



STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

EMISSARY

THE CONTINUING COMMITTEE

81 ADDITIONAL VIRTUAL CARDS • RELEASED DECEMBER 2013 • VERSION 1.0

Design Team

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FEDERATION/BAJORAN STARTER DECK



Welcome to the *First Edition Star Trek Customizable Card Game*, a universe of endless possibilities. With this pre-constructed Federation/Bajoran starter deck, you will take command of the Provisional Government in your quest to explore a new frontier 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.

FEDERATION/BAJORAN DECK LIST

MISSIONS (6)

- 1x Access Relay Station
- 1x Reopen Trade Discussions
- 1x Search and Rescue
- 1x Security Briefing
- 1x Survey Star System
- 1x Verify Legendary Journey

DRAW DECK (30)

EVENTS

- 2x Raktajino

INCIDENT

- 1x Call For Reinforcements

INTERRUPT

- 1x Wormhole Navigation Schematic

PERSONNEL

- 1x Anara
- 1x Beyer
- 1x Deputy Quark
- 1x Dohlem
- 1x Jaro Essa
- 1x Minister Rozahn
- 1x Minister Toran
- 1x Ranjen Koral
- 1x Vedek Sorad
- 1x Benjamin Sisko
- 1x Enrique Muñiz
- 1x Gideon Seyetik
- 1x Hoya
- 1x Jace Michaels
- 1x Jadzia Dax
- 1x Jake Sisko
- 1x Julian Bashir
- 1x Keogh
- 1x Paulson
- 1x Sarita Carson
- 1x E'Tyshra
- 1x Sharat
- 1x Ty Kajada

SHIPS

- 2x Assault Vessel
- 1x U.S.S. Orinoco

SEED DECK (25)

DILEMMAS

- 1x Angry Mob
- 1x Back Room Dealings
- 1x Brief Romance
- 1x Chula: The Chandra
- 1x Chula: Unfortunate Roll
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Flaxian Assassin
- 1x Flim-Flam Artist
- 1x Fly By the Seat of Your Pants
- 1x Friendly Fire
- 1x Hard Time
- 1x Maglock
- 1x Picking Up the Pieces
- 1x Precision Piloting
- 1x Socializing With the Staff
- 1x The Three Vipers
- 1x Too Many Chiefs

DOORWAYS

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

EVENT

- 1x Treaty: Federation/Bajoran

FACILITY

- 1x Bajoran Outpost

INCIDENTS

- 1x New Arrivals
- 1x Reshape the Quadrant

OBJECTIVE

- 1x Assign Support Personnel

OUTSIDE THE GAME (2)

DOORWAYS

- 2x Bajoran Wormhole

"The game wouldn't be worth playing if we knew what was going to happen."

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
2. Picking Up the Pieces
3. Dangerous Climb

1. Chula: The Chandra
2. Hard Time
3. Friendly Fire

1. Maglock
2. Back Room Dealings
3. Dignitaries and Witnesses

1. Angry Mob
2. Flaxian Assassin
3. Too Many Chiefs

1. Chula: Unfortunate Roll
2. Brief Romance
3. Socializing With the Staff

1. The Three Vipers
2. Precision Piloting
3. Fly By the Seat of Your Pants

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.

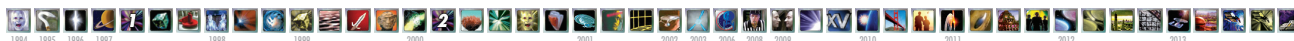
Special Rules — This starter has missions in both the Alpha Quadrant and the Gamma Quadrant. Moving between them requires you to travel through the Bajoran Wormhole, which you download with The First Stable Wormhole. If your opponent downloads these first, just skip that step and use their Wormholes.

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**

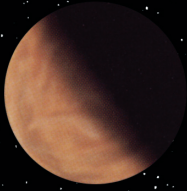
The Star Trek CCG Community lives on at
WWW.TREKCC.ORG



5

35

OFFICER + SCIENCE + ENGINEER +
Computer Skill x2 + CUNNING>34



Access Relay Station

Callion VII: Analyze automated subspace relay station for information on the Dominion.

OFFICER + SCIENCE + ENGINEER +
Computer Skill x2 + CUNNING>34

35

5

3 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

30

Diplomacy + Stellar Cartography +
(Acquisition OR CUNNING>35)



Reopen Trade Discussions

Karemma space: Renegotiate contract in exchange for information.

Diplomacy + Stellar Cartography +
(Acquisition OR CUNNING>35)

30

4

34 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

30

Navigation x2 + Honor +
OFFICER + CUNNING>35



Search and Rescue

Badlands Region • Class-M Planetoid: Search for officer kidnapped from Deep Space 9 by Maquis.

Navigation x2 + Honor +
OFFICER + CUNNING>35

30

4


19 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

35

SECURITY + Diplomacy x2 + V.I.P. x3
You may play System 5 Disruptors for free here.



Security Briefing

Korma: Attend joint intelligence exchange on this Cardassian world regarding Klingon military movements.

SECURITY + Diplomacy x2 + V.I.P. x3
You may play System 5 Disruptors for free here.

35

4

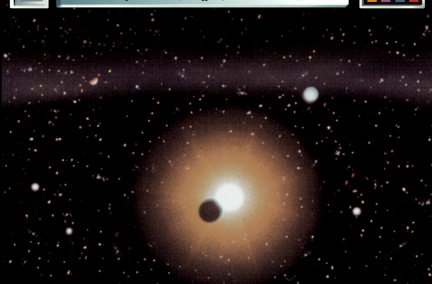
25 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

30

Navigation + Stellar Cartography +
Diplomacy + SCIENCE



Survey Star System

Planetary system: Scan uncharted system for inhabited, habitable, and resource-rich worlds.

Navigation + Stellar Cartography +
Diplomacy + SCIENCE

30

3

24 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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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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.

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22 V



Anara

STAR TREK
DEEP SPACE NINE



ENGINEER

Representative of Bajoran engineering apprentices serving on Deep Space 9. Assisted Miles O'Brien with computer "pup" in 2369.

• Physics • Transporter Skill

INTEGRITY 6 CUNNING 7 STRENGTH 4

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33 V



Beyor

STAR TREK
DEEP SPACE NINE



CIVILIAN

Representative of Bajoran political aides. Worked with Jaro Essa and, despite her connections to the Circle, later rose to become a minister.

• Law • Computer Skill

INTEGRITY 6 CUNNING 8 STRENGTH 5

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39 V



Deputy Quark

STAR TREK
DEEP SPACE NINE



CIVILIAN

Ferengi merchant Quark was deputized by Odo to get information on Kressari weapons movements. Keen participant in the Bajoran gratitude festival.

• Diplomacy • Anthropology • Computer Skill
• SECURITY (if Odo in play). ▼ Renewal Scroll

INTEGRITY 5 CUNNING 8 STRENGTH 3

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41 V



Dohlem

STAR TREK
DEEP SPACE NINE



CIVILIAN

Typical Bajoran vedek. He collects antique Bajoran mandalas. Tried to acquire one in an auction at Quark's Bar in 2373. Interested in human culture.

• Youth • Anthropology • Diplomacy
• Navigation

INTEGRITY 7 CUNNING 6 STRENGTH 6

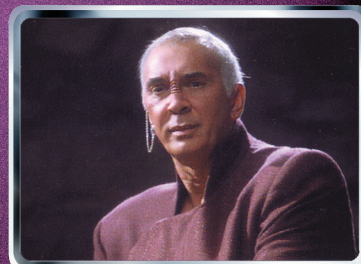
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42 V



Jaro Essa

STAR TREK
DEEP SPACE NINE



V.I.P.

Ambitious member of Chamber of Ministers. Leader of Alliance for Global Unity, a.k.a. the Circle. Minister Jaro was allied with Vedek Winn until exposed as a traitor.

• Diplomacy • Leadership • Greed
• Treachery x2 • CUNNING +3 if with Vedek Winn.

INTEGRITY 2 CUNNING 8 STRENGTH 6

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37 V



Minister Rozahn

STAR TREK
DEEP SPACE NINE



V.I.P.

Typical member of the Chamber of Ministers. Has background in the sciences. Led Bajoran delegates in talks with Skreean refugees.

• Leadership • Stellar Cartography
• SCIENCE

INTEGRITY 5 CUNNING 7 STRENGTH 5

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38 V



Minister Toran

STAR TREK
DEEP SPACE NINE



ENGINEER

Planetary geologist in charge of the Jeraddo energy project in 2369. He ordered the forced relocation of the moon's last three residents.

• Geology x2 • Music

INTEGRITY 6 CUNNING 7 STRENGTH 7

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45 V



Ranjen Koral

STAR TREK
DEEP SPACE NINE



SCIENCE

Student of B'hala, the last Bajoran city. Former Prylar promoted to the rank of Ranjen to serve as minister overseeing the excavation project.

• Anthropology • Archeology x2 • Computer Skill
▼ Dig

INTEGRITY 6 CUNNING 6 STRENGTH 4

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28 V



❖ Vedek Sorad

STAR TREK
DEEP SPACE NINE



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V.I.P.

Bajoran Vedek. Typical member of Vedek Assembly. Accompanied Minister Rozahn to Deep Space 9 in 2370 to deny Skrreean request to settle on Bajor.

• Diplomacy • MEDICAL

INTEGRITY 6 CUNNING 6 STRENGTH 5

39 V



Benjamin Sisko

STAR TREK
DEEP SPACE NINE



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OFFICER

Officer who reluctantly took command of Deep Space 9 in 2369. Named Emissary of the Prophets by Kai Opaka. Expert cook. Friend of Cal Hudson.

• Leadership • SECURITY • Music • Honor
• If in **TE**: ENGINEER, Diplomacy, Navigation

INTEGRITY 7 CUNNING 8 STRENGTH 8

62 V



Enrique Muñiz

STAR TREK
DEEP SPACE NINE



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ENGINEER

Highly valued assistant to Chief O'Brien. Called "Quique" by his friends. Joked that he wants to grow up to be O'Brien — just not as old and grizzled.

• Computer Skill x2 • Honor • Navigation
• Geology

INTEGRITY 8 CUNNING 7 STRENGTH 5

55 V



Gideon Seyetik

STAR TREK
DEEP SPACE NINE



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SCIENCE

Gifted terraformer who in 2370 planned to crown his career by reigniting the burned-out star Epsilon 119. Failure — and modesty — do not agree well with him.

• Each time he helps solve a mission requiring SCIENCE, you may draw a card. • Astrophysics • Physics x2

INTEGRITY 5 CUNNING 8 STRENGTH 4

56 V



❖ Hoya

STAR TREK
DEEP SPACE NINE



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OFFICER

Benzite female. One of many runabout pilots stationed on DS9. Transported a survey team to Torga IV in 2373. Was married by Benjamin Sisko.

• Stellar Cartography • Navigation

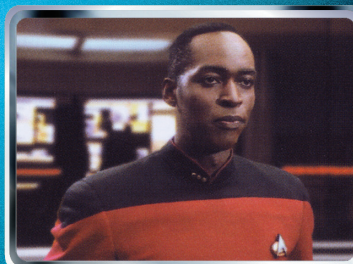
INTEGRITY 7 CUNNING 6 STRENGTH 6

63 V



❖ Jace Michaels

STAR TREK
DEEP SPACE NINE



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OFFICER

Representative of first officers serving in Starfleet. Assigned to the U.S.S. *Odyssey*. Courageously fought against the Jem'Hadar in 2370.

• Diplomacy • Physics • Honor

INTEGRITY 6 CUNNING 7 STRENGTH 6

58 V



Jadzia Dax

STAR TREK
DEEP SPACE NINE



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SCIENCE

Science officer who reported to Deep Space 9 in 2369. Female Trill joined with the Dax symbiont in 2367. Very different from Curzon.

• Astrophysics • Stellar Cartography • Navigation
• If in **TE**: Geology, Physics, Archaeology, Exobiology

INTEGRITY 7 CUNNING 9 STRENGTH 6

64 V



Jake Sisko

STAR TREK
DEEP SPACE NINE



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ENGINEER

Son of Benjamin Sisko. Apprenticed under Miles O'Brien. Helped save Deep Space 9 from its counterinsurgency program. Friend of Nog.

• Honor • Youth • Biology
• Any ENGINEER-related equipment card

INTEGRITY 6 CUNNING 6 STRENGTH 5

65 V



Julian Bashir

STAR TREK
DEEP SPACE NINE



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MEDICAL

Genetically enhanced chief medical officer of DS9. Helped destroy the harvester virus. Once mistook a preganglionic fiber for a postganglionic nerve.

• MEDICAL • Biology • Exobiology
• If in **TE**: Biology, SCIENCE, X=2

INTEGRITY 6 CUNNING 8+X STRENGTH 5+X

66 V

STAR TREK
DEEP SPACE NINE

Keogh

OFFICER

Captain of the *U.S.S. Odyssey*. In 2370, ordered to investigate the Jem'Hadar threat and rescue Benjamin Sisko. Knew Jadzia Dax, but not on friendly terms.

● Leadership
 ● Honor
 ● Physics
 ● Geology
 ▼ Attack Pattern Delta

INTEGRITY 7 CUNNING 8 STRENGTH 5

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A character card for Paulson from Star Trek: Deep Space Nine. The card has a blue background with a gold border. At the top left is a circular icon with the Star Trek logo. To its right is the name "Paulson" in a stylized font. At the top right is the "STAR TREK DEEP SPACE NINE" logo. Below the name is a rectangular photo of Paulson, a man with red hair, wearing a blue Starfleet uniform. To the right of the photo is a vertical text strip that reads "NOT ENDORSED BY CBS OR PARAMOUNT PICTURES". Below the photo is a white box with the word "SCIENCE" in bold. To the left of this box is a small white star icon. Below the "SCIENCE" box is a paragraph of text: "One of many human astrophysicists aboard Deep Space 9 who studies the Bajoran wormhole. Stayed with her crew during the siege of 2370." Below this paragraph is a white box with two red circular icons and the text "Astrophysics" and "Transporter Skill". At the bottom of the card is a black box with three colored boxes: a blue box with the word "INTEGRITY" and the number "6", a green box with the word "CUNNING" and the number "7", and a red box with the word "STRENGTH" and the number "5". At the bottom right of the card is the number "69 V".

STAR TREK
DEEP SPACE NINE™

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❖ *Paulson*

SCIENCE

One of many human astrophysicists aboard Deep Space 9 who studies the Bajoran wormhole. Stayed with her crew during the siege of 2370.

● Astrophysics ● Transporter Skill

INTEGRITY 6 CUNNING 7 STRENGTH 5

69 V

Sarita Carson

STAR TREK
DEEP SPACE NINE

SECURITY

Ensign Carson is one of the many talented navigators serving Starfleet. Former member of Nova Squadron. Assigned to bridge duty aboard U.S.S. *Defiant*.

Navigation 6 **Cunning 7** **Strength 5**

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STAR TREK
DEEP SPACE NINE

E'Tyshra

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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

STAR TREK
DEEP SPACE NINE

Sharat

V.I.P.

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

● Diplomacy
● Exobiology
● Treachery

INTEGRITY 4
 CUNNING 5
 STRENGTH 7

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DEEP SPACE NINE

Ty Kajada

OFFICER

Female Koblid 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**

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Assault Vessel

STAR TREK
DEEP SPACE NINE™

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ASSAULT CLASS

Mainstay of the Bajoran Militia. During the 2370 coup attempt by the Circle, assault vessels commanded by General Krim and Colonel Day invaded Deep Space 9.

✦ ✦ **Tractor Beam**

RANGE 3 **WEAPONS 7** **SHIELDS 6**

75 V

Assault Vessel

STAR TREK
DEEP SPACE NINE™

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ASSAULT CLASS

Mainstay of the Bajoran Militia. During the 2370 coup attempt by the Circle, assault vessels commanded by General Krim and Colonel Day invaded Deep Space 9.

✧ ✧ **Tractor Beam**

RANGE 8 **WEAPONS 7** **SHIELDS 6**

75 V

A collectible card for the U.S.S. Orinoco from Star Trek: Deep Space Nine. The card has a blue background. At the top left is the Star Trek logo. To its right is the ship's name "U.S.S. Orinoco" in a stylized font. Further right is the "STAR TREK DEEP SPACE NINE" logo. Below the name is a large rectangular image of the ship, a white and red runabout, against a black starry background. To the right of the ship image, oriented vertically, is the text "NOT ENDORSED BY CBS OR PARAMOUNT PICTURES" with a small Paramount logo at the bottom. Below the ship image is a white-bordered box containing the text "DANUBE CLASS". To the right of this box is a small icon of a runabout. Below the "DANUBE CLASS" box is a paragraph of text: "Runabout fitted with an advanced sensor module to serve as a scientific scout vessel. Often commanded by Jadzia Dax. Registry number NCC-72905." Below this paragraph is a white-bordered box containing the text "Tractor Beam (cannot carry ships aboard)." and a red heart icon followed by "Explore Gamma Quadrant". At the bottom of the card are three colored boxes: a blue box with "RANGE 7", a yellow box with "WEAPONS 6", and a red box with "SHIELDS 5". At the very bottom right is the text "78 V".



DILEMMA

STAR TREK
DEEP SPACE NINE

ANGRY MOB

When Odo was under suspicion for murder, Bajoran nationals led by Zaya demanded that the changeling be handed over to them. Benjamin Sisko spared the constable from their "justice."

Kills a SECURITY or shape-shifter present (random selection) unless remaining Away Team has INTEGRITY>27 from up to four personnel OR STRENGTH>50. Discard dilemma.

1 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

2

BRIEF ROMANCE

Jadzia Dax became romantically involved with Meridian native Deral. Dax was so enamored she attempted to follow Deral when Meridian returned to its non-corporeal state.

Opponent specifies "male" or "female." Place on one personnel present of that gender (random selection). That personnel is "stopped" until countdown expires.

3 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
DEEP SPACE NINE

CHULA: UNFORTUNATE ROLL

In the game of chula, even choosing the less profitable but safer path does not guarantee that all of your players will continue to the next shop.

To get past, three personnel present (random selection) are chosen. If their total INTEGRITY is odd, all three are "stopped." Otherwise, discard dilemma.

2 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 Mage.

4 V



DILEMMA

STAR TREK
DEEP SPACE NINE

FLAXIAN ASSASSIN

Valued for their professionalism, Flaxian assassins are often employed by the Tal Shiar. Retaya was sent to eliminate Garak using a combiant poison disguised as perfumes.

Unless 2 SECURITY and Biology present, kills one personnel (two if opponent has Tal Shiar in play) with three or more icons (random selection).

5 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
DEEP SPACE NINE



FLY BY THE SEAT OF YOUR PANTS

With limited resources and outdated technology, the Bajoran resistance had to rely on their instincts rather than navigational sensors to pilot their vessels.

To get past requires 2 Navigation and OFFICER OR Navigation and 2 OFFICER.

7 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
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.

8 V



DILEMMA

STAR TREK
FIRST CONTACT

MAGLOCK PORTAL SERVO CTL

ACCESS DENIED
LCARS COMMAND NET NOT AVAILABLE

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.

6 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
DEEP SPACE NINE



PRECISION PILOTING

Jadzia Dax and Arjin had to maneuver carefully while transporting a protouniverse, avoiding any verteron nodes that could destabilize their delicate cargo.

To get past requires Navigation with ☆ or ✧. All such personnel are "stopped," but if two or more present, one must continue (your choice).

10 V



DILEMMA

STAR TREK
DEEP SPACE NINE



SOCIALIZING WITH THE STAFF

Julian Bashir made sure to meet all of the dabo girls working at Quark's Bar. Jadzia Dax took perverse pleasure in making sure those meetings were awkward.

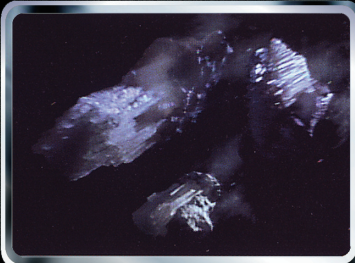
To get past requires a female. All female personnel are "stopped," but if two or more present, one must continue (random selection).

12 V



DILEMMA

STAR TREK
DEEP SPACE NINE



THE THREE VIPERS

A shattered comet created a danger to ships and the Bajoran wormhole. The three silitium-laden "vipers" had to be guided through to the other side, fulfilling a Bajoran prophecy.

Ship damaged unless ENGINEER and 2 Navigation present. Even if not damaged, crew "stopped" unless SCIENCE, OFFICER and Astrophysics present. Discard dilemma.

11 V



DILEMMA

STAR TREK
DEEP SPACE NINE



TOO MANY CHIEFS

The assignment of two chiefs of security aboard Deep Space 9 inevitably muddled the chain of command. Benjamin Sisko reassured Odo that George Primm was not in charge.

One SECURITY-classification personnel (random selection) is "stopped." If that personnel has Leadership, two additional SECURITY personnel are "stopped" (random selection).

13 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

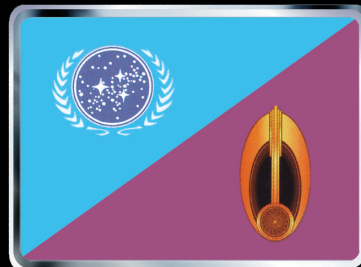
Seeds on table. You may download Bajoran Wormhole(s) (even from outside the game). When your ship travels through Bajoran Wormhole, you may discard a card from hand to download Wormhole Navigation Schematic (even from discard pile). Your missions are span -1 for your ships. Doubles point boxes of your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

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15 V



EVENT

STAR TREK
DEEP SPACE NINE

TREATY: FEDERATION/BAJORAN

In 2369, the Bajoran provisional government applied for Federation membership. That same year, Bajor invited Starfleet to administer the recently acquired space station Terok Nor.

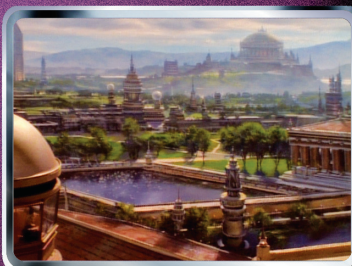
Seeds or plays on table. Your Federation and Bajoran affiliations recognize this treaty. They can now mix and cooperate.

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16 V



Bajoran Outpost

STAR TREK
DEEP SPACE NINE

The Bajoran homeworld is Bajor. The Bajorans establish outposts throughout their territory.

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

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OUTPOST

SHIELDS 30

17 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.

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29 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.

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30 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.

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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).

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12 V



DOORWAY

STAR TREK
DEEP SPACE NINE

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12 V