

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

CROSSOVER

THE CONTINUING COMMITTEE

78 ADDITIONAL VIRTUAL CARDS • RELEASED SEPTEMBER 2015 • VERSION 1.0

Design Team

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"Something is very wrong here. I think we took a wrong turn in the wormhole."

Venture back into the dark and twisted mirror universe with *Crossover*, a seventy-eight (78) card *First Edition* expansion that details the conflict between the Klingon/Cardassian Alliance and the Terran Rebellion. *Crossover* brings new opportunities to players with new objectives, and greater threats with a suite of lethal dilemmas that will find homes in many different decks. Are you prepared for the mirror universe? Are you prepared to *Crossover*?

RULES

Opposite quadrant — The Alpha Quadrant and the Mirror Quadrant are opposite quadrants. The opposite quadrant location is the same place, but in the other quadrant. For example, Oppress Population is the planet Vulcan in the Mirror Quadrant. The opposite location is Vulcan in the Alpha Quadrant, Observe Ritual.

Coming Soon — What if history had taken a different turn at a crucial point? What if the boundaries in space and time were breached, and you found yourself in a distorted reflection of the world you knew? Where a peaceful Federation was replaced by a brutal Empire — or worse? When you step through the looking glass, nothing is as it seems.



The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

ARTICLES
FORUMS
RULES

CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

The *Star Trek CCG* Community lives on at
WWW.TREKCC.ORG

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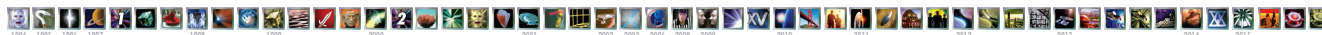
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DILEMMA

STAR TREK
THE ORIGINAL SERIES



ASSASSINATION ATTEMPT

A plot to maintain military tensions between the Klingons and the Federation targeted key personnel for elimination.

Opponent may download an assassin here. Unless Transporter Skill and a personnel with INTEGRITY > 7 OR a personnel with SECURITY x2 present OR no assassin on planet, one personnel is killed (random selection).

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

1 V



DILEMMA

STAR TREK II
THE WRATH OF KHAN



BURIED ALIVE

With the Starship Enterprise powerless to help, Khan left Admiral Kirk as Kirk had left him: marooned for eternity.

If you did not seed this dilemma, place on mission and mission attempt ends. Adds (does not count for Balancing Act). (Unique.)

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2 V



DILEMMA

STAR TREK



CLIMBING THE RANKS

Chief Navigator Chekov attempted to advance his standing on the I.S.S. Enterprise by assassinating James Tiberius Kirk, who had himself eliminated Captain Pike.

Kills the highest STRENGTH OFFICER personnel present who does not have Leadership. To get past requires STRENGTH > 24 remaining.

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3 V



DILEMMA

STAR TREK
THE ORIGINAL SERIES



DISGRACEFUL ASSAULT

Surprise attacks and boarding parties, such as the incident orchestrated by Valeris and General Chang in 2293, can wreak havoc on unsuspecting vessels.

Opponent may (or if they have an in point area). Unless 2 SECURITY and Transporter Skill present, one personnel (opponent's choice) is killed. Discard dilemma.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4 V



DILEMMA

STAR TREK
VOYAGER



DNA SECURITY SCAN

To deter tampering with its deadly mission, the Dreadnought's security systems included an identity check of anyone boarding the vessel.

To get past, must have 2 ENGINEER, 2 Computer Skill, and CUNNING > 15X. X=number of cards in opponent's discard pile (limit 6). Nullify with Scan Cycle Check.

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5 V



DILEMMA

STAR TREK
THE ORIGINAL SERIES



ENSURE THEIR SILENCE

Valeris eliminated her co-conspirators, Burke and Sammo. "The first rule of assassination: kill the assassins."

One personnel (random selection) is killed. If opponent's infiltrator attempting, two more personnel (random selection) are killed and one such infiltrator (owner's choice) is exposed.

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6 V



DILEMMA

STAR TREK
NEMESIS



EXPLOSIVE DECOMPRESSION

Though most starships are outfitted with emergency forcefields in the event of a hull breach, there is unfortunately a slight delay before they can be activated.

Kills X personnel (random selection), where X=number of opponent's missions with point boxes. If > 9 personnel remain, opponent may .

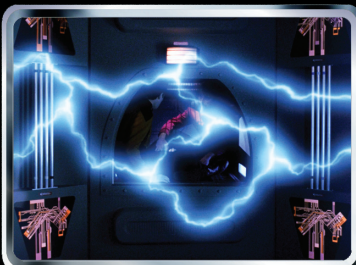
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7 V



DILEMMA

STAR TREK
THE NEXT GENERATION



EXPOSED POWER RELAY

When advanced technology is damaged, the power flowing through those systems can instead arc through adjacent walls and across passageways.

X personnel (random selection) are stopped, where X=number of opponent's missions showing 25 points or less. Cannot get past if > 9 personnel remain.

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8 V



DILEMMA

STAR TREK
DEEP SPACE NINE



EYE TO EYE

When Kira Nerys encountered her doppelganger from the mirror universe, they were both taken aback by not only their similarities but also their differences.

Player with the most cards in hand chooses two personnel to be stopped. If tied, cannot get past.

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9 V

DILEMMA

STAR TREK
VOYAGER



FACE TO FACE

After encountering a quantum duplicate of herself and the U.S.S. Voyager crew, Kathryn Janeway worked with her doppelganger to try to prevent further death or damage.

Player with the least points chooses one personnel to be killed. If tied, ship is damaged and stopped until end of next turn.

10 V

DILEMMA

STAR TREK
THE NEXT GENERATION



HEAD TO HEAD

When the Chameloid Martia took the form of Captain Kirk on Rura Penthe, the warden of the penal colony was unsure who was the escapee and who was the doppelganger.

Player with most points chooses one personnel to be killed. If tied, two personnel killed (random selection) and Away Team stopped until end of next turn.

11 V

DILEMMA

STAR TREK
THE NEXT GENERATION



ONE TO ONE

Thomas Riker, a transporter duplicate of William T. Riker, resented his doppelganger's authority and superior rank, and viewed him as a rival for the affections of Deanna Troi.

Each player reveals a personnel from hand (if none, CUNNING=0). Highest CUNNING scores points, others lose points. Cannot get past if tie.

±5

12 V

DILEMMA

STAR TREK
NEMESIS



PURSUIT JUST BEHIND

While investigating mysterious positronic signatures, Jean-Luc Picard and his crew were forced to flee from attacking natives.

Kills X personnel (random selection), where X=number of opponent's ♠️ missions with point boxes. If >9 personnel remain, destroys three Equipment present.

13 V

DILEMMA

STAR TREK
DEEP SPACE NINE



RULES OF OBEDIENCE

Overseer Odo's strict enforcement of order in the Ore Processing unit made life dangerous for any slave that stepped out of line.

Personnel with highest INTEGRITY OR fewest 🔴 icons is killed (opponent's choice). To get past requires Geology and 2 Honor OR 2 SECURITY and 2 Treachery OR Smiley.

14 V

DILEMMA

STAR TREK
THE NEXT GENERATION



TEIDIOUS SOIREE

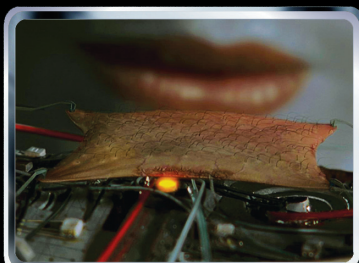
With Worf already excused, the remaining senior officers of the U.S.S. Enterprise were required to attend Calvin Hutchinson's formal reception on Arkaria.

Opponent names a classification or a subcommand icon. All but one personnel with that classification or icon (your choice) are stopped. Nullified by Incoming Message.

15 V

DILEMMA

STAR TREK
FIRST CONTACT



TEMPTATIONS OF THE FLESH

To further the Collective's attempts to stop first contact and take over the U.S.S. Enterprise-E, the Borg Queen attempted to seduce Data by offering him a sensual tactile experience.

One personnel is stopped (random selection) for each objective in play (limit 5). To get past requires ⚡️ OR 🔴 OR any Queen.

16 V

EVENT

STAR TREK
DEEP SPACE NINE



PRIDE OF THE FLEET

Klingons revel at their culture's prowess in battle. A mighty flagship embodies their power and dominance.

Seeds or plays on your Negh'Var-class ship. If, at end of turn, ship is staffed, undocked, undocked, and no other undocked ship in quadrant has higher WEAPONS, draw an extra card.

17 V

EVENT

STAR TREK
DEEP SPACE NINE



REBELLIOUS SERVANTS

Although not technically slaves, Mr. Sisko and his crew spent their lives doing the Intendant's bidding. With Julian Bashir's influence, they rebelled, costing the Alliance bitterly.

Download different M 🟢 human and/or Vulcan personnel with up to 7 total 🔴 icons to your M facility. Discard event (lose points).

-10

18 V

EVENT

STAR TREK
DEEP SPACE NINE



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RESISTANCE TACTICS

Insurgents and guerilla fighters often use unorthodox techniques to keep larger enemy forces off-balance.

Seeds or plays on table. Discard event to cancel a just-initiated battle involving your Resistance, or personnel.

19 V

EVENT

STAR TREK
DEEP SPACE NINE



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THE BEST OF A BAD LIFE

Having carved out an existence for himself and his crew better than most under the Alliance, Mr. Sisko was satisfied he had made his contribution to improve the lives of Terrans.

Return up to two cards from your discard pile to hand. Discard event. OR Plays on table. Your personnel are attributes all +1. (Cumulative.)

20 V

EVENT

STAR TREK
DEEP SPACE NINE



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TREATY: THE ALLIANCE

In the mirror universe, the Cardassian Union and the Klingon Empire united with other smaller powers to take advantage of the peaceful reforms of the Terran Empire.

Seeds or plays on table. Your cards may mix and cooperate, and your leaders may use your ships. Your leaders may attempt and missions.

21 V

EVENT

STAR TREK
DEEP SPACE NINE



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WARRIOR'S BIRTHRIGHT

A Klingon proverb holds that "if a warrior does not fight, he does not breathe."

Plays on your mission. Your and personnel may contribute their STRENGTH instead towards INTEGRITY and CUNNING requirements of mission, and dilemmas here.

22 V

ALLIANCE OUTPOST

STAR TREK
DEEP SPACE NINE



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In the mirror universe, the Cardassian Union is a member of the Klingon/Cardassian Alliance. The Alliance establishes outposts throughout its territory.

Seed one OR build where you have a ENGINEER.

OUTPOST

SHIELDS 32

23 V

INCIDENT

STAR TREK
DEEP SPACE NINE



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AN IMPORTANT VICTORY

Plays on table. Once each turn, your personnel reporting to Mirror Terok Nor may do so for free. Contain Boarding Parties may seed or play there. You may ignore the point box of Rebellious Servants when played as your normal card play. Nullified if you play or have seeded Terran Rebellion HQ.

24 V

INCIDENT

STAR TREK
DEEP SPACE NINE



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CENTER OF AUTHORITY

Plays on table; if opponent's Mirror Terok Nor in play, you may download a Outpost (ignoring ENGINEER requirement). Once each turn, your personnel OR personnel reporting to Mirror Terok Nor (or, if opponent's Mirror Terok Nor in play, to your outpost) may do so for free.

25 V

INCIDENT

STAR TREK
ENTERPRISE



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EXPERT PILOT

Seeds or plays on table. Your unique ships with a personnel with Navigation x2 aboard are RANGE +2, are immune to Loss of Orbital Stability and Outgunned, and may download Evasive Maneuvers. When you complete a space mission, you may download Space Boomer. Doubles skill requirements of each Fly by the Seat of your Pants.

26 V

INCIDENT

STAR TREK
DEEP SPACE NINE



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PLENTY OF CAPTAINS

Plays on table; you may download A Safe Place to Hide. Your personnel lose (even if not in play). Your personnel and ships may report to any Badlands Region mission; once each turn, one such or personnel may do so for free. Nullified if you seeded Mirror Terok Nor.

27 V



INCIDENT

STAR TREK
DEEP SPACE NINE

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TAKING CHARGE



Seeds or plays on table. Your personnel at a non-homeworld mission with an objective on it are attributes all +1. Once each turn, if your Admiral, General, Captain, Colonel, Gul, Legate, DailMon, Maje, Alpha-Hirgen, or Jem'Hadar First is at your mission, you may download an objective onto that mission.

28 V



INCIDENT

STAR TREK
DEEP SPACE NINE

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THE REGENT'S FLAGSHIP



Plays on table; download *Regency 1*. Your personnel lose (even if not in play). Your personnel may report aboard *Regency 1*; once each turn, one such or personnel may do so for free. In place of your normal card play, you may download a non-leader (once per game per affiliation). Nullified if you seeded *Mirror Terok Nor*.

29 V



INCIDENT

STAR TREK
DEEP SPACE NINE

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TINKERER



Plays on table. Once each turn, may "stop" your non-ENGINEER personnel to choose one: fully repair your ship or facility they are aboard (limit once per game) OR shuffle any number of non-hand weapon equipment from your discard pile into your deck OR discard an equipment present to download an ENGINEER-related equipment there.

30 V



INCIDENT

STAR TREK
DEEP SPACE NINE

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YOU CAN'T KILL THE CAPTAIN



Plays on table. At the start of each of your turns, your personnel with the highest INTEGRITY (your choice if tie) gains V.I.P. until end of turn. When your personnel dies, you may place them here. (Personnel here are not in play.) Once each turn, you may discard a card from here to give one of your personnel any skill until end of turn.

31 V



INTERRUPT

STAR TREK
DEEP SPACE NINE

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SHROUDED ASSAILANT



In what he called a sacred moment, a member of the Pah-wraith cult stabbed Benjamin Sisko on Earth in 2375.

Once every turn, plays on your Treachery personnel using a blade weapon to kill one other personnel present (random selection) OR Nullifies Handshake.

32 V

3

35

CUNNING>32 OR Ezri OR The Intendant OR Smiley

Any

Conduct Crossover Operation



Bajor Region • Near Derna: Seek and retrieve resources from opposite quadrant.

Treachery + Transporter Skill x2 + ENGINEER + CUNNING>32 OR Ezri OR The Intendant OR Smiley

Any crew may attempt mission.

35

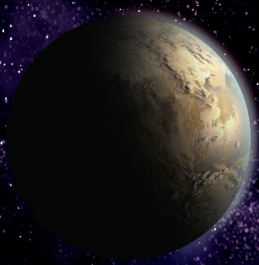
3

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3

30

Diplomacy x2 + Leadership + INTEGRITY>30 OR Treachery x2 + OFFICER + STRENGTH>30



Enlistment Drive



Remote colony: Recruit troops for conflict between the Alliance and the rebels.

Diplomacy x2 + Leadership + INTEGRITY>30 OR Treachery x2 + OFFICER + STRENGTH>30



30 M

34 V

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5

30

Navigation x2 + SCIENCE + CUNNING>30



Evade Patrolling Squadron



Badlands Region • Plasma storms: Use natural phenomena to hide from pursuing vessels.

Navigation x2 + SCIENCE + CUNNING>30
When seeded, you may download *Navigate Plasma Storms*.



30 M

35 V

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4

30

Stellar Cartography + SCIENCE + (Treachery OR Honor)



Examine Disappearance Site



Spatial interphase: Study remnant of trans-dimensional event in Tholian-annexed space.

Stellar Cartography + SCIENCE + (Treachery OR Honor)



30 M

36 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3



SECURITY + Leadership x2 + ENGINEER + CUNNING > 35
** +5 points if Defiant or Regency 1 here when solved.*





Test Warship



Bajor Region • Near Bajor: Determine battle capabilities of new warship.



SECURITY + Leadership x2 + ENGINEER + CUNNING > 35
** +5 points if Defiant or Regency 1 here when solved.*








35*
M

3

43 V

OBJECTIVE

STAR TREK
DEEP SPACE NINE

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A SAFE PLACE TO HIDE

Plays on table. While on the table, you may discard a card from hand to place this objective on your unsolved non-homeworld **M** mission. While on a mission, at the end of your turn, if your staffed $\frac{1}{2}$ ship at this mission is undocked, undocked, and not landed, you may draw an additional card. When this mission is completed, return this objective to table. (Unique.)

44 V

This is a Star Trek: Deep Space Nine objective card. The top header features the Star Trek logo and the text "DEEP SPACE NINE". The objective is titled "EMOTIONAL BLACKMAIL" and is worth 15 points. The card includes a large image of a hand holding a photograph of a woman, and a paragraph of text describing the mission. The card is marked as "NOT ENDORSED BY CBS OR PARAMOUNT PICTURES".

STAR TREK
DEEP SPACE NINE

OBJECTIVE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

EMOTIONAL BLACKMAIL

Seeds or plays on table; download Brainwash to a captive escorted by your **M** personnel at a non-**M** mission; captive does not relocate to an outpost. When that personnel helps you complete a **M** mission, you may discard objective and Brainwash to score points (captive is released and relocated to opponent's facility).

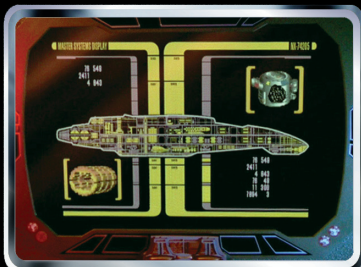
15

45 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



EVALUATE STARSHIP SYSTEMS

Seeds or plays on table. At any time, place on your *Defiant*, *I.K.S. Negh'Var*, or ship with "prototype" in lore; ship is attributes all +1 for each of your missions with "Test" in title and each of your objectives played on a mission (limit +4). When ship's crew completes a mission with "Test" in title or a mission with an objective on it, discard this objective to score points and draw 3 cards.

5

46 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



HISTORIC COMING TOGETHER

Seeds or plays on your *M* planet mission. Nullified if you attempt with <5 (or >9) personnel. Just after you start a mission attempt here, if mission is unexamined, you may draw X cards, where X=the number of different affiliations among your *♣* personnel involved. If X>2, discard objective to score points. Otherwise, place objective out of play.

5

47 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



PROCESS ORE: MINING

Seeds or plays on your non-homeworld *♣* mission. Adds Geology to requirements. Start of each turn, while you have no facility here, your non-*♣* Geology personnel present and unopposed may "process ore": discard one non-*||||* card from hand, place bottom non-*||||* card of discard pile in point area (worth 1 point), then draw one card (or two if 2 Geology present).

48 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



RAID OPPOSITE QUADRANT

Seeds or plays on table. At any time, place on your *M* ship docked at a *M* facility. If ship's crew or Away Team completes a mission in another quadrant, then ship returns and docks at that facility, you may discard objective to download up to two *♣* cards OR one "use as Equipment" artifact (as if earned) here.

49 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



REAP ALL THE GLORY

Seeds or plays on your space mission; it may be attempted by your crew with at least four *♣* personnel. Your *♣* ships here are SHIELDS +2. When you solve mission with such a crew, score 5 points and relocate objective to table; your *♣* ships are attributes all +1.

50 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



STUDY DIVERGENT HISTORY

Seeds or plays on Guest Quarters OR The Intendant's Quarters OR your *M* ship OR a headquarters. Twice each turn, you may stop two personnel present from opposite quadrants to draw a card. Doubles point boxes of your File Mission Report in this quadrant (for opposite quadrant missions).

51 V



❖ Bor Kaffe

STAR TREK
DEEP SPACE NINE



OFFICER

Representative of loyal commandos serving The Intendant. Assisted in Mr. Quark's execution in 2370. Desires a greater role for Bajor in the Alliance.

- Stellar Cartography
- Treachery
- Transporter Skill

INTEGRITY 4 CUNNING 6 STRENGTH 7

52 V



❖ Jalota Mar

STAR TREK
DEEP SPACE NINE



ENGINEER

Typical ore processing technician. Served under Overseer Odo. Occasionally deputized by station security during emergencies on Terok Nor.

- Geology
- Computer Skill

INTEGRITY 6 CUNNING 5 STRENGTH 5

53 V



The Intendant

STAR TREK
DEEP SPACE NINE



V.I.P.

Resourceful prisoner, seductress, and assassin. *Kira Nerys* left a trail of bodies behind while escaping her rebel captors. Misses her milk baths.

- Treachery x2
- Leadership
- Law
- Transporter Skill
- Assassination Plot (as the assassin, even while captive).

INTEGRITY 2 CUNNING 8 STRENGTH 7

54 V



❖ Merdan

STAR TREK
DEEP SPACE NINE

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SECURITY

Representative of Terok Nor security officers under Security Chief Garak. Assisted the Intendant with her pursuit of Terran rebels in 2371.

• Transporter Skill • Treachery

INTEGRITY 4 CUNNING 7 STRENGTH 7

55 V



❖ Trepur

STAR TREK
DEEP SPACE NINE

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OFFICER

Typical cultural attaché and legal expert. Discredited former legate trying to regain power by allying with Regent Worf. Rival of Security Chief Garak.

• Anthropology • Law • Archaeology

INTEGRITY 6 CUNNING 7 STRENGTH 6

56 V



❖ Ahanu

STAR TREK
DEEP SPACE NINE

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SCIENCE

One of many Terrans who joined the Rebellion against the Klingon/Cardassian Alliance. Formerly part of Mr. Sisko's crew of mercenaries.

• SECURITY • Geology • Youth
• Treachery

INTEGRITY 5 CUNNING 7 STRENGTH 6

57 V



❖ Al Vermont

STAR TREK
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Typical Terran rebel. Tests innovative battlefield medicine techniques on wounded soldiers. Assisted Mr. Sisko on several key missions.

• Greed • Treachery • MEDICAL

INTEGRITY 6 CUNNING 6 STRENGTH 7

58 V



❖ Banya

STAR TREK
DEEP SPACE NINE

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CIVILIAN

Typical member of the Rebellion. Half Terran, half Betazoid friend of Captain Bashir. Has studied military history since joining the rebels.

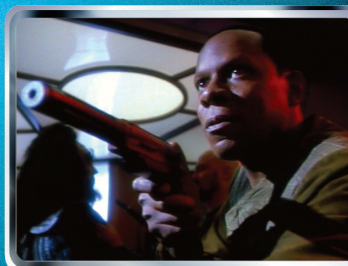
• Archaeology • Empathy • Law
• Anthropology

INTEGRITY 7 CUNNING 6 STRENGTH 5

59 V



Mr. Sisko

STAR TREK
DEEP SPACE NINE

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OFFICER

Benjamin Sisko changed his mind and began the rebellion against the Klingon/Cardassian Alliance. Terran captain married to Professor Sisko.

• SECURITY • Diplomacy • Honor • Leadership
• Navigation x2 • You Can't Kill the Captain

INTEGRITY 8 CUNNING 8 STRENGTH 8

60 V



Professor Sisko

STAR TREK
DEEP SPACE NINE

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SCIENCE

Terran rebel scientist from a family of collaborators. Visited Benjamin Sisko in 2372. She kidnapped Jake Sisko to lure his father to the mirror universe.

• Astrophysics • Stellar Cartography • Physics
• Treachery • Study Divergent History

INTEGRITY 5 CUNNING 7 STRENGTH 5

61 V



❖ Sarah Shaw

STAR TREK
DEEP SPACE NINE

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OFFICER

Freedom fighter in the Terran Rebellion. One of many crewmembers aboard the Defiant in 2372. Fights to end Alliance oppression of her people.

• Transporter Skill • Computer Skill
• Astrophysics

INTEGRITY 5 CUNNING 5 STRENGTH 6

62 V



❖ Stoichkov

STAR TREK
DEEP SPACE NINE

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ENGINEER

Typical rebel who assisted in the construction of the Defiant. Struggled to calibrate the power system. Terran quartermaster and cook.

• Transporter Skill • Stellar Cartography

INTEGRITY 4 CUNNING 7 STRENGTH 4

63 V

STAR TREK
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Nizari

CIVILIAN

Humanoid dabo girl. Moved to Bajor after the Terran occupation. Works for Mr. Nog, but forced to covertly feed information to Security Chief Garak.

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Acquisition Greed Anthropology
Youth Dabo

INTEGRITY 5 CUNNING 7 STRENGTH 4

54 V

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Captain Lursa

OFFICER

Lursa is the sister of Captain B'Etor. Squadron commander serving under Regent Worf. Embraces the equal opportunities offered by the Alliance.

● **ENGINEER** ● **Geology** ● **Honor** ● **Leadership**
 ● **Navigation** ▼ **Historic Coming Together**

INTEGRITY 8 **CUNNING** 8 **STRENGTH** 8

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Nu'Tal

**STAR TREK
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OFFICER

Klingon captain who mistook Kira Nerys for the Intendant. Reported the incident to Security Chief Garak. Amateur Klingon opera soloist.

Anthropology **Music** **SECURITY**
Treachery **Law**

INTEGRITY 4 CUNNING 5 STRENGTH 8

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Regent Worf

V.I.P.

Hands-on general. Wishes to dispose of the rebels himself. *Worf* wished to acquire a cloaking device and more Hupnyrian beetle snuff.

● **SECURITY** ● **OFFICER** ● **Leadership** ● **Treachery**
 ▼ **Pride of the Fleet** ▼ **Taking Charge**

INTEGRITY 4 **CUNNING** 7 **STRENGTH** 10

67 V

A character card for Errol from Star Trek: Deep Space Nine. The card has a gold and brown textured background. At the top left is a circular icon with a green and brown pattern. To its right is the name 'Errol' in a stylized font. Further right is the 'STAR TREK DEEP SPACE NINE' logo. Below the name is a large rectangular photo of the character Errol, a bald man with a goatee, looking slightly to the right. To the right of the photo is vertical text: 'NOT ENDORSED BY CBS OR PARAMOUNT PICTURES'. Below the photo is a white box with the word 'CIVILIAN' in black. To the left of this box is a small icon of a Klingon head and a Klingon symbol. To the right of the 'CIVILIAN' box are two small icons: a Klingon head and a blue square with a white 'M'. Below the 'CIVILIAN' box is a paragraph of text: 'Typical male Terran slave. Discussed grooming tips with a man posing as Mr. Sisko in 2371. Envious of Ezri's freedom but can't refuse the Intendant.' Below this text is a white bar with two red circular icons followed by the words 'Anthropology' and 'Biology'. At the bottom is a black bar with three colored boxes: a blue box with 'INTEGRITY', a green box with '6', a green box with 'CUNNING', a green box with '5', and a red box with 'STRENGTH' and '7'. In the bottom right corner is the text '68 V'.

Guron

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SECURITY

Giant Terran mercenary and bodyguard who worked as part of Mr. Sisko's crew. Poor dabo player. Later joined the rebellion against the Alliance.

Treachery x2
 Leadership

Exobiology
 Biology

INTEGRITY 4 **CUNNING** 6 **STRENGTH** 8

69 V

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❖ *Marauder*

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Typical Terran member of Mr. Sisko's crew. Hates the Alliance for causing the death of his wife. Despite a love for danger, declined a knife fight with Telok.

SECURITY

• Acquisition • Biology • Computer Skill
▼ Mirror Dagger (ignoring [X])

INTEGRITY 4 CUNNING 5 STRENGTH 7

70 V

McKay

STAR TREK
DEEP SPACE NINE

ENGINEER

Representative of Terran slaves who process ore on Terok Nor. Freed by Smiley in 2371. Abandoned his Alliance designation and adopted his birth name again.

Geology

INTEGRITY 5 CUNNING 5 STRENGTH 5

71 V

Smiley

ENGINEER

Terran slave *Miles O'Brien* was named and inspired by Mr. Sisko. "Fixer" favored by the Intendant. Repaired equipment for Overseer Odo.

- Geology
- Physics
- Transporter Skill
- Computer Skill
- Tinkerer

INTEGRITY 6 CUNNING 7 STRENGTH 6

73 V

V'mor

CIVILIAN

Male Vulcan hairstylist aboard Terok Nor. Encourages the Intendant to position herself as a fashion trendsetter in the Klingon/Cardassian Alliance.

- Computer Skill
- Anthropology
- Mindmeld
- Barbering
- May nullify Strict Dress Code where present

INTEGRITY 5 CUNNING 8 STRENGTH 7

74 V

Alliance Freighter

MILITARY FREIGHTER

Typical supply vessel used by the Klingon/Cardassian Alliance. Moderately armed to defend against pirates and other raiders.

Tractor Beam

RANGE 7 WEAPONS 5 SHIELDS 6

75 V

Mr. Sisko's Interceptor

INTERCEPTOR CLASS

Commanded by Mr. Sisko. Used as a privateer for the Intendant. Later used as a raider for the Terran Rebellion.

May take off or land once each turn.
X=3 vs. ♀

RANGE 7 WEAPONS 7+X SHIELDS 5+X

76 V

Ya'Vang

VOR'CHA CLASS

Alliance warship captained by Nu'Tal on patrol in the Bajoran sector. Investigated the mysterious appearance of a damaged ship near Terok Nor.

Tractor Beam
X=1 in a region.

RANGE 9 WEAPONS 9+X SHIELDS 8+X

77 V

The Intendant's Quarters

The Intendant, ♀ Vulcans, and any personnel who mentions The Intendant as a romantic partner may report here. Personnel who mention The Intendant in lore may file mission reports here. Once each turn a player may stop their The Intendant and another personnel present to draw one card. While station has ♀, The Intendant's Quarters are suspended.

78 V

Mirror Terok Nor Ops Module I Promenade I Habitat Ring I Docking Ring