] SECURITY PRECAUTIONS

To get past, Away Team must have Jenice Manheim OR android OR phaser OR disruptor OR 3 SECURITY.

If AT meets conditions (Jenice Manheim OR android OR phaser OR disruptor OR 3 SECURITY), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] SEISMIC QUAKE

One Away Team member (random selection) is "stopped" if opponent's score is odd, killed otherwise. Cannot get past (shuffle back into seed cards here) unless Geology present.

Randomly select one AT member. If opponent's score is odd, personnel is "stopped"; if even, he is killed (zero is even). If remaining AT meets conditions (Geology), discard dilemma and continue to next. If not, AT is "stopped"; shuffle dilemma into all seed cards under mission, then replace all seed cards under mission.

[S/P] SHAKA, WHEN THE WALLS FELL

Must have 2 Diplomacy and CUNNING>30 to communicate and proceed.

If AT/crew meets conditions (2 Diplomacy and CUNNING>30), discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[P] SHOT IN THE BACK

"Stops" SECURITY androids and OFFICER androids, if any present. Otherwise, kills one non-android Away Team member (opponent's choice).

Any SECURITY androids and OFFICER androids are "stopped" for rest of turn; separate from AT. If none present, opponent selects one

non-android (if any) to be killed. Rest of AT is not "stopped" and must continue to next dilemma. Discard dilemma, even if no one is killed or "stopped".

[S/P] SKULLDUGGERY

One personnel present (random selection) is killed (only "stopped" if that personnel has Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY<5). Mission continues.

Randomly select one personnel from AT/crew. If he has Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY<5, he is "stopped"; if not, he is killed. Rest of AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma. ("Mission continues" does not affect resolution for Borg.)

[S/P] SLEEPER TRAP

Opponent may download to one site or planet here up to three different [univ] Cardassians and one hand weapon. They may (if possible) initiate personnel battle. Discard dilemma.

Opponent may (but is not required to) download up to three different universal Cardassians and one hand weapon, to one site or planet at this location. (Site restrictions on classifications or equipment that can report there do not apply.) Downloaded personnel may initiate personnel battle if they include a leader and meet affiliation battle restrictions. If they do not battle your AT/crew, your AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma.

[S] STELLAR FLARE

Damages and "stops" all ships at this location except those that are docked, landed or carried OR have 2 Navigation and Astrophysics aboard OR have SHIELDS>11. Discard dilemma.

Check each ship at the mission location (belonging to either player) that is not docked, landed or carried. If it does not have 2 Navigation and Astrophysics aboard, and does not have SHIELDS>11, that ship is damaged and "stopped". Discard dilemma, even if no ship is damaged. If the ship attempting the mission is not damaged, it is not "stopped" and the crew must continue to the next dilemma.

[S/P] STRANGE BEDFELLOWS

If a male and female present, lowest INTEGRITY male and lowest INTEGRITY female are "stopped" (discarded if their INTEGRITY numbers are the same).

If AT/crew does not include both male and female, discard dilemma and continue to next. Otherwise: locate lowest INTEGRITY male and lowest INTEGRITY female in AT/crew. If their INTEGRITY numbers are the same, discard them; if not, both are "stopped." Rest of AT/crew are not "stopped" and must continue to next dilemma. Discard dilemma regardless of outcome. (Gender-related; Borg player discards immediately.)

[S] STRICT DRESS CODE

Sacrifice one Diplomacy, one [H] or two [Def] personnel present (killed); otherwise, one personnel present is killed (opponent's choice). Mission continues.

If any Diplomacy, holograms, or [Def] personnel in crew, you must choose one Diplomacy, one hologram or two [Def] personnel to be killed. If hologram is "killed", reactivates on next turn as usual; others are discarded. If none of listed targets in crew, opponent chooses one crew member to be killed. Rest of crew is not "stopped" and must continue to next dilemma. Discard dilemma regardless of outcome. ("Mission continues" does not affect resolution for Borg.)

[S] "SUBSPACE SEAWEED"

Unless 3 Navigation aboard, place on ship. Reduces RANGE by 3 (cumulative). Your Transporter Skill may subsequently beam dilemma to your Science Lab at same location.

If crew meets conditions (3 Navigation), discard dilemma and continue to next. If not, place dilemma on ship; ship and crew are "stopped"; RANGE is reduced by 3. (Cumulative—ship may be affected by more than one copy of dilemma from different missions.) To remove dilemma from ship, move ship with

Transporter Skill aboard to same location as Nor you control, with Science Lab site, and "beam" dilemma to site (place on site).

[P] SURPRISE ASSAULT

Unless Leadership, 2 OFFICER and 2 SECURITY present OR 2 hand weapons present, kills two personnel (lowest CUNNING first, then lowest STRENGTH). Discard dilemma.

If AT meets conditions (Leadership, 2 OFFICER and 2 SECURITY OR 2 hand weapons), discard dilemma and continue to next. If not, AT member with lowest CUNNING is killed, then AT member with lowest STRENGTH is killed (if tie, opponent chooses); AT is "stopped"; discard dilemma.

[S/P] SYSTEM-WIDE CASCADE FAILURE

Mission continues but one android present (your choice) dies at end of this turn unless Dr. Soong OR Ira Graves present. Discard dilemma.

If no android in AT/crew, or if AT/crew meets conditions (Dr. Soong OR Ira Graves), discard dilemma and continue to next. Otherwise, choose one android to die at end of this turn; AT/ship and crew are NOT "stopped" and must continue to next dilemma. Discard dilemma when android dies. ("Mission continues" has no effect on resolution for Borg.)

[S] TARELLIAN PLAGUE SHIP [5 PT]

All ship's crew immediately die from plague unless MEDICAL volunteers to permanently beam over (discarded) to Tarellians. Discard dilemma.

If crew meets conditions (MEDICAL beams over/is discarded), place dilemma in bonus point area and continue to next. If not, crew dies; ship is "stopped"; discard dilemma. A holographic MEDICAL may be discarded if you have Holo-projectors in play. If MEDICAL skill is supplied by equipment, the equipment must be discarded with the personnel it enhances. If ship is under quarantine, MEDICAL cannot beam off. (Discarding a MEDICAL is a condition, not a "points-related choice." A [Com] drone with shared MEDICAL may be beamed over.)

[S] TEMPORAL CAUSALITY LOOP [5 PT]

Unless SCIENCE and CUNNING>35, undo your last two actions of this turn and end turn. Discard dilemma.

If crew meets conditions (SCIENCE and CUNNING>35), place dilemma in bonus point area and continue to next. If not, undo your last two actions of this turn; ship and crew are "stopped"; discard dilemma; end turn immediately.

[P] THE GATHERERS

Unless Marouk OR INTEGRITY>36 present, discard all Equipment and Artifacts in Away Team, plus one card (random selection) from your hand. Discard dilemma.

If AT meets conditions (Marouk OR INTEGRITY>36), discard dilemma and continue to next. If not, discard all equipment and artifacts in AT, plus one card from your hand (random selection); AT is "stopped"; discard dilemma.

[S/P] THE HIGHER... THE FEWER [-X]

Subtract X from your total score, where X= the number of personnel in this crew or Away Team.

Count personnel in AT/crew (=X) and determine point reduction. This value is fixed and will not change later. Place dilemma in bonus point area. AT/crew is not "stopped" and must continue to next dilemma. (No effect on Borg.)

[P] THE SHELIAK

Place at far end of spaceline. End of every turn, moves toward this mission (RANGE = 6). Upon arrival, destroys any outposts, stations and Away Teams present. Mission then = zero points.

Place at farthest end of spaceline (count cards; count span if tie). AT is not "stopped" and must continue to next dilemma. End of every turn (of both players), dilemma moves toward the mission where encountered, with a RANGE of 6. When it arrives at that mission, destroys all outposts, stations and Away Teams at that location. (Does not affect ships or headquarters.) If mission not yet completed, its value is reduced to 0 (but points box does not change). Mission already completed does not lose points. Discard

dilemma after it arrives. It has no further effects. (Has no effect on planet assimilation.)

[S] **THE THREE VIPERS**

Ship damaged unless ENGINEER and 2 Navigation present. Even if not damaged, crew "stopped" unless SCIENCE, OFFICER and Astrophysics present. Discard dilemma.

If crew cannot meet first set of conditions (ENGINEER + 2 Navigation), ship is damaged and crew is "stopped". Discard dilemma. If ship not damaged and crew meets second set of conditions (SCIENCE, OFFICER, and Astrophysics), discard dilemma and continue to next. If not, crew is "stopped"; discard dilemma.

[S/P] **THETA-RADIATION POISONING**

Place on any ship or outpost here (opponent's choice). End of each turn, one personnel present without Medical Kit killed (random selection). Cure with 6 ENGINEER.

Opponent chooses a ship or outpost at this location (not necessarily where mission attempted from) to place dilemma on. (If no ship or outpost, discard dilemma.) AT/crew is not "stopped" and must continue to next dilemma. At end of each of your turns, if any personnel present on affected ship or outpost and no Medical Kit present, randomly select one personnel to be killed. Only one Medical Kit is required to protect all personnel aboard. Discard dilemma when cured with 6 ENGINEER.

[S/P] **THOUGHT FIRE** [AU]

If The Traveler: Transcendence is affecting you, all crew members here with (CUNNING+INTEGRITY) <12 are killed unless Empathy present.

If The Traveler: Transcendence is not affecting you, discard dilemma and continue to next. Otherwise: If AT/crew meets conditions (Empathy), discard dilemma and continue to next. If not, all AT/crew members with (CUNNING + INTEGRITY) <12 are killed; AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again, even if no one is killed.

[S/P] **TRAUMA** [3]

Place on personnel present with the most • icons (your choice if tie). That personnel is disabled. If you solve this mission before countdown expires, that personnel dies.

Locate personnel in AT/crew with most • [skill dot] icons (your choice if tie) and place dilemma on him; he is disabled. Rest of AT/crew is not "stopped" and must continue to next dilemma. If you solve this mission before end of 3rd turn of player who seeded dilemma, affected personnel dies (discard dilemma). If you don't solve mission before then, dilemma self-nullifies and is discarded; personnel is re-enabled.

[S] **TSIOLKOVSKY INFECTION**

Place aboard ship. It is now infected. Mission can continue but all personnel, while aboard, lose their first-listed skill. Cure with 3 MEDICAL to discard. (Not cumulative.)

Place on ship. All personnel lose first-listed skill. If 3 MEDICAL remain, discard cured dilemma. Crew is not "stopped" and must continue to next dilemma. Discard dilemma when cured with 3 MEDICAL aboard. ("Mission can continue" has no effect on resolution for Borg.)

[S] **TWO-DIMENSIONAL CREATURES**

Place on ship. Empaths are disabled. Also, ship can't move until SCIENCE and ENGINEER present.

Place on ship. All crew members with Empathy are disabled. If non-disabled SCIENCE and ENGINEER remain, discard cured dilemma. Rest of crew is not "stopped" and must continue to next dilemma. Ship cannot move until dilemma cured with SCIENCE and ENGINEER (discard dilemma; Empaths are re-enabled).

[P] **UNDER FIRE**

Immediately probe (then place probe card atop draw deck): [Door], [Int], [SD], [Borg] : Kills two personnel (random selection).

Otherwise: "Stops" one personnel (random selection). Probe your draw deck (look at top card). If one of the listed icons ([Door], [Int], [SD], [Borg]) appears anywhere on the probe card,

randomly select two personnel in AT to be killed. If not, randomly select one personnel to be "stopped". Rest of crew is not "stopped" and must continue to next dilemma. Replace probe card on draw deck and discard dilemma regardless of outcome.

[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.

If Shelby OR 4 SECURITY in AT/crew, discard nullified dilemma and continue to next. Otherwise: opponent may download up to 4 Borg drones to planet, any facility, or any ship(s) at mission location, or up to 4 Rogue Borg Mercenaries (not Crisis) to occupied ship(s) only. May be split among multiple destinations. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma after download. Rogue Borg battle at start of the next turn. Drones stay on planet as Away Team, or on ship or facility as intruders. On Borg player's turn, may beam to Borg ship if at same location and Transport Drone available to beam through enemy SHIELDS. Borg may not initiate battle unless current objective allows it (and only on Borg player's turn).

[S/P] **UNSCIENTIFIC METHOD**

Assassin kills the most CUNNING SCIENCE personnel present who does not have Greed or Treachery. To get past requires CUNNING >24 remaining.

If any SCIENCE present who does not have Greed or Treachery, most CUNNING (if tie, opponent chooses) is killed. Total remaining CUNNING in AT/crew (even if no one killed). If >24, discard dilemma and continue to next. If not, AT/ship and crew are "stopped"; replace dilemma under mission to be encountered again.

[S/P] **UNTRUSTWORTHY ASSOCIATE**

Unless CUNNING>40, opponent places on any one ship or facility here. Opponent's cards may beam, dock and undock with ship or facility (as appropriate). Nullify with 4 SECURITY.

If 4 SECURITY in AT/crew, discard nullified dilemma and continue to next. Otherwise: if AT/crew meets conditions (CUNNING>40), discard dilemma and continue to next. If not, crew is "stopped". Opponent chooses one ship or facility at this location (if any) to place dilemma on (if none, replace dilemma under mission to be encountered again). Opponent may beam his cards to and from ship or facility. If space facility, opponent's ships may dock and undock from facility. Discard dilemma when nullified with your 4 SECURITY on affected ship or facility.

[S/P] **VANTIKA'S NEURAL PATHWAYS**

Place on a non-changeling present (random selection). Loses skills, classification and INTEGRITY; gains Treachery x2. Cure at infirmary site with MEDICAL and Transporter Skill.

If no non-changelings present, discard dilemma and continue to next. Otherwise, randomly select one non-changeling to place dilemma on. All existing skills, classification, and INTEGRITY are erased; gains skill of Treachery x2. AT/crew is not "stopped" and must continue to next dilemma. Discard dilemma when cured with MEDICAL + Transporter Skill at Infirmary site.

[S/P] **VENDETTA** [5 PT]

Unless Law present, place on one crew or Away Team member (opponent's choice). If that personnel dies, opponent scores points.

If AT/crew meets conditions (Law), place dilemma in your bonus point area and continue to next. If not, AT/ship and crew are "stopped"; opponent chooses one personnel to place dilemma on. If target dies at any time, place dilemma in opponent's bonus point area. Dilemma never discarded unless target is discarded for reason other than death.

[S] **VOLE INFESTATION**

Unless hand weapon OR ANIMAL OR Guard Drone present, place on ship. Disables special equipment; all attributes -2. To nullify, evacuate ship at your outpost until end of turn.

If crew meets conditions (hand weapon OR ANIMAL OR Guard Drone), discard dilemma and continue to next. If not, crew is "stopped"; place dilemma on ship; disables special equipment listed

on ship card and all ship attributes reduced by 2. Discard dilemma when nullified by docking at your outpost (not station) and evacuating ship till end of turn.

[P] **WIND DANCER**

To get past, Lwaxana Troi must be present OR at least one Away Team member must have: Youth OR Music OR STRENGTH>9.

If AT meets conditions (Lwaxana Troi OR [one AT member with Youth OR Music OR STRENGTH>9]), discard dilemma and continue to next. If not, AT is "stopped"; replace dilemma under mission to be encountered again.

[P] **WORSHIPER** [5 PT]

If Away Team's Greed>Honor, score bonus points.

Otherwise, Away Team is stopped unless Edo Vessel or Anthropology present. Discard dilemma.

If Greed > Honor, place dilemma in bonus point area and continue to next. Otherwise: If Edo Vessel or Anthropology present, discard dilemma and continue to next. If neither present, Away Team is "stopped". Discard dilemma after it has its effect. (If Greed>Honor, Borg pass and discard dilemma but earn no bonus points.)

[S/P] **YUTA**

Opponent chooses a number X. Randomly examine crew or Away Team one by one. If (INTEGRITY + CUNNING - STRENGTH) = X, discard that personnel and dilemma.

Shuffle personnel in AT/crew. Opponent selects number X and turns over personnel one by one. First personnel whose INT + CUNN - STR matches X is discarded (dies) along with dilemma. (Apply all attribute modifiers.) No more personnel are affected. If no personnel match number, discard dilemma. AT/crew is not "stopped" and must continue to next dilemma. (DNA-related dilemma: androids, Exocomps, and holograms are immune; remove from AT/crew before shuffling.) (Unity Drone has no effect on individual CUNNING or Yuta number.)

[P] **ZALDAN**

Unless Treachery x2, Disruptors, Wesley Crusher or Exobiology present, two Away Team members with Diplomacy (random selection) are killed.

If AT meets conditions (Treachery x2 OR any disruptor OR Wesley Crusher OR Exobiology), discard dilemma and continue to next. If not, randomly select two AT members with Diplomacy to be killed; AT is "stopped"; replace dilemma under mission to be encountered again, even if no one is killed.