

3
Indecent Proposal

Dilemma

Randomly select a personnel who **costs 5 or more** to be stopped. If you cannot, your opponent chooses a personnel to be stopped. If a personnel who costs 5 or more was stopped by this dilemma, return this dilemma to its owner's dilemma pile.

*"I am not for sale. And if, by some chance, I were to become available, I would rather eat Orion wing-slugs than deal with a toad-faced troll like you!"*

33 V 5

1
Kar'takin

Equipment

**Hand Weapon.** When you win combat in which all your personnel involved are Jem'Hadar, if this equipment is present, you may place this equipment on the bottom of its owner's deck to randomly kill an opponent's personnel involved.

*Favored by Jem'Hadar in close-quarters combat.*

33 V 8

3
D'Nesh
Manipulative Gift

Orion

Anthropology
Diplomacy
Engineer
Programming
Treachery

**Thief.** While a Thief present is facing a dilemma, you may destroy your event to make that Thief attributes +1 until the end of that mission attempt.

*"Harad-Sar never let us leave our rooms. I've never seen anything like this place."*

INTEGRITY 4
CUNNING 6
STRENGTH 4

14 C 94

2
Maras

Orion

Diplomacy
Exobiology
Security
Treachery

**Thief.** When a Thief present is about to be killed by a dilemma that costs 3 or more, you may destroy your event to prevent that.

*"They can make you forget most of your troubles. Of course, creatures such as these come with troubles of their own. But women are the same throughout the galaxy, aren't they?"*

INTEGRITY 4
CUNNING 6
STRENGTH 4

14 C 93

4
Navaar
Experienced Gift

Orion

Acquisition
Diplomacy
Exobiology
2 Leadership
2 Treachery

**Thief.** When a Thief present is facing a dilemma, you may destroy your event to have that Thief gain a skill of your choice until the end of that mission attempt.

*"I was wondering when you were going to come see me. After all, I've been your property for two days."*

INTEGRITY 4
CUNNING 6
STRENGTH 4

14 C 95