

## EMISSARY

THE CONTINUING COMMITTEE

81 ADDITIONAL VIRTUAL CARDS • RELEASED DECEMBER 2013 • VERSION 1.0

## Design Team

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## CARDASSIAN STARTER DECK



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

## CARDASSIAN DECK LIST

## MISSIONS (6)

- 1x Acquire Illicit Explosives
- 1x Investigate Maquis Activity
- 1x Search for Survivors
- 1x Search for Weapons
- 1x Verify Evidence
- 1x Verify Legendary Journey

DRAW DECK (30)  
EVENTS

- 2x Raktajino

## INCIDENT

- 1x Call For Reinforcements

## PERSONNEL

- 1x Ari
- 1x Belva
- 1x Borad
- 1x Danar
- 1x Darhe'el
- 1x Dukat
- 1x Evek
- 1x Gilora Rejal
- 1x Hague
- 2x Jasad
- 1x Jerax
- 1x Kovat
- 1x Oran
- 1x Plain, Simple Garak
- 1x Quark
- 1x Rekelen
- 1x Rogesh
- 1x Tadin
- 1x Toran
- 1x T'yshra
- 1x Sharat
- 2x Ty Kajada

## SHIPS

- 1x Galar
- 2x Patrol Ship

## SEED DECK (24)

## DILEMMAS

- 1x Arms Deal
- 1x Back Room Dealings
- 1x Chula: The Chandra
- 1x Chula: The Dice
- 1x Cultural Differences
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Encased in Crystal
- 1x Ferengi Locator Bomb
- 1x Flim-Flam Artist
- 1x Forsaken
- 1x Friendly Fire
- 1x Hard Time
- 1x Maglock
- 1x More of Your Kind
- 1x Picking Up the Pieces
- 1x Secret Identity
- 1x Unlikely Pair

## DOORWAYS

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

## FACILITY

- 1x Cardassian Outpost

## INCIDENTS

- 1x New Arrivals
- 1x Reshape the Quadrant

## OBJECTIVE

- 1x Assign Support Personnel

*"Your Cardassian neighbors will be quick to respond..."*

## 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. Flim-Flam Artist          | 1. Cultural Differences |
| 2. Picking Up the Pieces     | 2. Ferengi Locator Bomb |
| 3. Dangerous Climb           | 3. Encased in Crystal   |
| <hr/>                        |                         |
| 1. Chula: The Chandra        | 1. Secret Identity      |
| 2. Hard Time                 | 2. Chula: The Dice      |
| 3. Friendly Fire             | 3. Arms Deal            |
| <hr/>                        |                         |
| 1. Maglock                   | 1. Unlikely Pair        |
| 2. Back Room Dealings        | 2. More of Your Kind    |
| 3. Dignitaries and Witnesses | 3. Forsaken             |

**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.

**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](http://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**

4

25

Physics + CIVILIAN + Treachery OR  
Physics + Smuggling



**Acquire Illicit Explosives**

**Bajor Region • Bajor System:** Purchase bittium from Klingon outcasts for delivery to Bajoran insurgents.

Physics + CIVILIAN + Treachery OR  
Physics + Smuggling

25

4 4 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

2

30

Diplomacy + Leadership x2 + STRENGTH>37 + no  
\*+5 if this is your first completed mission.



**Investigate Maquis Activity**

**Demilitarized Zone Region • Volan III:**  
Confer with colonial leaders about recent tensions.

Diplomacy + Leadership x2 + STRENGTH>37 + no  
\*+5 if this is your first completed mission.

30\*

2 14 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

30

OFFICER x2 + Computer Skill x2 + STRENGTH>30  
May seed ♣ and ♠ personnel under here.



**Search for Survivors**

**Dozaria:** Investigate possible crash location of Cardassian prisoner transport *Ravinok*.

OFFICER x2 + Computer Skill x2 + STRENGTH>30  
May seed ♣ and ♠ personnel under here.

30

3 24 V

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3

30

OFFICER + Navigation + Treachery  
May seed hand weapons under here.



**Search for Weapons**

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

OFFICER + Navigation + Treachery  
May seed hand weapons under here.

30

3 17 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

5

35

Navigation x2 + (CUNNING>24 OR any tricorder) +  
(Leadership x2 OR hand weapon OR Smuggling)



**Verify Evidence**

**Badlands Region • Rendezvous point:**  
Substantiate reports of information broker working here.

Navigation x2 + (CUNNING>24 OR any tricorder) +  
(Leadership x2 OR hand weapon OR Smuggling)

35

5 26 V

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2

40

ENGINEER + Navigation + Honor + Stellar Cartography  
May insert adjacent to Bajor Region or Cardassia Region.



**Verify Legendary Journey**

**Intersystem tachyon eddies:** Recreate ancient spacefarers' "impossible" journey.

ENGINEER + Navigation + Honor + Stellar Cartography  
May insert adjacent to Bajor Region or Cardassia Region.

40

2 36 V

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EVENT

STAR TREK  
DEEP SPACE NINE



**RAKTAJINO**

The stimulating Klingon coffee is a staple of Benjamin Sisko's morning routine. He isn't awake until he's had his 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.

19 V

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EVENT

STAR TREK  
DEEP SPACE NINE



**RAKTAJINO**

The stimulating Klingon coffee is a staple of Benjamin Sisko's morning routine. He isn't awake until he's had his 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.

19 V

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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.

23 V

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❖ Ari

STAR TREK  
DEEP SPACE NINE

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## OFFICER

Dissident. Typical member of Cardassian underground. Loyal to Ghemor. Helped Kira Nerys escape Obsidian Order in 2371. Has hopes for a better Cardassia.

- Honor
- Computer Skill
- Transporter Skill

**INTEGRITY 8 CUNNING 6 STRENGTH 6**

40 V



❖ Belva

STAR TREK  
DEEP SPACE NINE

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## MEDICAL

Typical Cardassian dissident. Works at the central medical center on Cardassia Prime. She befriended Legate Damar to obtain information on the Dominion.

- Biology
- Archaeology

**INTEGRITY 7 CUNNING 5 STRENGTH 4**

49 V



Borad

STAR TREK  
DEEP SPACE NINE

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## SCIENCE

Male trained in science and exoarchaeology. Studied the effects of stolen Bajoran Orbs on the Cardassian nervous system. Had an unpleasant Orb experience.

- Exobiology
- Archaeology
- Youth

**INTEGRITY 6 CUNNING 7 STRENGTH 7**

41 V



Danar

STAR TREK  
DEEP SPACE NINE

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## OFFICER

Irascible Gul assigned to pursue Tahna Los. Captain of the *Aldara*. Has mapped Klingon, Romulan, and Starfleet-patrolled space for the Cardassian Union.

- Leadership
- Navigation
- ENGINEER
- Stellar Cartography

**INTEGRITY 5 CUNNING 7 STRENGTH 8**

50 V



Darhe'el

STAR TREK  
DEEP SPACE NINE

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## ENGINEER

The Butcher of Gallitrep. Gul and labor camp commandant during the occupation of Bajor. Later impersonated by former file clerk Aamin Marritza.

- Treachery x2
- Exobiology
- Geology
- Leadership
- Fajo's Gallery

**INTEGRITY 1 CUNNING 7 STRENGTH 6**

51 V



Dukat

STAR TREK  
DEEP SPACE NINE

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## OFFICER

Gul of the Second Order. Abducted by the Maquis from Deep Space 9 in 2370. He easily resisted their interrogation attempts.

- Diplomacy
- Navigation
- ENGINEER
- Biology
- Attributes all +2 if opponent's card in play.

**INTEGRITY 5 CUNNING 8 STRENGTH 8**

52 V



Evек

STAR TREK  
DEEP SPACE NINE

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## OFFICER

Harsh interrogator who excels in extracting confessions from Maquis terrorists. Gul. Patrols the Badlands as captain of the *Vetar*.

- SECURITY
- Diplomacy
- Leadership
- If you hold a captive, gains Biology and Law.

**INTEGRITY 6 CUNNING 6 STRENGTH 7**

32 V



Gilorа Rejal

STAR TREK  
DEEP SPACE NINE

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## SCIENCE

Cardassian Ministry of Science member. Worked on the 2371 subspace relay project. Mistook Miles O'Brien's irritation with her as a Cardassian mating ritual.

- ENGINEER
- Astrophysics
- Honor
- Attributes all +2 if Miles O'Brien in play.

**INTEGRITY 7 CUNNING 8 STRENGTH 4**

42 V



❖ Hogue

STAR TREK  
DEEP SPACE NINE

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## CIVILIAN

Student of Natima Lang. Dissident. Member of Cardassian underground sentenced to death by Central Command. Sought refuge at Deep Space 9.

- Youth
- Honor
- SCIENCE
- Navigation

**INTEGRITY 7 CUNNING 6 STRENGTH 6**

43 V



❖ **Jasad**STAR TREK  
DEEP SPACE NINE

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**OFFICER**

Representative Gul of the Cardassian Guard, Seventh Order. Attacked Deep Space 9 in 2369. Eager to stake a claim in the Gamma Quadrant.

- Physics
- Navigation
- Treachery
- If in ship he is aboard is attributes all +2.

**INTEGRITY** 5 **CUNNING** 7 **STRENGTH** 7

54 V

❖ **Jasad**STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**OFFICER**

Representative Gul of the Cardassian Guard, Seventh Order. Attacked Deep Space 9 in 2369. Eager to stake a claim in the Gamma Quadrant.

- Physics
- Navigation
- Treachery
- If in ship he is aboard is attributes all +2.

**INTEGRITY** 5 **CUNNING** 7 **STRENGTH** 7

54 V

❖ **Jerax**STAR TREK  
DEEP SPACE NINE

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**SECURITY**

Typical Glinn of the Third Battalion. Psychotropic drug test subject. Revived from stasis on Empok Nor when a Starfleet salvage team arrived in 2373.

- Biology
- Geology

**INTEGRITY** 4 **CUNNING** 6 **STRENGTH** 9

55 V

**Kovat**STAR TREK  
DEEP SPACE NINE

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**CIVILIAN**

One of the finest public conservators on Cardassia. Assigned to defend Miles O'Brien. Deeply disturbed when he "won" the case and O'Brien was freed.

- Honor
- Diplomacy
- Law
- Anthropology

**INTEGRITY** 6 **CUNNING** 7 **STRENGTH** 4

44 V

**Oran**STAR TREK  
DEEP SPACE NINE

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**OFFICER**

Irritable Gul posted on Bajor during the occupation. Took leave on Terok Nor in 2346. Staged an incident to help Dukat win the favor of Kira Meru.

- MEDICAL
- SCIENCE
- Physics
- When reported, gains any skill until end of turn.

**INTEGRITY** 4 **CUNNING** 6 **STRENGTH** 7

57 V

**Plain, Simple Garak**STAR TREK  
DEEP SPACE NINE

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**CIVILIAN**

Tailor. Merchant. Elim Garak is suspected of being a spy by his friend Julian Bashir. Raises Edosian orchids as a hobby. Haggled with the Sisters of Duras.

- Diplomacy
- Acquisition
- Biology
- May be replaced by another version at any time.

**INTEGRITY** 7 **CUNNING** 8 **STRENGTH** 6

46 V

❖ **Quark**STAR TREK  
DEEP SPACE NINE

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**CIVILIAN**

Ferengi bartender romantically involved with Natima Lang. Former dissident who illicitly sold discounted food to oppressed Bajorans on Terok Nor.

- Computer Skill
- Acquisition
- Anthropology
- ENGINEER
- Smuggling
- Natima Lang

**INTEGRITY** 7 **CUNNING** 7 **STRENGTH** 3

58 V

❖ **Rekelen**STAR TREK  
DEEP SPACE NINE

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**CIVILIAN**

Young dissident. Forced to flee Cardassia with Natima Lang and Hogue because of her political views. Member of Cardassian underground.

- Youth
- Computer Skill
- Geology

**INTEGRITY** 7 **CUNNING** 7 **STRENGTH** 3

47 V

❖ **Rogesh**STAR TREK  
DEEP SPACE NINE

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**SCIENCE**

Typical low-level member of the Obsidian Order. Captured during Enabran Tain's attack on the Founder homeworld and held at Internment Camp 371.

- Obsidian Order
- Physics
- Navigation
- Treachery

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

59 V



❖ **Tadim****STAR TREK**  
DEEP SPACE NINE

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V.I.P.

Representative of senior Cardassian security experts. Advised the Detapa Council. Became a dissident after observing the trial of Miles O'Brien.

● SECURITY ● Honor ● Music  
● Stellar Cartography

INTEGRITY 8 CUNNING 6 STRENGTH 6

60 V



Toran

**STAR TREK**  
DEEP SPACE NINE

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OFFICER

Ambitious brute sent as an assassin to kill political dissidents in 2370. Rose to the rank of Gul. Not to be confused with the commander of Outpost 61.

● Treachery x2 ● Astrophysics ● Diplomacy  
● Physics ▼ Assassination Plot

INTEGRITY 3 CUNNING 6 STRENGTH 7

34 V



E'Tyshra

**STAR TREK**  
DEEP SPACE NINE

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V.I.P.

Female T'Lani ambassador. Worked with Sharat to end the war with the Kellerun. Schemed to eliminate everyone with knowledge of the harvester virus.

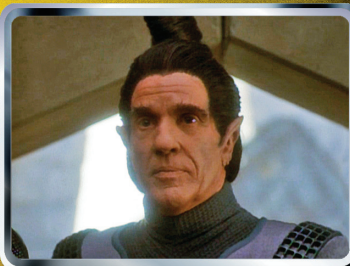
● MEDICAL ● Leadership ● Treachery

INTEGRITY 2 CUNNING 8 STRENGTH 4

70 V



Sharat

**STAR TREK**  
DEEP SPACE NINE

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V.I.P.

Kellerun ambassador. Helped negotiate cease fire with the T'Lani. Worked on project to eliminate harvester virus and associated technology in 2370.

● Diplomacy ● Exobiology ● Treachery  
● Computer Skill

INTEGRITY 4 CUNNING 5 STRENGTH 7

73 V



❖ Ty Kajada

**STAR TREK**  
DEEP SPACE NINE

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OFFICER

Female Kobliad security officer. Representative of law enforcement agents found on non-aligned worlds. Pursued the criminal Rao Vantika for 20 years.

● SECURITY ● Leadership

INTEGRITY 7 CUNNING 7 STRENGTH 7

74 V



❖ Ty Kajada

**STAR TREK**  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Female Kobliad security officer. Representative of law enforcement agents found on non-aligned worlds. Pursued the criminal Rao Vantika for 20 years.

● SECURITY ● Leadership

INTEGRITY 7 CUNNING 7 STRENGTH 7

74 V



❖ Galor

**STAR TREK**  
DEEP SPACE NINE

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GALOR CLASS

Military spacecraft used by the Cardassian Union. The Type-3 Galor-class warship is the backbone of the Cardassian fleet.

★ ★ Tractor Beam

RANGE 8 WEAPONS 7 SHIELDS 7

76 V



❖ Patrol Ship

**STAR TREK**  
DEEP SPACE NINE

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HIDEKI CLASS

Common patrol vessel of the Cardassian Union. Uses the same hull as the Cardassian shuttlecraft, but boasts a much higher performance profile.

★ Tractor Beam  
(cannot carry ships aboard).

RANGE 8 WEAPONS 5 SHIELDS 6

77 V



❖ Patrol Ship

**STAR TREK**  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

HIDEKI CLASS

Common patrol vessel of the Cardassian Union. Uses the same hull as the Cardassian shuttlecraft, but boasts a much higher performance profile.

★ Tractor Beam  
(cannot carry ships aboard).

RANGE 8 WEAPONS 5 SHIELDS 6

77 V





## DILEMMA

STAR TREK  
DEEP SPACE NINE



### ARMS DEAL

In 2370, Quark was approached by Sakonna to arrange a covert arms deal to deliver weapons to the Maquis.

Unless Acquisition **OR** Vulcan with Treachery **OR** Smuggling **OR** personnel present, crew or Away Team "stopped." Discard dilemma.

5

2 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



### BACK ROOM DEALINGS

Conducting illicit negotiations with a pair of volatile Klingons requires an experienced eye and careful haggling, much like the day-to-day life of a tailor.

One personnel (random selection) is killed unless you "stop" a personnel with Treachery or INTEGRITY < 4. To get past requires STRENGTH > 24 remaining.

1 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



### CHULA: THE CHANDRA

"Allamarine, count to four. Allamarine, then three more. Allamarine, if you can see. Allamarine, 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  
DEEP SPACE NINE



### CHULA: THE DICE

The throw of the dice is the foundation of chula. Each combination of Wadi symbols determines which challenge next awaits the game's participants.

To get past requires one personnel with INTEGRITY > 6, another with CUNNING > 7 and a third with STRENGTH > 8.

4 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



### CULTURAL DIFFERENCES

Klingon honor and Ferengi greed are not a natural match. To win the heart of Grikka, Quark had to dispel many Klingon prejudices against the Ferengi.

One personnel (random selection) is killed unless you "stop" a personnel with Acquisition or Anthropology. To get past requires CUNNING > 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  
DEEP SPACE NINE



### ENCASED IN CRYSTAL

With Kira Nerys' life seemingly in danger from an expanding crystal, Odo tried everything from brute force to harmonic vibrations in an attempt to free his friend.

To get past requires 2 Geology and SECURITY **OR** Geology and 2 SECURITY **OR** Music.

5 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



### FERengi LOCATOR BOMB

Pheromone-guided assassination device used unsuccessfully against Grand Nagus Quark in 2369. Very difficult to avoid. Can be identified by the telltale sorium and argine traces.

Unless Computer Skill, Navigation, and Physics **OR** Acquisition, Treachery, and CUNNING > 32 present, one personnel (random selection) is placed on bottom of draw deck.

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 **A** mission).

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6 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

## FORSAKEN

The Prophets would not respond to Kai Winn's prayers despite her zeal. Dukat, in his lust for power, twisted her rejection to the service of the Pah-Wraiths.

To get past requires 2 Honor **OR** 2 Treachery. Each Honor or Treachery personnel that helps overcome this dilemma is placed on the bottom of owner's draw deck.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

5 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

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.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

7 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

## HARD TIME

Argrathi criminal remediation relies on false memories of imprisonment. After being accused of espionage, Miles O'Brien received a memory of a 20-year incarceration.

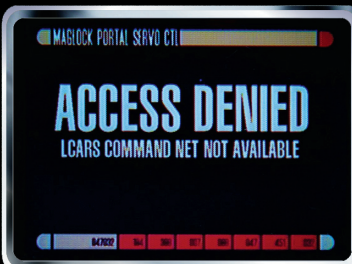
One personnel (random selection) is returned to hand; X = the number of **●** on that personnel. To get past requires at least X personnel remaining.

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8 V



## DILEMMA

STAR TREK  
FIRST CONTACT

## 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.

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5 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

## MORE OF YOUR KIND

The Prophets living in the Bajoran wormhole found their existence was disrupted each time a vessel entered the Celestial Temple. The Sisko negotiated for safe passage.

Randomly stops half of your crew (round down). Nullify with any **●** personnel.

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9 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).

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13 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

## SECRET IDENTITY

Pel posed as a male waiter in order to bypass Ferengi commerce laws and earn profit. Rom exposed her secret, jealous that she had usurped his position at Quark's side.

One personnel (opponent's choice) is discarded. If you did not seed this dilemma, you may download a personnel of the same affiliation to join crew or Away Team.

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11 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

2

## UNLIKELY PAIR

The bombing of Garak's tailor shop led Odo and Garak to investigate the whereabouts of Enabran Tain. However, their investigation also caught the eye of the Tal Shiar.

Choose to "stop" until countdown expires: two personnel not of the same species (your choice) **OR** two personnel (random selection).

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14 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.

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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**).

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15 V



## Cardassian Outpost

STAR TREK  
DEEP SPACE NINE



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Cardassia Prime is the homeworld of the Cardassians. The Cardassian Union establishes outposts throughout its territory.

Seed one **OR** build where you have a Cardassian **ENGINEER**.



## OUTPOST

SHIELDS 32

19 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE



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### 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.

29 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE



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### 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** (even if not in play). Discard incident if you play (or have played) a non-**personnel** or **ship**.

30 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