Welcome to the First Edition Star Trek Customizable Card Game, a universe of endless possibilities. With this pre-constructed Ferengi starter deck, you will take command of the Ferengi Alliance in your quest to exploit the galaxy and win the game!

To set up your deck, first you’ll want to cut out all the cards and separate them into the different groups listed in the Deck List. Slide each card in front of a physical card and then into a sleeve, and you’re ready to go.

**Ferengi Deck List**

**Missions (8)**
- 1x Acquire Surplus Ships
- 1x Host Metaphasic Shielding Test
- 1x Revenge Plot
- 1x Search for Weapons
- 1x Steal Technology
- 1x The Last Outpost

**Draw Deck (31)**

**Events**
- 2x Surprise Party

**Incidents**
- 2x Get It Done

**Interrupt**
- 1x Business Gambit

**Personnel**
- 2x Bahl
- 1x Captain Picard
- 1x Dax
- 1x Dr. Aridor
- 1x Dr. Kayna
- 1x Kral
- 2x Lurin
- 1x Mordoc
- 2x Obol
- 1x Quark
- 2x Rato
- 1x Dr. Syrus
- 1x Vekar
- 1x Will Riker

**Ships**
- 2x Ferengi Scout Vessel
- 1x Aordan

---

**Quick Start Rules**

First, determine who will go first by any random method. Then, you’ll enter the seed phase to set up the game — you seed cards in three steps:

**Seed Missions** — Shuffle your missions into a stack face down in front of you. Starting with the first player, alternate placing missions on the table in a single space line. When you place a new mission, it can go on either end.

**Seed Dilemmas** — Place a dilemma combo (see below for suggested combos) under each opponent’s mission, making sure to match the type of dilemma to the mission type. Make sure the first dilemma of the combo is touching the table.

**Recommended Dilemma Combos**

1. Punishment Box
2. Arrows – Skin of Evil
3. Ferengi Ambush

1. Chuluk the Lights
2. Ferengi Ambush
3. Linguistic Legerdemain

1. Gomtuu Shock Wave
2. Topological Anomaly 4747
3. Radioactive Garbage Scow

1. Maglock
2. Magnetic Field Disruptions
3. Digesties and Witnesses

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read the dilemma’s text and check to see if you have the dilemma’s requirements. If you do, the dilemma is discarded and you continue with the next dilemma. If you do not, you will suffer the effects of the dilemma and follow its instructions. Usually this means that some of your personnel will be stopped (unavailable the rest of this turn) or killed (placed in your discard pile).

When there are no more dilemmas beneath the mission, check your crew or away team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.

**Conclusion** — These are just the basic quick start rules for First Edition. For the complete rules, visit the official website of The Continuing Committee at www.trekcc.org. There you can find the extended rules, more cards you can print (for free) and add to your decks, and players in your area of the world so you can play more often!

“Consider it... an act of friendship.”

---

**Winning the Game** — You win the game when you have earned a total of 100 points and you have completed both a planet mission and a space mission. You attempt missions during the execute orders phase using the personnel, ships and equipment you have played. You attempt space missions with your crew aboard a ship; you attempt planet missions by beaming an away team down to the mission.

Now you’re ready to begin the game! Shuffle your draw deck, then draw an opening hand of seven (7) cards. You will alternate turns with your opponent, starting with the first player. There are three steps to each turn:

**Play Cards** — Every turn, you get to play one (1) card as your card play. This can be any card in your hand, as long as you meet the conditions for playing that card. However, there are other ways to play additional cards for free; this means they don’t take up your card play.

**Execute Orders** — Once you are done playing cards, you can use any card you have in play. This includes beaming personnel to and from ships, moving your ships to different locations, attempting missions, or using the game text on the cards you have in play.

**Draw a Card** — When you are done with your turn, you always get to draw one (1) card — this is your card draw. You may play other cards that give you additional card draws, but at the end of each of your turns you get to draw a card.

---

The Star Trek CCG Community lives on at www.trekcc.org.
**Acquire Surplus Ships**

**Klingon Salvage Yard:** Complete illicit sale of decommissioned B'rel-class hardware.

**Acquisition + Engineer + Computer Skill**

OR

**Diplomacy + Greed + Treachery**

**Klingon Salvage Yard:** Complete illicit sale of decommissioned B'rel-class hardware.

**Veytan:** Test revolutionary shield design within star's superdense corona.

**Diplomacy + Engineer + Navigation + Science**

When you solve, may download Metaphasic Shields here.

**Host Metaphasic Shielding Test**

**Revenge Plot**

**Camor V:** Lay genetic groundwork for vengeance against old foe.

**Medical + Exobiology + Treachery x2**

OR

**Any Bok + Cunning >35**

**Camor V:** Lay genetic groundwork for vengeance against old foe.

**Search for Weapons**

**Demilitarized Zone Region • Border planet:** Search planet for illegal Maquis arms cache.

**Officer + Navigation + Treachery**

May seed hand weapons under here.

**Demilitarized Zone Region • Border planet:** Search planet for illegal Maquis arms cache.

**Steal Technology**

**Gamma Tauri IV:** Steal energy converter from remote Federation outpost.

**Officer + Greed + Transporter Skill + Treachery**

When you solve, may download (or steal) an equipment here.

**The Last Outpost**

**Delphi Ardu IV:** Investigate source of energy emanating from ancient T'Kon outpost.

**Acquisition + Security + Treachery x2**

OR

**Diplomacy x2 + Leadership + Officer**

**Surprise Party**

Planning Lt. Worf's party was easy; translating "For He's a Jolly Good Fellow" into Klingon was hard. There didn't seem to be a Klingon word for "jolly."

Plays on table. Your opponent may immediately draw up to two cards. At the end of each of your turns, you may draw an extra card. (Unique.)

**Get It Done**

Plays on table. Once each turn, you may place two cards from hand on the bottom of your deck to choose: make a unique personnel attributes +2 until end of turn OR make a ship RANGE +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. After any use, discard incident OR discard a card from hand. (Captain's Order.)
GET IT DONE
Plays on table. Once each turn, you may place two cards from hand on the bottom of your deck to choose: make a unique personnel attributes +2 until end of turn OR make a ship RANGE +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. After any use, discard incident OR discard a card from hand. (Captain's Order)

BUSINESS GAMBIT
Many in the Alpha Quadrant, lacking the lobes for business, are wary of the Ferengi Alliance's capitalistic practices. Once per game, plays to "stop" your Greed personnel and an opposing personnel present. Steal an equipment present OR download an equipment there.

INCIDENT
NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

INTERRUPT
NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Baht
Typical Ferengi technician. Previously served on a D'Kora-class marauder but chose to become a privateer under Lurin in search of bigger profits.

Engineer
Anthropology
Transporter Skill

INTEGRITY CUNNING STRENGTH
6
6
5

Dr. Arridor
Conspired with Goss during the Barzan negotiations. Explored the wormhole with Kol. Prefers analysis to speculation.

Medical
Acquisition
Greed
Exobiology
Biology
Leadership
Treachery

INTEGRITY CUNNING STRENGTH
4
8
5

Dr. Reyga
Invited aboard the U.S.S. Enterprise to demonstrate his innovative technology. The ensuing murder mystery proved it successful, but at a high cost.

Science
Engineer
Astrophysics
Physics
Stellar Cartography
Metaphasic Shields

INTEGRITY CUNNING STRENGTH
7
8
5

Gozar
Representative of talented Ferengi officers. Recruited by Bok to help in the capture and ransom of Jason Vigo. Devotee of the Rules of Acquisition.

Officer
Acquisition
Exobiology
Leadership
Navigation
Treachery
Diplomacy

INTEGRITY CUNNING STRENGTH
3
7
6

Captain Picard
The former captain of the U.S.S. Stargazer, Jean-Luc Picard was manipulated into attacking his own ship. If exposed, becomes under opponent's control.

Officer
Exobiology
Treachery x2
ENGINEER
Transporter Skill
Thought Maker

INTEGRITY CUNNING STRENGTH
4
8
9

DaiMon Bok
Bok could not forgive Captain Picard for the death of his son. Vengeful commander of the Kordis.

Officer
Exobiology
Treachery x2
ENGINEER
Transporter Skill
Thought Maker

INTEGRITY CUNNING STRENGTH
6
7
6

Leadership x2
Navigation x2
Physics
Picard Maneuver

INTEGRITY CUNNING STRENGTH
8
8
6
Gozar
Representative of talented Ferengi officers. Recruited by Bok to help in the capture and ransom of Jason Vigo. Devotee of the Rules of Acquisition.

Kayron
One of many junior crew members often found on D'Kora marauders. Part of Letek's landing party. Berik's nephew. Former assay assistant on Lappa IV.

Kol
Ferengi scientist serving under Goss. Studied the Barzan wormhole with Dr. Arridor. Didn't realize the significance of the meson and lepton fluctuations.

Levin
Typical nurse found throughout the Ferengi Alliance. Now working with the privateer Lurin. Cousin of Broik. Collects antique musical recordings.

Obol

Quark
Kurdon
Commanded by Dalothin Bok during his quest for vengeance against Captain Picard. First officer Kazago commanded following Bok’s arrest.

D’KORA-CLASS MARAUDER
RANGE 8 WEAPONS 8 SHIELDS 8
97
Tractor Beam, Holodeck

DILEMMA

CHULA: THE CHANDRA
"Allamaraine, count to four. Allamaraine, then three more. Allamaraine, if you can see. Allamaraine, you’ll come with me.”
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.”

DILEMMA

CHULA: THE LIGHTS
Julian Bashir’s confidence after completing two shaps did not serve him well in the fourth shap of the Wadi game Chula.

DILEMMA

DANGEROUS CLIMB
Deep underground passages such as those on Xantora pose a problem for transporters. Without climbing skills, they may also pose a problem to away team personnel.

DILEMMA

DIGNITARIES AND WITNESSES
The bitterness of defeat and the exultation of triumph have taught many leaders a great lesson: they must preserve in peace what they have won in war.

DILEMMA

FERENGI AMBUSH
Despite prior agreements about cooperating in a joint exploration of Delphi Ardu IV, the Ferengi seized the chance to get the better of their Federation adversaries.

DILEMMA

FLIM-FLAM ARTIST
The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

DILEMMA

FRIENDLY FIRE
Only a seasoned leader can prevent disaster during tense situations.
**DILEMMA**

**SOMTUU SHOCK WAVE**

Although some creatures have intricate greeting rituals, others will defend themselves violently at the first sign of danger.

Unless 2 Diplomacy and INTEGRITY>32 OR Empathy and INTEGRITY>35 present, all undocked ships at this location are damaged and relocated one location toward far end of spaceline.

---

**LINGUISTIC LEPERDEMAIN**

Sarah's contract with Quark allowed him to proposition his employees. The provision was hidden on page 21, subsection 12, paragraph D.

Unless Anthropology and Exobiology present, \( X = 1 + \text{number of affiliation icons on this mission with no matching personnel present} \); place on mission; it cannot be attempted.

---

**MAGLOCK**

Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

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

---

**MAGNETIC FIELD DISRUPTIONS**

Proximity to severe stellar phenomena can disrupt shipboard systems. In 2364, intense magnetic fields from the Delos star overloaded many consoles on the U.S.S. Enterprise.

One personnel (random selection) is killed unless you “stop” a personnel with Astrophysics or Navigation. To get past requires CUNNING>24 remaining.

---

**MURDER INVESTIGATION**

Tuvok was forced to question many of U.S.S. Voyager’s crew to solve a mystery. The efforts took focus away from his other duties.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has SECURITY, all of them are “stopped.”

---

**PICKING UP THE PIECES**

Parts of B-4’s assembly were found strewn across the Kolaran system. Many planetary scans were required to locate all of the positronic signatures.

To get past requires Geology or Computer Skill. All such personnel are “stopped,” but if two or more present, one must continue (random selection).

---

**PINNED DOWN**

Confronted with Sir Guy of Gisbourne’s archers, Jean-Luc Picard, posing as Robin Hood, ordered his crew deeper into Q’s recreation of Sherwood Forest.

To get past, two personnel (random selection) must be “stopped.” Then, if any card in play, another personnel (random selection) is “stopped.”

---

**PUNISHMENT BOX**

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.

---

**PUNISHMENT BOX**

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.

---

**MURDER INVESTIGATION**

Tuvok was forced to question many of U.S.S. Voyager’s crew to solve a mystery. The efforts took focus away from his other duties.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has SECURITY, all of them are “stopped.”

---

**PICKING UP THE PIECES**

Parts of B-4’s assembly were found strewn across the Kolaran system. Many planetary scans were required to locate all of the positronic signatures.

To get past requires Geology or Computer Skill. All such personnel are “stopped,” but if two or more present, one must continue (random selection).

---

**PINNED DOWN**

Confronted with Sir Guy of Gisbourne’s archers, Jean-Luc Picard, posing as Robin Hood, ordered his crew deeper into Q’s recreation of Sherwood Forest.

To get past, two personnel (random selection) must be “stopped.” Then, if any card in play, another personnel (random selection) is “stopped.”

---

**PUNISHMENT BOX**

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.

---

**PINNED DOWN**

Confronted with Sir Guy of Gisbourne’s archers, Jean-Luc Picard, posing as Robin Hood, ordered his crew deeper into Q’s recreation of Sherwood Forest.

To get past, two personnel (random selection) must be “stopped.” Then, if any card in play, another personnel (random selection) is “stopped.”

---

**PUNISHMENT BOX**

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.

---

**PUNISHMENT BOX**

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.

---

**PINNED DOWN**

Confronted with Sir Guy of Gisbourne’s archers, Jean-Luc Picard, posing as Robin Hood, ordered his crew deeper into Q’s recreation of Sherwood Forest.

To get past, two personnel (random selection) must be “stopped.” Then, if any card in play, another personnel (random selection) is “stopped.”

---

**PUNISHMENT BOX**

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.

---

**PINNED DOWN**

Confronted with Sir Guy of Gisbourne’s archers, Jean-Luc Picard, posing as Robin Hood, ordered his crew deeper into Q’s recreation of Sherwood Forest.

To get past, two personnel (random selection) must be “stopped.” Then, if any card in play, another personnel (random selection) is “stopped.”

---

**PUNISHMENT BOX**

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.

---

**PINNED DOWN**

Confronted with Sir Guy of Gisbourne’s archers, Jean-Luc Picard, posing as Robin Hood, ordered his crew deeper into Q’s recreation of Sherwood Forest.

To get past, two personnel (random selection) must be “stopped.” Then, if any card in play, another personnel (random selection) is “stopped.”

---

**PUNISHMENT BOX**

In the mirror universe, methods of discipline are often agonizing. Incompetent superior officers are subjected to public torture as examples to the crew.

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.