

Name	Set	Type	Text
A Bad End 2E	Call_to_Arms	Planet	Randomly select one of your stopped personnel on this planet to be killed.
Close Call 2E	Call_to_Arms	Planet	Unless you have 2 Diplomacy and Security or 2 Computer Skill and Transporter Skill, randomly select an Engineer personnel to be killed.
Dangerous Climb 2E	Call_to_Arms	Planet	Unless you have 2 Geology or Strength>40, randomly select a personnel to be killed, then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile.
Failure To Communicate 2E	Call_to_Arms	Planet	Unless you have a personnel who has 2 Anthropology or a personnel who has 2 Security, your opponent chooses an Anthropology or Security personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
History Repeats Itself 2E	Call_to_Arms	Planet	Randomly select three personnel. If any of those personnel has Anthropology, all three are stopped.
Rock People 2E	Call_to_Arms	Planet	Unless you have 2 Anthropology and Integrity>30 or Exobiology, Medical, and Cunning>35, randomly select a personnel to be killed, then all your other personnel are stopped.
The Demands of Duty 2E	Call_to_Arms	Planet	Your opponent chooses a personnel. Unless you choose to have all your personnel be stopped, that personnel is killed.
Compassionate Interference 2E	CL	Planet	Randomly select a personnel to be stopped. Unless you reveal a Biology personnel from your hand or reveal a Geology personnel from your hand, that personnel is killed instead.
Psionic Attack 2E	CL	Planet	Unless you have Medical and Science or 3 Security, randomly select a personnel to place on the bottom of his or her owner's deck. If that personnel has Anthropology, randomly select an additional personnel and place that personnel on the bottom of his or her owner's deck.
Stand-Off 2E	CL	Planet	Unless you have Anthropology, Diplomacy, and Honor or Law, Security, and Strength>28 , randomly select a Leadership personnel, place him or her in your opponent's brig, and all your other personnel are stopped.
Symblene Blood Burn 2E	CL	Planet	Unless you have Biology, Exobiology, and Medical or Officer, Security, and Strength>28 , randomly select four personnel to be stopped and place this dilemma on your ship at this mission. Damage - At the start of each turn, randomly select a personnel on this ship to be killed.
Maquis Vendetta 2E	DM	Planet	Randomly select a personnel to be stopped. If that personnel has Officer or Security, randomly select an additional personnel to be stopped.
Head to Head 2E	Energize	Planet	Your opponent names a skill. Randomly select two personnel. Each of those personnel that has that skill is killed.
Quaint Technology 2E	Energize	Planet	Unless you have 2 Anthropology and Computer Skill or 2 Diplomacy and Cunning>34, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Patriotic Spirit 2E	FtB	Planet	Unless you have 3 Officer or Honor, Leadership, and Strength>28, randomly select a personnel to be stopped, and randomly select a personnel to be stopped for each Glinn personnel your opponent commands.
The Beast at El-Adrel 2E	FtB	Planet	Your personnel cannot gain skills while facing this dilemma. Unless you have 2 Diplomacy and 2 Leadership, or Engineer, Transporters, and Cunning>33 or a Hand Weapon, all your personnel are stopped.
Subterranean Barrier 2E	Ge	Planet	Unless you have Biology, Exobiology, Geology, and Integrity>25 or Diplomacy, Leadership, Officer and Cunning>32, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Paranoid Escape 2E	MD	Planet	Place this dilemma on this mission. Randomly select a personnel to be removed from the game. You cannot play cards that have the same title as that personnel. When you complete this mission, put the personnel removed from the game in his or her owner's hand and this dilemma is overcome.
Bleeding to Death 2E	Necessary_Evil	Planet	Unless you have Biology and 2 Medical or 2 Honor and Integrity>30, randomly select a personnel to be killed, then place this dilemma in your core (on table). At the start of each of your turns, place the top card of your deck on this dilemma. When you complete a mission, all your cards here are shuffled and placed on top of your deck, then this dilemma is removed from the game.
Echo Papa Stasis Field 2E	Necessary_Evil	Planet	Randomly select an Officer or Security personnel to be stopped.
In the Way 2E	Necessary_Evil	Planet	Randomly select a personnel. If that personnel has a skill listed in this mission's requirements (or any alternate requirements listed in game text you are using to attempt it), he or she is stopped.
Ungracious Hosts 2E	Necessary_Evil	Planet	Choose a personnel. Your opponent may discard cards from hand equal to the number of * icons on that personnel to place him or her in your opponent's brig.
Helpless 2E	Reflections_2	Planet	Randomly select a personnel. Unless he or she has at least one skill listed in this mission requirements, stop that personnel, then randomly select another personnel to be stopped.
Mr. Tricorder 2E	Reflections_2	Planet	Your opponent chooses a personnel. Unless you choose to place him or her aboard your ship at this mission, randomly select two personnel to be stopped.
Unknown Microorganism 2E	Reflections_2	Planet	Unless you have Biology, Medical, and Science or 2 Security and a non-Hand Weapon equipment, randomly select a personnel to be killed, all of your other personnel are stopped, and this dilemma returns to its owner's dilemma pile.
Assassination Attempt 2E	Second_Edition	Planet	Randomly select two personnel. Each of those personnel who does not have Treachery is killed.
Authenticate Artifacts 2E	Second_Edition	Planet	Unless you have a personnel who has 2 Anthropology or a personnel who has 2 Archaeology, your opponent chooses an Anthropology or Archaeology personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Automated Weapons 2E	Second_Edition	Planet	Unless you have 2 Security or a Hand Weapon, randomly select a personnel to be killed, then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile.
Captain's Holiday 2E	Second_Edition	Planet	Unless you have 2 Archaeology or 2 Geology, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Kolaran Raiders 2E	Second_Edition	Planet	Choose a personnel who has Leadership or Security to be stopped. If you cannot, randomly select a personnel to be killed.
Planetary Survey 2E	Second_Edition	Planet	Choose a personnel who has Geology or Computer Skill to be stopped. If you cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Pursuit Just Behind 2E	Second_Edition	Planet	Randomly select a personnel to be killed. If you still have nine personnel remaining, randomly select a second personnel to be killed. If you still have ten personnel remaining, randomly select a third personnel to be killed.
Sympathetic Magic 2E	Second_Edition	Planet	Unless you choose to place this dilemma on your ship at this mission, all your personnel are stopped. Damage - This ship is attributes -2.
Triage 2E	Second_Edition	Planet	Choose a personnel who has Biology or Medical to be stopped. If you cannot, randomly select a personnel to be killed.
Cultural Differences 2E	To_Boldly_Go	Planet	Choose a personnel who has Acquisition or Anthropology to be stopped. If you cannot, randomly select a personnel to be killed.
Ferengi Locator Bomb 2E	TUC	Planet	Unless you have Navigation, Physics, and Programming or Acquisition, Treachery, and Cunning>32, randomly select a personnel to be placed on the bottom of his or her owner's deck and all your personnel are stopped.
Excalbian Drama 2E	TV	Planet	When your opponent reveals this dilemma, he or she may discard any number of cards from hand. For each card discarded this way, add 5 Integrity to this dilemma's requirements. Unless you have Integrity>30, all your personnel are stopped.
Lawgivers 2E	TV	Planet	For each headquarters mission you command, your opponent chooses a personnel to be stopped. Each [NA] personnel stopped this way is returned to his or her owner's hand.
Confined to Quarters 2E	Call_to_Arms	Space	Randomly select three personnel. If any of those personnel has Leadership, all three are stopped.

Don't Let It End This Way 2E	Call_to_Arms	Space	Randomly select one of your stopped personnel on this ship to be killed.
Gomtuu Shock Wave 2E	Call_to_Arms	Space	Unless you have 2 Diplomacy and Integrity>32 or Empathy and Integrity>35, all your personnel are stopped and this dilemma is placed on your ship. Damage - This ship is attributes -2.
Graviton Wave 2E	Call_to_Arms	Space	Unless you have Astrophysics OR Stellar Cartography, Physics, and Cunning>32 or Biology and 2 Medical, randomly select a Science personnel to be killed.
Quantum Filament 2E	Call_to_Arms	Space	Unless you have 2 Astrophysics OR Stellar Cartography and 2 Navigation or 2 Engineer, Science, and Shields>8, this dilemma is placed on your ship. Damage - When your personnel aboard this ship are about to face a dilemma, randomly select one of them to be stopped.
Difficult Rescue 2E	CL	Space	Unless you have Shields + remaining Range>the number of personnel attempting this mission, randomly select a personnel to be killed and all your other personnel are stopped.
Sabotaged Reactor 2E	CL	Space	Unless you have Astrometrics, Engineer, and Navigation or Leadership, Officer, and Cunning>28, all your personnel are stopped and this dilemma is placed on your ship. Damage - This ship is Range -2.
Under Pressure 2E	CL	Space	Consume: 1. (Your opponent places the top card of his or her dilemma pile face up beneath this mission.) Unless you have Astrometrics, Engineer, and Navigation or Biology, Medical, and Science, randomly select a personnel to be killed. You may randomly select two personnel to be stopped to prevent this.
Shields Up! 2E	DM	Space	Randomly select a personnel to be stopped. If that personnel has Astrometrics or Navigation, randomly select a second personnel to be stopped.
Crippling Attack 2E	Energize	Space	Unless you have 2 Leadership and Officer or 2 Navigation and Shields>6, randomly select a personnel to be killed, then this dilemma is placed on your ship. Damage - This ship is attributes -2.
Dedication to Duty 2E	Energize	Space	Randomly select a personnel. Unless you choose to kill that personnel, your opponent draws a number of cards equal to the number of * icons on that personnel.
Disgraceful Assault 2E	Energize	Space	Unless you have 2 Security and Transporter Skill, randomly select a personnel to be stopped. Unless you have Biology and 2 Medical, that personnel is killed instead, then all your personnel are stopped.
Disruptor Accident 2E	Energize	Space	Randomly select a personnel. Unless you choose to kill that personnel, he or she and a second randomly selected personnel are stopped.
Face to Face 2E	Energize	Space	Your opponent names a skill. Randomly select two personnel. Each of those personnel that has that skill is killed.
Nausicaan Pirates 2E	Energize	Space	Unless you have Leadership and 2 Security or 2 Treachery and Strength>35, randomly select a personnel to be killed, then all your other personnel are stopped.
Subspace Accident 2E	Energize	Space	Unless you have Astrophysics OR Stellar Cartography and 2 Navigation or 2 Physics and Science, randomly select a personnel to be placed on the bottom of his or her owner's deck.
Skeptical Superiors 2E	FiB	Space	Unless you have 3 Leadership or Astrometrics, Programming, and Cunning>28, randomly select a personnel to be stopped, and randomly select a personnel to be stopped for each Admiral personnel your opponent commands.
Unbelievable Emergency 2E	Ge	Space	Your opponent names a skill. For each headquarters mission you command, randomly select two personnel to be stopped. If either of those personnel that is selected has the named skill, kill that personnel instead.
Reflections 2E	MD	Space	Reveal a number of cards from the top of your deck equal to the number of [AU] cards your opponent commands. For each event or interrupt revealed, your opponent chooses a personnel to be stopped.
A Pleasant Surprise 2E	Necessary_Evil	Space	Randomly select a Diplomacy or Treachery personnel to be stopped.
B'omar Stipulations 2E	Necessary_Evil	Space	Unless you have Diplomacy and Cunning>30 or Leadership and Strength>30, all of your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Short Circuit 2E	Necessary_Evil	Space	Unless you have Engineer and 2 Physics or 2 Computer Skill and Science, all of your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Shipboard Fire 2E	Reflections_2	Space	Unless there are no damage markers on this ship, all your personnel are stopped.
Causal Recursion 2E	RtS	Space	Unless you choose to remove five cards in your discard pile from the game or have three missions worth 40 or more points each, place this dilemma in your core. You need an additional 10 points to win the game. When you score points from an event, you may remove this dilemma from the game.
Covert Ambush 2E	RtS	Space	Unless you have a personnel with 2 Engineer or a personnel with 2 Programming, place this dilemma in your core. When your personnel is about to be placed in an opponent's brig, this dilemma's owner may remove this dilemma from the game to randomly select an additional personnel present to be placed in that opponent's brig
Command Decisions 2E	Second_Edition	Space	Choose a personnel who has Leadership or Officer to be stopped. If you cannot, randomly select a personnel to be killed.
Explosive Decompression 2E	Second_Edition	Space	Randomly select a personnel to be killed. If you still have nine personnel remaining, randomly select a second personnel to be killed. If you still have ten personnel remaining, randomly select a third personnel to be killed.
Graviton Ellipse 2E	Second_Edition	Space	Unless you have Astrophysics OR Stellar Cartography, Engineer, and Physics or Shields + unused RANGE this turn>13, all your personnel are stopped and this dilemma is placed on your ship. Damage - This ship is attributes -2.
Invidium Leak 2E	Second_Edition	Space	Unless you have Engineer and 2 Computer Skill or 2 Medical, all your personnel are stopped.
Magnetic Field Disruptions 2E	Second_Edition	Space	Choose a personnel who has Astrophysics OR Stellar Cartography or Navigation to be stopped. If you cannot, randomly select a personnel to be killed.
Nanite Attack 2E	Second_Edition	Space	Unless you have 2 Diplomacy and 2 Engineer or 2 Security and a Hand Weapon, this dilemma is placed on your ship. Damage - At the end of each of your turns, randomly select a personnel aboard this ship to be killed.
Systems Diagnostic 2E	Second_Edition	Space	Choose a personnel who has Engineer or Computer Skill to be stopped. If you cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Wavefront 2E	Second_Edition	Space	Unless you have a personnel who has 2 Astrophysics OR Stellar Cartography or a personnel who has 2 Navigation, your opponent chooses an Astrophysics OR Stellar Cartography or Navigation personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Molecular Reversion Field 2E	Strange_New_Worlds	Space	Unless you have two personnel who each have Integrity>5, Cunning>5, and Strength>5, or have two personnel who have total attributes>38, all your personnel are stopped and this dilemma is placed on your ship. Damage - You have 1 fewer counter to spend during each of your Play and Draw Cards segments.
Parallels 2E	To_Boldly_Go	Space	Reveal a number of cards from the top of your deck equal to the number of events the opponent to your left has in his or her core (on table). If any of the revealed cards are a copy of a personnel attempting this mission, stop each of those personnel. Place the revealed cards on the bottom of their owner's deck in any order.
Warp Bubble Mishap 2E	To_Boldly_Go	Space	Choose a personnel who has Physics or Science to be stopped. If you cannot, randomly select a personnel to be killed.
Once More Unto the Breach 2E	TUC	Space	If your opponent commands a staffed Cloaking Device ship at this mission, he or she may begin an engagement between that ship and your ship. That Cloaking Device ship is Weapons +2 until the end of this dilemma. If your opponent wins, randomly select a personnel to be killed and all of your personnel are stopped.

What Lies Beneath 2E	TUC	Space	Unless you have Archaeology, Geology, and Honor or Anthropology, Treachery, and Cunning>32, randomly select a personnel to be placed on the bottom of his or her owner's deck and all your personnel are stopped.
Fesarius Bluff 2E	TV	Space	When your opponent reveals this dilemma, he or she may discard any number of cards from hand. For each card discarded this way, add 5 Cunning to this dilemma's requirements. Unless you have Cunning>30, all your personnel are stopped.
Caretaker's Wave 2E	WY	Space	Unless you have Astrometrics and Engineer or 3 Navigation, stop all of your personnel and this dilemma is placed on your ship. Damage - At the start of each of your turns, the owner of this dilemma may place this ship at your mission.
DNA Analysis 2E	Call_to_Arms	Space/Planet	Unless you have a personnel who has 2 Medical or a personnel who has 2 Science, your opponent chooses a Medical or Science personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Forsaken 2E	Call_to_Arms	Space/Planet	Unless you have 2 Honor or 2 Treachery, all your personnel are stopped. Each Honor or Treachery personnel that uses his or her skills while facing this dilemma is placed on the bottom of his or her owner's deck.
Inside Collaborators 2E	Call_to_Arms	Space/Planet	Unless you have a personnel who has 2 Diplomacy or a personnel who has 2 Treachery, your opponent chooses a Diplomacy or Treachery personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Justice or Vengeance 2E	Call_to_Arms	Space/Planet	Unless you have Anthropology and 2 Security or Exobiology, Honor, and Integrity>32, randomly select a Treachery personnel to be killed.
Psychic Receptacle 2E	Call_to_Arms	Space/Planet	Your opponent names a skill. Randomly select a personnel who has that skill. While a personnel who has that same card title is facing a dilemma, he or she cannot use his or her skills. This effect lasts until the end of this mission attempt.
Psycho-Kinetic Attack 2E	Call_to_Arms	Space/Planet	Unless you have Exobiology and 2 Medical or Honor and Empathy, randomly select a Security personnel to be killed.
Secret Identity 2E	Call_to_Arms	Space/Planet	Your opponent chooses a personnel. You may replace him or her with any one personnel of the same affiliation from your deck. Place the personnel your opponent chose in his or her owner's discard pile. Shuffle and replace your deck.
So Many Enemies 2E	Call_to_Arms	Space/Planet	Randomly select three personnel. If any of those personnel has Treachery, all three are stopped.
A Pattern of Lies 2E	CL	Space/Planet	Randomly select three personnel. Unless at least one of them is a different species than the others, all three are stopped.
Armed Search Party 2E	CL	Space/Planet	Randomly select three personnel. Unless they have Strength>17 or you have a non- Hand Weapon equipment, for each headquarters you command, randomly select one of those personnel to be placed in your opponent's brig.
Contaminating a Culture 2E	CL	Space/Planet	Randomly select a personnel to be killed. You may prevent this by placing one of your equipment cards present in its owner's discard pile.
Last Gasp 2E	CL	Space/Planet	Randomly select a personnel to be stopped. Unless you reveal a Leadership personnel from your hand or reveal an Officer personnel from your hand, that personnel is killed instead.
DNA Security Scan 2E	Energize	Space/Planet	Unless you have Engineer and 2 Computer Skill or 2 Security and Cunning>36, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Exposed Power Relay 2E	Energize	Space/Planet	Randomly select a personnel to be stopped. If you still have nine personnel remaining, that personnel is killed instead, then randomly select a second personnel to be killed. If you still have ten personnel remaining, your opponent chooses a third personnel to be killed.
Hired Muscle 2E	Energize	Space/Planet	Unless you have 2 Acquisition or choose to discard three cards from hand, your opponent chooses a [NA] personnel to be placed on top of his or her owner's deck.
Meaningless Words 2E	Energize	Space/Planet	Unless you choose to discard the top three cards of your deck, your opponent chooses a personnel to be stopped.
Memory Invasion 2E	Energize	Space/Planet	Your opponent examines your hand and chooses a card. Unless you choose to discard that card, randomly select three personnel to be stopped.
Plasma Shock 2E	Energize	Space/Planet	Randomly select a personnel. If that personnel has Strength>6, he or she is stopped. Otherwise, he or she is killed.
Racial Tension 2E	Energize	Space/Planet	Randomly select two personnel. Unless they are the same species, both are stopped.
Sorting Things Out 2E	Energize	Space/Planet	If a personnel has been killed during this mission attempt, randomly select a personnel to be stopped.
Telepathic Deception 2E	Energize	Space/Planet	Unless you have Biology, Exobiology, and Security or Empathy and Cunning>28, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Traitor Exposed 2E	Energize	Space/Planet	Randomly select a Treachery personnel. If that personnel has Cunning>6, he or she is stopped. Otherwise, he or she is killed.
Unexpected 2E	Energize	Space/Planet	Randomly select a personnel to be stopped. Unless you have Astrophysics OR Stellar Cartography and 2 Diplomacy or Exobiology and 2 Medical, place that personnel on top of his or her owner's deck instead.
Chula: Unfortunate Roll 2E	FiB	Space/Planet	Randomly select three personnel. If their total Integrity is odd, all three are stopped.
Let Them Worry 2E	FiB	Space/Planet	Unless you have 3 Honor or Medical, Physics, and Strength>28, randomly select a personnel to be stopped, and if your opponent commands 3 Shape-shifter personnel, all your personnel are stopped.
One to One 2E	FiB	Space/Planet	Randomly select two personnel. If they both are (Cmd) or both are (Stf), they are stopped.
The Clown: On His Throne 2E	FiB	Space/Planet	Place this dilemma on this mission. Your opponent names an attribute (Integrity, Cunning, or Strength). Replace attributes in this mission's requirements (and alternate requirements in game text) with the named attribute. At the end of the turn, remove this dilemma from the game.
Treachery Running Deep 2E	FiB	Space/Planet	Unless you have 3 Anthropology or Physics, Treachery, and Cunning>28, randomly select a personnel to be stopped, and discard a card from hand for each Praetor personnel and Senator personnel your opponent commands.
Unwanted Guests 2E	FiB	Space/Planet	Your opponent randomly discards a personnel from his or her hand. Unless you have that personnel's skills, all your personnel are stopped.
Accelerated Aging 2E	Ge	Space/Planet	Place this dilemma on this mission. Each personnel at this mission cannot use his or her first-listed skill. At the end of this turn, this dilemma is overcome.
Destined Journey 2E	Ge	Space/Planet	Choose a personnel who has Honor or Leadership to be stopped. If that personnel has both Honor and Leadership, you may unstop your stopped personnel present and that personnel joins the mission attempt. If you cannot choose a personnel with Honor and Leadership, all your personnel are stopped.
Final Triumph 2E	Ge	Space/Planet	Unless you choose to discard an event from your hand, your opponent chooses a personnel to be stopped.
Not Quite Domesticated Pets 2E	Ge	Space/Planet	Unless you have Diplomacy, 2 Leadership, and Integrity>28 or Biology, 2 Exobiology, and Cunning>34, randomly select a personnel to be stopped. If your opponent has more events in his or her core than you and he or she does not command that personnel, place that personnel at his or her headquarters mission instead and that opponent now commands that personnel.
Alien Conspiracy 2E	MD	Space/Planet	Choose three personnel. Your opponent chooses one of those personnel to be stopped.
Crew Advancement 2E	MD	Space/Planet	Consume: 2. (Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.) Your opponent names an attribute (Integrity, Cunning, or Strength). Your personnel with the highest named attribute is stopped.
Fractured Time 2E	MD	Space/Planet	Randomly select nine personnel. All your other personnel are removed from the game.

New Advancements 2E	MD	Space/Planet	Unless you have Diplomacy, Leadership, and Navigation or a ship at a completed space mission, randomly select a personnel to be stopped, and if the opponent on your left commands Earth, he or she may download two [SFL] cards.
Back Room Dealings 2E	Necessary_Evil	Space/Planet	Choose a personnel who has Treachery or Integrity<4 to be stopped. If you cannot, randomly select a personnel to be killed.
Broken Captive 2E	Necessary_Evil	Space/Planet	Your opponent chooses one of his or her captives. Unless you have the skills on that captive, all your personnel are stopped.
Guess Who's Coming to Dinner? 2E	Necessary_Evil	Space/Planet	Choose a personnel who has Diplomacy or Integrity>6 to be stopped. If you cannot, randomly select a personnel to be killed.
Side by Side 2E	Necessary_Evil	Space/Planet	Your opponent names a skill. Randomly select two personnel. Each of those personnel that has that skill is stopped.
Dignitaries and Witnesses 2E	Reflections_2	Space/Planet	Unless you have an Admiral or a General or 3 Leadership, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Eye to Eye 2E	Reflections_2	Space/Planet	Your opponent names a number. Randomly select two personnel. Each of those personnel that has an attribute matching that number is stopped.
Hard Time 2E	Reflections_2	Space/Planet	Place this dilemma in your core (on table). 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.
Echo Papa Attack 2E	RtS	Space/Planet	Your personnel cannot gain skills while facing this dilemma. Unless you have these requirements: [Planet] - Medical, Officer, and Security; or [Space] - Leadership, Navigation, and Programming, randomly select a personnel to be killed and this dilemma returns to its owner's dilemma pile.
Occupational Hazards 2E	RtS	Space/Planet	Unless you have 2 Acquisition or 2 Treachery, randomly select a personnel to be killed and this dilemma returns to its owner's dilemma pile.
Antedean Assassins 2E	Second_Edition	Space/Planet	Unless you have a personnel who has 2 Anthropology or a personnel who has 2 Empathy, your opponent chooses an Anthropology or Empathy personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Microbrain 2E	Second_Edition	Space/Planet	Unless you have a personnel who has 2 Exobiology or a personnel who has 2 Geology, your opponent chooses an Exobiology or Geology personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Ornaran Threat 2E	Second_Edition	Space/Planet	Randomly select a personnel to be stopped. Unless you have Diplomacy and Medical or 2 Security, that personnel is killed instead, then all your other personnel are stopped and this dilemma returns to its owner's dilemma pile.
Pinned Down 2E	Second_Edition	Space/Planet	Randomly select a personnel to be stopped. If you still have nine personnel remaining, randomly select a second personnel to be stopped. If you still have ten personnel remaining, randomly select a third personnel to be stopped.
Recurring Injury 2E	Second_Edition	Space/Planet	Unless you have a personnel who has 2 Biology or a personnel who has 2 Medical, your opponent chooses a Biology or Medical personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Stellar Core Fragment 2E	Second_Edition	Space/Planet	Unless you have a personnel who has 2 Physics or a personnel who has 2 Science, your opponent chooses a Physics or Science personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Temptation 2E	Second_Edition	Space/Planet	Randomly select three personnel. Each of those personnel that does not have Honor or Treachery is stopped.
Tense Negotiations 2E	Second_Edition	Space/Planet	Unless you have a personnel who has 2 Diplomacy or a personnel who has 2 Leadership, your opponent chooses a Diplomacy or Leadership personnel to be stopped. If your opponent cannot, all your personnel are stopped and this dilemma returns to its owner's dilemma pile.
Between Duty and Respect 2E	To_Boldly_Go	Space/Planet	Unless you have Archaeology, Geology, and Science or Honor, Leadership, and Officer, randomly select a personnel to be stopped, and if the opponent on your left command (have in play)s Bajor, he or she may take a card from his or her discard pile into hand.
Cardassian Processing 2E	To_Boldly_Go	Space/Planet	Unless you have Diplomacy, Honor, and Transporter Skill or Law, Security, and Strength>30, randomly select a personnel to be stopped, and if the opponent on your left command (have in play)s Cardassia Prime, that personnel is placed in your opponent's brig instead.
Chula: Move Along Home 2E	To_Boldly_Go	Space/Planet	Randomly select three personnel. If the highest Strength among those personnel is even, all three of them are stopped.
Show Trial 2E	TUC	Space/Planet	Randomly select a personnel who has Leadership or Medical to be stopped. If you have more points than each of your opponents, randomly select an additional personnel to be stopped.
Arena 2E	TV	Space/Planet	Randomly select a personnel. Unless that personnel has total attributes>18, your opponent places him or her on a planet mission.
Mark of Gideon 2E	TV	Space/Planet	Randomly select a personnel to be stopped. If you still have nine personnel remaining, return that personnel to his or her owner's hand, then your opponent chooses a second personnel to return to his or her owner's hand. If you still have ten personnel remaining, your opponent chooses a third personnel to return to his or her owner's hand.
Psychokinetic Control 2E	TV	Space/Planet	Place this dilemma on this mission. Each personnel at this mission loses each skill he or she has gained. Each personnel cannot gain skills. Each personnel cannot increase his or her attributes. At the end of this mission attempt, this dilemma is overcome.
Swashbuckler at Heart 2E	TV	Space/Planet	Reveal your hand and place each interrupt revealed this way on top of your deck in any order. Your opponent draws up to two cards.
Trelane's Trial 2E	TV	Space/Planet	Choose a personnel that does not have an attribute>6 to be stopped. If you cannot, for each headquarters mission your command, randomly select a personnel to be killed.
Back to Basics 2E	WY	Space/Planet	Your opponent counts each personnel and ship card in his or her discard pile and shuffles each of those cards into his or her deck. If fourteen or more cards were shuffled into his or her deck this way, all your personnel are stopped.
Moral Choice 2E	WY	Space/Planet	Randomly select three personnel. If any of those personnel is a [Fed] personnel, they are all stopped. Otherwise, choose one of those personnel to be stopped.
Shocking Betrayal 2E	WY	Space/Planet	Choose a personnel to be stopped and your opponent may discard a non-[NA] personnel from hand to choose a personnel that is the same affiliation as that discarded personnel to be killed.