

CROSSOVER

THE CONTINUING COMMITTEE

78 ADDITIONAL VIRTUAL CARDS • RELEASED SEPTEMBER 2015 • VERSION 1.0

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ALLIANCE STARTER DECK



Welcome to the *First Edition Star Trek Customizable Card Game*, a universe of endless possibilities. With this pre-constructed Klingon/Cardassian starter deck, you will take command of the Alliance in your quest to control the universe 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.

ALLIANCE DECK LIST

MISSIONS (6)

- 1x Conduct Crossover Operation
- 1x Enlistment Drive
- 1x Navigate Argolis Cluster
- 1x Search for Rebels
- 1x Signal for Rescue
- 1x Test Warship

DRAW DECK (32)
EQUIPMENT

- 1x Mirror Dagger

EVENTS

- 2x Raktajino

INCIDENTS

- 1x Call for Reinforcements

INTERRUPT

- 1x Wormhole Navigation Schematic

OBJECTIVE

- 1x Historic Coming Together

PERSONNEL

- 1x Overseer Odo
- 2x Aramax
- 2x Merdan
- 1x Overseer Mardel
- 1x Security Chief Garak
- 1x Trepur
- 1x Captain B'Etor
- 1x Captain Lursa
- 1x Nu'Tal
- 1x Korvek
- 1x Regent Worf
- 1x Rukor
- 1x Telok
- 1x Vartok
- 1x Q413—Theta
- 1x Errol
- 2x Marauder
- 1x Professor Sisko
- 1x Selat
- 1x Smiley

SHIPS

- 2x Alliance Freighter
- 1x Ya'Vang

SEED DECK (26)
DILEMMAS

- 1x A Bad End
- 1x A Good Day to Lie
- 1x Ancient Computer
- 1x Chula: The Chandra
- 1x Climbing the Ranks
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Don't Let It End This Way
- 1x Ensure Their Silence
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x History Repeats Itself
- 1x It's Green
- 1x Justice or Vengeance
- 1x Maglock
- 1x Occupational Hazards
- 1x Picking Up the Pieces
- 1x Unorthodox Preservation

DOORWAYS

- 1x Temporal Micro-Wormhole
- 1x The First Stable Wormhole

EVENT

- 1x Treaty: The Alliance

FACILITY

- 1x Alliance Outpost

INCIDENTS

- 1x New Arrivals
- 1x Reshape the Quadrant
- 1x The Art of Diplomacy

OBJECTIVE

- 1x Assign Support Personnel

OUTSIDE THE
GAME (3)
DOORWAYS

- 2x Bajoran Wormhole
- 1x Bajoran Wormhole: Mirror Universe

*"The Alliance.
The historic coming
together of the Klingons
and the Cardassians."*

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 dilemmas to the mission type. Make sure the first dilemma of the combo is touching the table.

RECOMMENDED DILEMMA COMBOS

1. Unorthodox Preservation
2. History Repeats Itself
3. A Bad End

1. A Good Day to Lie
2. Justice or Vengeance
3. Occupational Hazards

1. It's Green
2. Don't Let It End This Way
3. Ancient Computer

1. Flim-Flam Artist
2. Picking Up the Pieces
3. Dangerous Climb

1. Chula: The Chandra
2. Ensure Their Silence
3. Friendly Fire

1. Maglock
2. Climbing the Ranks
3. Dignitaries and Witnesses

Seed Everything Else — Place the rest of your seed cards on the table (or on the space line). These cards set up your deck and give you the tools to bring other cards into play during the game. (Note: If any cards tell you to download a card, that means search your draw deck for the appropriate card, and place it on the table.)

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 that 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.



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.

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.

Special Rules — This starter has missions in both the Alpha Quadrant and the Mirror Quadrant. Moving between them requires you to travel through the Bajoran Wormhole, which you download with The First Stable Wormhole. If your opponent downloads these first, just skip that step and use their Wormholes.

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!



ARTICLES
FORUMS
RULES
CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

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



INCIDENT

STAR TREK
DEEP SPACE NINE



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CALL FOR REINFORCEMENTS



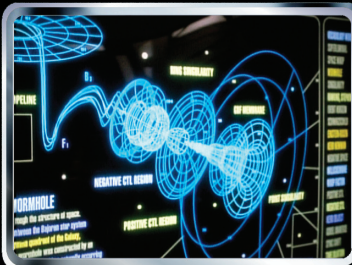
Seeds or plays on table. Once per game, in place of your normal card play, you may download a ♠ ship. Once per game, in place of your normal card play, you may fully repair your ship if you have a matching facility (or compatible Nor) in play.

43 V



INTERRUPT

STAR TREK
DEEP SPACE NINE



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WORMHOLE NAVIGATION SCHEMATIC

The Bajoran Wormhole is the only one known to be stable. One terminus is in the Alpha Quadrant near Bajor; the other, in the Gamma Quadrant near the Idran system.

Allows your ship with SCIENCE and Navigation aboard to travel through Bajoran Wormhole without being "stopped." (Immune to Amanda Rogers.) OR Nullifies The Three Vipers.

22 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



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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 M personnel involved. If X>2, discard objective to score points. Otherwise, place objective out of play.

5

47 V



Overseer Odo

STAR TREK
DEEP SPACE NINE



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OFFICER

The mirror version of Odo supervises ore processing on Terok Nor. Has strict rules of obedience. The only changing his contemporaries have ever seen.

SECURITY Leadership Geology
Computer Skill Process Ore

INTEGRITY 5 CUNNING 7 STRENGTH 10

33 V



Aramax

STAR TREK
DEEP SPACE NINE



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MEDICAL

Representative of Cardassians in the mirror universe. Strives to be noticed — without raising the ire of Security Chief Garak. Has done neither thus far.

SCIENCE Greed

INTEGRITY 4 CUNNING 8 STRENGTH 6

36 V



Aramax

STAR TREK
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

MEDICAL

Representative of Cardassians in the mirror universe. Strives to be noticed — without raising the ire of Security Chief Garak. Has done neither thus far.

SCIENCE Greed

INTEGRITY 4 CUNNING 8 STRENGTH 6

36 V



Merdan

STAR TREK
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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



Merdan

STAR TREK
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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



Overseer Mardel

STAR TREK
DEEP SPACE NINE



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ENGINEER

Overseer of ore processing on Terok Nor in the mirror universe. Less demanding than his predecessor, Overseer Odo, but just as hated by the Terran slaves.

Exobiology Anthropology Geology

INTEGRITY 5 CUNNING 5 STRENGTH 7

38 V



Security Chief Garak

STAR TREK
DEEP SPACE NINE

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OFFICER

Although the mirror universe *Elim Garak* hates the Intendant, he is still able to please her now and then. Not Regent Worf's type.

Computer Skill SECURITY Biology
 Treachery x2 Any Cardassian Equipment card

INTEGRITY 3 CUNNING 7 STRENGTH 8

39 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



Captain B'Etor

STAR TREK
DEEP SPACE NINE

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OFFICER

B'Etor is the younger sister of Captain Lursa. Seeks to bring Security Chief Garak and The Intendant to trial for negligence and fraternizing with the enemy.

Honor Leadership Law
 Physics SCIENCE Youth

INTEGRITY 8 CUNNING 8 STRENGTH 8

62 V



Captain Lursa

STAR TREK
DEEP SPACE NINE

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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

65 V



Nu'Tal

STAR TREK
DEEP SPACE NINE

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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

66 V



Korvek

STAR TREK
DEEP SPACE NINE

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ENGINEER

Typical section head in Regent Worf's crew. Frequent target of the Regent's temperamental outbursts. Finds being a bridge officer to be a mixed blessing.

Computer Skill Transporter Skill Archaeology

INTEGRITY 6 CUNNING 7 STRENGTH 6

63 V



Regent Worf

STAR TREK
DEEP SPACE NINE

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V.I.P.

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

SECURITY OFFICER Leadership Treachery
 Pride of the Fleet Taking Charge

INTEGRITY 4 CUNNING 7 STRENGTH 10

67 V



Rukor

STAR TREK
DEEP SPACE NINE

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OFFICER

Chief helmsman aboard *Regency 1*. Survivor of several Badlands expeditions in search of the rebel stronghold — more than any other pilot in the Alliance.

Navigation x2 Astrophysics

INTEGRITY 6 CUNNING 7 STRENGTH 7

65 V



Telok

STAR TREK
DEEP SPACE NINE

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SECURITY

Served for four years as a bodyguard in the house of Duras. Took a position aboard Terok Nor to escape the unpredictable demands of Lursa and B'Etor.

Leadership Computer Skill Treachery
 Stellar Cartography

INTEGRITY 4 CUNNING 6 STRENGTH 9

67 V

Vartog

STAR TREK
DEEP SPACE NINE

OFFICER

First officer of the Alliance battle cruiser that intercepted Kira and Bashir's runabout when they first crossed over to the mirror universe.

INTEGRITY

5

CUNNING

5

STRENGTH

8

68 V

0413-Theta

STAR TREK
DEEP SPACE NINE

ENGINEER

Typical Terran in the Mirror universe. Caught trying to escape Terok Nor. Brought to The Intendant for sentencing by Security Chief Garak and Telok.

INTEGRITY

4

CUNNING

4

STRENGTH

5

69 V

Errol

STAR TREK
DEEP SPACE NINE

CIVILIAN

Typical mole 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.

INTEGRITY

6

CUNNING

5

STRENGTH

7

68 V

Marauder

STAR TREK
DEEP SPACE NINE

SECURITY

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.

INTEGRITY

4

CUNNING

5

STRENGTH

7

70 V

Marauder

STAR TREK
DEEP SPACE NINE

SECURITY

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.

INTEGRITY

4

CUNNING

5

STRENGTH

7

70 V

Professor Sisko

STAR TREK
DEEP SPACE NINE

SCIENCE

Scientist who abandoned her work for the Alliance to join the Rebellion at the urging of Benjamin Sisko. Bonded with Jake, the son she would never have.

INTEGRITY

6

CUNNING

8

STRENGTH

5

72 V

Selot

STAR TREK
DEEP SPACE NINE

MEDICAL

Typical Vulcan servant of the Intendant aboard Terok Nor. Trained nurse and masseuse, he secretly provides intelligence to the rebels.

INTEGRITY

7

CUNNING

7

STRENGTH

7

72 V

Smiley

STAR TREK
DEEP SPACE NINE

ENGINEER

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

INTEGRITY

6

CUNNING

7

STRENGTH

6

73 V

Alliance Freighter

STAR TREK
DEEP SPACE NINE

MILITARY FREIGHTER

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

RANGE

7

WEAPONS

5

SHIELDS

6

75 V



❖ Alliance Freighter

STAR TREK
DEEP SPACE NINE



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



Ya'Vang

STAR TREK
DEEP SPACE NINE



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



DILEMMA

STAR TREK
THE NEXT GENERATION



A BAD END

Shot in the chest by the Lenarians, Jean-Luc Picard's life was left hanging in the balance due to the damage his artificial heart received.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 Biology.

2 V



DILEMMA

STAR TREK
THE NEXT GENERATION



A GOOD DAY TO LIE

Duras, Son of Ja'rod, constructed a web of lies to hide his father's treacherous actions at Khitomer. Worf and his cha'Dich eventually uncovered the truth.

To get past requires 3 Diplomacy **OR** 3 Treachery. If a Treachery personnel in play, opponent may then download Duras to anywhere at this location.

3 V



DILEMMA

STAR TREK



ANCIENT COMPUTER

Control systems degrade over time. The Oracle of the People, a computer that guided the asteroid-like *Yonada* for millennia, required repairs after experiencing a malfunction.

Cannot get past unless 2 Computer Skill **OR** 3 SCIENCE **OR** 3 ENGINEER present.

4 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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."

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.

3 V



DILEMMA

STAR TREK
ENTERPRISE



DAINGEROUS CLIMB

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

Unless STRENGTH>40 **OR** 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

2 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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.

To get past requires INTEGRITY>20 and an Admiral **OR** STRENGTH>30 and a General **OR** CUNNING>20 and 3 Leadership **OR** STRENGTH>20 and a Maje.

4 V

DILEMMA



DON'T LET IT END THIS WAY

Two assassins boarded *Kronos One*, slaughtering any crew in their path and fatally wounding Chancellor Gorkon. Gorkon's final words begged Kirk to continue the peace initiative.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 SECURITY.

7 V

DILEMMA



ENSURE THEIR SILENCE

Valeris eliminated her co-conspirators, Burke and Samna. "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.

6 V

DILEMMA



FLIM-FLAM ARTIST

The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

Your opponent may immediately draw a card. To get past requires Diplomacy and 2 Computer Skill OR Law and CUNNING>32 (CUNNING>50 if this is a mission).

6 V

DILEMMA



FRIENDLY FIRE

Only a seasoned leader can prevent disaster during tense situations.

Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.

7 V

DILEMMA



HISTORY REPEATS ITSELF

The Melkotians, a race of xenophobic telepaths, could project powerful hallucinations into the minds of trespassers in their territory, drawn from the historical images in their minds.

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

9 V

DILEMMA



IT'S GREEN

The crew of the *Starship Enterprise* used distraction to regain control of their ship from the Kelvans. Mr. Scott, in fine naval tradition, put his stash of alcoholic beverages to good use.

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

10 V

DILEMMA



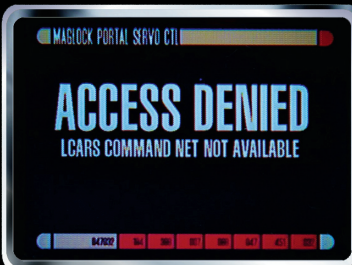
JUSTICE OR VENGEANCE

Tuvok performed a mindmeld with Lon Suder hoping to give a sense of order, but received homicidal rage in return.

Unless 2 SECURITY and Anthropology OR Honor, Exobiology, and INTEGRITY>32, opponent chooses: kills one Treachery personnel (random selection) OR kills two personnel (random selection).

11 V

DILEMMA



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.

9 V

DILEMMA



OCCUPATIONAL HAZARDS

In politics, mysterious gifts should be handled with care. A bottle of poisoned kanar may have no effect on Vorta but would have been fatal to Tekeny Ghemor.

Unless 2 Greed OR 2 Treachery OR CUNNING>45, one personnel (random selection) is killed.

14 V

DILEMMA

STAR TREK
NEMESIS



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).

13 V

DILEMMA

STAR TREK
THE NEXT GENERATION



UNORTHODOX PRESERVATION

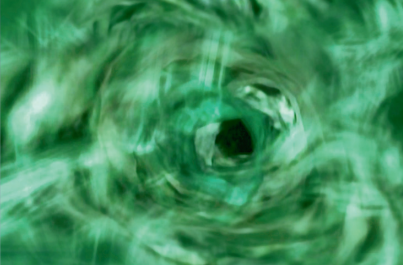
Facing the impending loss of the Boraalan people and culture due to atmospheric dissipation, Nikolai Rozhenko circumvented the Prime Directive to try and save them.

To get past requires 2 Anthropology OR a personnel with OFFICER and Empathy OR a staffed ship with a Holodeck here.

19 V

DOORWAY

STAR TREK
VOYAGER



TEMPORAL MICRO-WORMHOLE

Seeds or plays on table. Your Personnel and Equipment cards may report for duty. Once per game, you may download Space-Time Portal (or nullify its report with crew) OR download Dr. Telek R'Mor. Once each turn (twice per game), you may report a personnel aboard your ship regardless of affiliation, then discard doorway; for rest of game, that personnel may mix with your other affiliations.

10 V

DOORWAY

STAR TREK
DEEP SPACE NINE



THE FIRST STABLE WORMHOLE

Seeds on table. You may download Bajoran Wormhole(s) (even from outside the game). When your ship travels through Bajoran Wormhole, you may discard a card from hand to download Wormhole Navigation Schematic (even from discard pile). Your missions are span -1 for your ships. Doubles point boxes of your File Mission Report (for missions) and Rescue Personnel (if Away Team on a planet).

15 V

EVENT

STAR TREK
DEEP SPACE NINE



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

Alliance Outpost

STAR TREK
DEEP SPACE NINE



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



NEW ARRIVALS

Seeds on table. Once each turn, you may play a personnel you do not already have in play for free. End of each turn, you may draw an extra card. Discard incident if you play more than one personnel for free on any turn.

45 V

INCIDENT

STAR TREK
DEEP SPACE NINE



RESHAPE THE QUADRANT

Seed one on table. You may download one card. Your Nors, personnel, and ships that have a Star Trek: Deep Space Nine property logo gain (even if not in play). Discard incident if you play (or have played) a non-personnel or ship.

46 V

INCIDENT

STAR TREK
DEEP SPACE NINE



THE ART OF DIPLOMACY

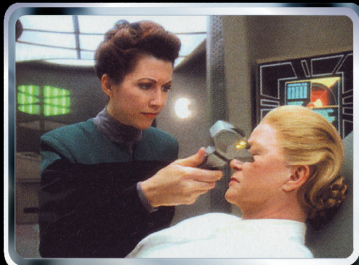
Seeds or plays on table. Your M, Resistance, and Orion Syndicate personnel who are using a hand weapon may use 2 Treachery as if it were 1 Diplomacy (ignoring reductions from rifles) and, once each turn, may place incident out-of-play to kill one other personnel present. Once per game, you may discard incident to download one hand weapon to one of your personnel who has 2 Treachery.

20 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



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ASSIGN SUPPORT PERSONNEL



Seeds or plays on table. (Unique.) Your "support personnel" (those who have exactly two skills, but no special skills) may report aboard your compatible ships that have two or more staffing icons. Once each turn, you may discard objective to download a "support personnel" (once per game per Personnel card title) to your matching ship that has two or more staffing icons, or to your matching facility.

26 V



DOORWAY

STAR TREK
DEEP SPACE NINE



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BAJORAN WORMHOLE



Requires two Bajoran Wormhole cards; each inserts into a spaceline to create a location (span 1). Play one in Alpha Quadrant (Bajor Region); download the other to Gamma Quadrant. Limit one per quadrant. While in play, any ship may move from one end to the other, then is "stopped."
OR Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

12 V



DOORWAY

STAR TREK
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

BAJORAN WORMHOLE



Requires two Bajoran Wormhole cards; each inserts into a spaceline to create a location (span 1). Play one in Alpha Quadrant (Bajor Region); download the other to Gamma Quadrant. Limit one per quadrant. While in play, any ship may move from one end to the other, then is "stopped."
OR Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

12 V



DOORWAY

STAR TREK
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

BAJORAN WORMHOLE: MIRROR UNIVERSE



Seeds (in any phase) or plays in Mirror Quadrant. Limit one. Inserts into spaceline to create a Bajor Region location (span 1); any player may download Bajoran Wormhole. Any ship may move between here and another Bajoran Wormhole if damaged or if ENGINEER and SCIENCE aboard, then is "stopped."
OR Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

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