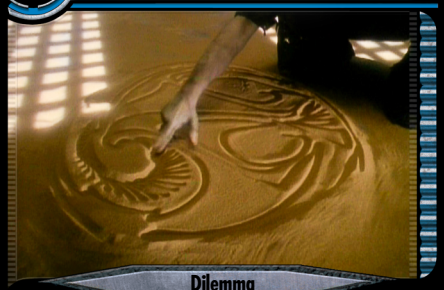
3 Hard Time



Dilemma

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

"We punish our offenders by giving them memories of incarceration modified to fit each offender's personality. It's more efficient and much more effective than maintaining an extensive prison system."

NOT ENDORSED BY CBS OR PAR. INC.

0 VP 9

0 •Unexpected Difficulties

Event

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

"Apologies, Captain. I seem to have reached an odd functional impasse. I am stuck."

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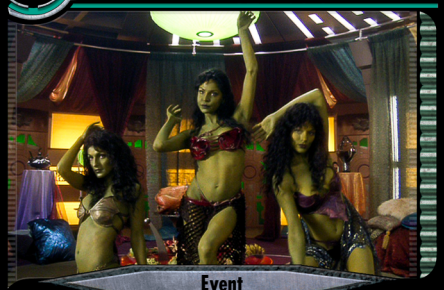
0 VP 15

2 Machinations



Event

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

"Yeah, the women are in charge."

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0 VP 21

4 •Ilia

Finest Navigator in Starfleet

Deltan

Honor **Navigation** **Officer** **Telepathy**

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

Allegiance – December 2009

Integrity 7 **Cunning 5** **Strength 5**

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0 VP 50

4 An Issue of Trust

Dilemma

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

"Khan, how do I know you'll keep your word?"

"Oh, I've given you no word to keep, Admiral. In my judgment, you simply have no alternative."

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0 VP 111

0 Power Shift

Event

To play this event, you must command three personnel. Plays in your core. While your personnel is attempting a mission, you may lose 5 points to make each of your personnel attributes +1 until the end of this mission attempt.

"We will set up a muon feedback wave inside the transfer beam. The particles will accumulate in their dilithium chamber. When they go to warp speed, their engines will explode."

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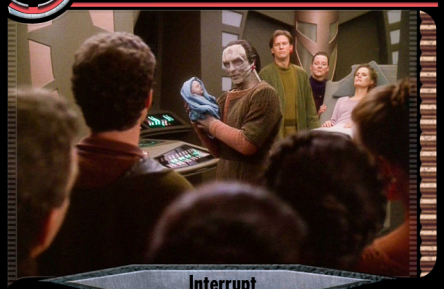
0 VP 132

Covenant



Interrupt

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

"This infant… was transformed in her womb into a living symbol of the Covenant I've made with you."

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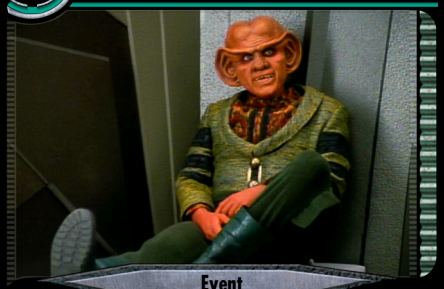
0 VP 134

4 •Holding Cell



Event

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

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0 VP 159

1 Entanglement

Dilemma

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

"Unlikely as it may sound, I believe the Enterprise *may be forming an intelligence."*

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0 VP 180

0 •Unexpected Difficulties

Event

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

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

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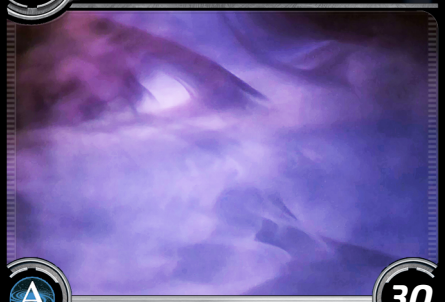
2 C 69

•McAllister C-5 Nebula

Mine Nebula



A 30

Engineer, 2 Navigation, Officer, and Cunning>31

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

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

NOT BROKERED BY CBS OR PAL INC.

4

2 U 101

3 Hard Time

Dilemma

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

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

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6 P 6

1 Outmatched

Dilemma

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

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

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7 C 9

1 Entanglement

Dilemma

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

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

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7 R 4

4 An Issue of Trust

Dilemma

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

"You don't trust me."

"I have no reason to."

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10 R 2

5 •James T. Kirk

Original Thinker

Human

Diplomacy • 2 Honor • Leadership • Officer

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

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

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Integrity 7 **Cunning 6** **Strength 6**

11 P 17

•Organia

Secure Strategic Base

A 30

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

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

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

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2

12 U 42

•Sector 21396

Commandeer Prototype

A 30

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

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

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3

14 U 52