STAR TREK CUSTOMIZABLE CARD GAME · FIRST EDITION
CROSSOVER
THE CONTINUING COMMITTEE

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78 ADDITIONAL VIRTUAL CARDS · RELEASED SEPTEMBER 2015 · VERSION 1.0

REBELLION STARTER DECK

Welcome to the *First Edition Star Trek Customizable Card Game,* a universe of endless possibilities. With this pre-constructed Terran Rebellion starter deck, you will take command of the Rebellion in your bid to win your freedom from oppression 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.

REBELLION DECK LIST

MISSIONS (6)
1x Disrupt Alliance
1x Enlistment Drive
1x Examine Disappearance Site
1x Study Rare Phenomenon
1x Test Warship
1x The Siege of AR-558

DRAW DECK (33)
EQUIPMENT
1x Mirror Dagger

EVENTS
2x Raktajino

INCIDENTS
1x Call for Reinforcements
1x The Art of Diplomacy

INTERRUPT
1x Wormhole Navigation Schematic

OBJECTIVE
1x Reap All the Glory

PERSONNEL
2x Ahanu
2x Al Vermont
2x Banya
1x Captain Bashir
1x Captain Dax
1x Mr. Andrews
1x Mr. Sisko
1x Mr. Tuvok
1x Professor Sisko
2x Sarah Shaw
1x Smiley
1x Stoichkov
1x Mr. Rom
1x 0413–Theta
1x Errol
1x Guron
2x Marauder
1x McKay

SHIPS
1x Mr. Sisko's Interceptor
2x Rebel Interceptor

SEED DECK (25)
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

FACILITY
1x Terran Outpost

INCIDENTS
1x Emblem of the Empire
1x New Arrivals
1x Reshape the Quadrant

OBJECTIVE
1x Assign Support Personnel

OUTSIDE THE GAME (3)
DOORWAYS
2x Bajoran Wormhole
1x Bajoran Wormhole: Mirror Universe

"…we've started a rebellion against the Klingon/Cardassian Alliance. We're fighting for our lives."

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

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

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

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

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!

Disrupt Alliance

SECURITY + CUNNING>30 + 2 ⚲ leaders OR Captain Bashir

Bajor Region • Bajor: Conduct sabotage operations on Bajoran homeworld.

SECURITY + CUNNING>30 + 2 ⚲ leaders OR Captain Bashir
When seeded, you may download one Emblem card.

30 M · 4 · 23 V

❖ Enlistment Drive

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

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 · 3 · 34 V

Examine Disappearance Site

Stellar Cartography + SCIENCE + (Treachery OR Honor)

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

Stellar Cartography + SCIENCE + (Treachery OR Honor)

30 · 4 · 36 V

Study Rare Phenomenon

ENGINEER + Navigation + Physics + SCIENCE

Compression anomaly: Evaluate subspace abnormality for possible transwarp applications.

ENGINEER + Navigation + Physics + SCIENCE

35 · 3 · 22 V

Test Warship

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

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

The Siege of AR-558

ENGINEER + Leadership + Physics + Computer Skill + SECURITY + STRENGTH>38

Chin'toka Region • AR-558: Fight for control of critical communications array.

ENGINEER + Leadership + Physics + Computer Skill + SECURITY + STRENGTH>38

40 · 2 · 25 V

EQUIPMENT — STAR TREK

MIRROR DAGGER

Small blade weapon used for personal protection. Ubiquitous in the mirror universe. Quite handy when an unexpected career-advancement opportunity presents itself.

Each of your personnel present is STRENGTH +1. (Cumulative.) May report to a Ⓜ facility for free OR to a just-initiated personnel battle involving your Ⓜ card(s).

7 V

EVENT — STAR TREK DEEP SPACE NINE

RAKTAJINO

The stimulating Klingon coffee is a staple of Jadzia Dax's morning routine. She isn't awake until she's had her first cup.

Plays to make a unique personnel attributes +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. Discard event.

28 V

EVENT — STAR TREK DEEP SPACE NINE

RAKTAJINO

The stimulating Klingon coffee is a staple of Jadzia Dax's morning routine. She isn't awake until she's had her first cup.

Plays to make a unique personnel attributes +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. Discard event.

28 V

INCIDENT — STAR TREK DEEP SPACE NINE

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

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

INTERRUPT — STAR TREK DEEP SPACE NINE
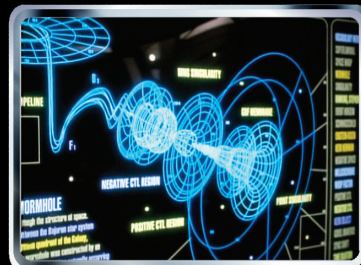
WORMHOLE NAVIGATION SCHEMATIC

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

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

❖ Ahanu — STAR TREK DEEP SPACE NINE

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

❖ Ahanu — STAR TREK DEEP SPACE NINE

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

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

❖ Al Vermont — STAR TREK DEEP SPACE NINE

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

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

Banya
STAR TREK DEEP SPACE NINE

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

Captain Bashir
STAR TREK DEEP SPACE NINE

OFFICER

Hot-headed Terran rebel. *Julian Bashir* interrogated and tortured the Intendant. One of many "captains" fighting to overthrow the Alliance.

- Navigation ● SCIENCE ● Leadership ● Biology
- Smuggling ▼ Interrogation OR Torture

| INTEGRITY | 5 | CUNNING | 6 | STRENGTH | 8 |

40 V

Captain Dax
STAR TREK DEEP SPACE NINE

OFFICER

Aggressive, roguish Trill. Host to Dax symbiont. Once the mistress of Mr. Sisko, *Jadzia Dax* is now romantically involved with Captain Bashir.

- ENGINEER ● Navigation ● Archaeology
- Geology ● Leadership ▼ Evasive Maneuvers

| INTEGRITY | 7 | CUNNING | 8 | STRENGTH | 7 |

41 V

Mr. Andrews
STAR TREK DEEP SPACE NINE

CIVILIAN

Former Terran slave on Terok Nor in the mirror universe. Liberated when the Rebellion seized control in 2372.

- Biology ● MEDICAL

| INTEGRITY | 6 | CUNNING | 7 | STRENGTH | 5 |

53 V

Mr. Sisko
STAR TREK DEEP SPACE NINE

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

Mr. Tuvok
STAR TREK DEEP SPACE NINE

SECURITY

Coldly logical soldier. In the mirror universe, the Vulcan *Tuvok* fought for the Terran Rebellion.

- Computer Skill ● Mindmeld ● Memory Omega
- Once per game, may be taken into hand from draw deck when any player uses the ▼ on a Ⓜ card.

| INTEGRITY | 7 | CUNNING | 8 | STRENGTH | 8 |

54 V

Professor Sisko
STAR TREK DEEP SPACE NINE

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

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

Sarah Shaw
STAR TREK DEEP SPACE NINE

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

Smiley
STAR TREK DEEP SPACE NINE

ENGINEER

Second leader of the Terran Rebellion. *Miles O'Brien* commanded the *Defiant*, which he helped construct using plans stolen from Deep Space 9.

- Navigation
- Transporter Skill
- Leadership
- Anthropology
- ▽ Construct Starship **OR** Crossover

INTEGRITY	6	CUNNING	7	STRENGTH	8

56 V

Stoichkov
STAR TREK DEEP SPACE NINE

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

Mr. Rom
STAR TREK DEEP SPACE NINE

CIVILIAN

Ferengi soldier in the Terran Rebellion. The mirror version of *Rom* seeks vengeance against the Alliance.

- SCIENCE
- Navigation x2
- Physics
- Geology
- When he leaves play, may download Mr. Nog.

INTEGRITY	7	CUNNING	7	STRENGTH	6

61 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.

- Geology
- Computer Skill
- ▽ Lower Decks

INTEGRITY	4	CUNNING	4	STRENGTH	5

69 V

Errol
STAR TREK DEEP SPACE NINE

CIVILIAN

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.

- Anthropology
- Biology

INTEGRITY	6	CUNNING	5	STRENGTH	7

68 V

Guron
STAR TREK DEEP SPACE NINE

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
- Exobiology
- Biology
- Leadership

INTEGRITY	4	CUNNING	6	STRENGTH	8

69 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.

- Acquisition
- Biology
- Computer Skill
- ▽ Mirror Dagger (ignoring ▮)

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.

- Acquisition
- Biology
- Computer Skill
- ▽ Mirror Dagger (ignoring ▮)

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

Mr. Sisko's Interceptor — STAR TREK DEEP SPACE NINE

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

❖ Rebel Interceptor — STAR TREK DEEP SPACE NINE

INTERCEPTOR CLASS

Interceptor/fighter used by Terran rebels in the mirror universe. Typically stolen from the Bajorans. Smiley enhanced and commanded this one.

May take off or land once each turn. X=3 if moving within a region.

RANGE 6+X	WEAPONS 8	SHIELDS 6

77 V

❖ Rebel Interceptor — STAR TREK DEEP SPACE NINE

INTERCEPTOR CLASS

Interceptor/fighter used by Terran rebels in the mirror universe. Typically stolen from the Bajorans. Smiley enhanced and commanded this one.

May take off or land once each turn. X=3 if moving within a region.

RANGE 6+X	WEAPONS 8	SHIELDS 6

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

DANGEROUS CLIMB

Deep underground passages such as those on Xantoras 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 — STAR TREK THE UNDISCOVERED COUNTRY

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 — STAR TREK THE UNDISCOVERED COUNTRY

ENSURE THEIR SILENCE

Valeris eliminated her co-conspirators, Burke and Samno. *"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 — STAR TREK THE NEXT GENERATION

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 — STAR TREK

2 FRIENDLY FIRE

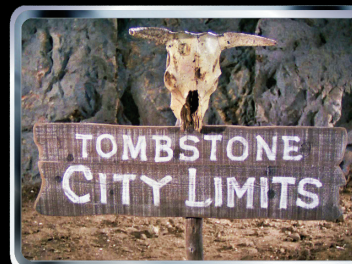Only a seasoned leader can prevent disaster during tense situations.

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 — STAR TREK

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 — STAR TREK

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 — STAR TREK VOYAGER

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 — STAR TREK FIRST CONTACT

◼ MAGLOCK PORTAL SERVO CTL

ACCESS DENIED
LCARS COMMAND NET NOT AVAILABLE

047032

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 — STAR TREK DEEP SPACE NINE

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
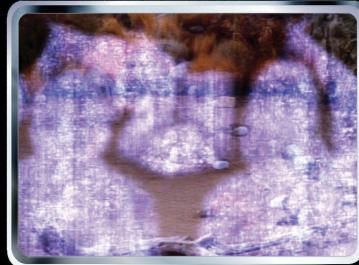
UNORTHODOX PRESERVATION

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 [T] missions are span −1 for your [ ] ships. Doubles point boxes of your File Mission Report (for [T] missions) and Rescue Personnel (if Away Team on a [T] planet).

15 V

❖ Terran Outpost — STAR TREK DEEP SPACE NINE
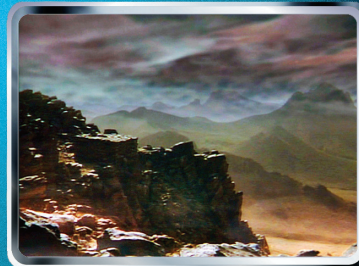
Hidden enclave and meeting place for the Terran rebels of the mirror universe.

Seed one OR build where you have a ⬦ ENGINEER. *May be seeded or built at Terran Hideout if no headquarters there.*

OUTPOST   SHIELDS 28

35 V

INCIDENT — STAR TREK

EMBLEM OF THE EMPIRE

Seeds or plays on table; you may download The Art of Diplomacy. Your ⬦ cards, Benjamin Sisko, Jake Sisko, Rom, and Quark may mix and have no affiliation attack restrictions. Your ⬦ facilities and staffed ships are immune to Navigate Plasma Storms. Ore Processing Unit on Mirror Terok Nor is immune to Reactor Overload if 2 ENGINEER present, and may Process Ore while under ◉ control.

18 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
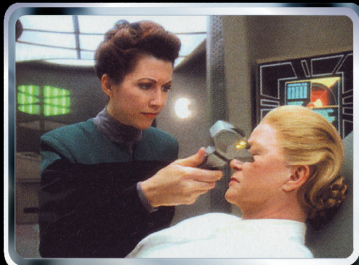
RESHAPE THE QUADRANT

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

OBJECTIVE

STAR TREK DEEP SPACE NINE

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

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

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

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).

5 V