

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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*"Irony. One who does not wish to be among us is to be the Emissary."*

**R**eshape the Alpha Quadrant and venture beyond the Bajoran Wormhole with *Emissary*, an eighty-one (81) card expansion kicking off the new Deep Space 9 block. Join the crew of the station as they stave off Cardassian interests and explore the Gamma Quadrant. With both new and familiar faces, everyone can find something new to enjoy in this *First Edition* virtual expansion!

**Reactor Core Icon** — A card with this icon is a way of powering your deck, usually as a game engine. It has no built in gameplay function.

**Deep Space Nine Icon** — A card with this icon is related to the *Deep Space 9* television series. It has no built in gameplay function and will be referenced by other cards in the future.

**Coming Soon** — Some call them terrorists; others call them heroes. In Spring 2014, the abandoned Federation citizens in the Demilitarized Zone will come to the forefront. Stake a claim to the land and defend your territory as the Maquis become a playable faction in the next virtual expansion from the Continuing Committee.



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

ARTICLES  
FORUMS  
RULES

CARD IMAGES  
TOURNAMENTS  
PLAYER LOCATOR

The *Star Trek CCG* Community lives on at  
[WWW.TREKCC.ORG](http://WWW.TREKCC.ORG)

## EMISSARY CARD LIST

### DILEMMAS

Back Room Dealings	1 V
Chula: Unfortunate Roll	2 V
Cultural Differences	3 V
Difficult Disposal	4 V
Encased in Crystal	5 V
Ferengi Locator Bomb	6 V
Fly by the Seat of Your Pants	7 V
Hard Time	8 V
More of Your Kind	9 V
Precision Piloting	10 V
Secret Identity	11 V
Socializing with the Staff	12 V
Too Many Chiefs	13 V
Unlikely Pair	14 V

### DOORWAY

The First Stable Wormhole	15 V
---------------------------	------

### EVENTS

Bajor for Bajorans	16 V
Interment	17 V
New Frontiers	18 V

Raktajino	19 V
Shipwright	20 V

### INCIDENTS

Alliance for Global Unity	21 V
Articles of Jurisprudence	22 V
Call for Reinforcements	23 V
Gagh Tek Or?	24 V
Here by Invitation	25 V
I Miss This Office	26 V
Labor Camp	27 V
Nano-Biogenic Disarmament	28 V
New Arrivals	29 V
Reshape the Quadrant	30 V

### MISSIONS

Establish Interquadrant Communications	31 V
Host Tournament	32 V
Pacify Warring Factions	33 V
Reopen Trade Discussions	34 V
Salvage Wrecked Ship	35 V
Verify Legendary Journey	36 V

### PERSONNEL — BAJORAN

Anneli	37 V
Ben Sisko	38 V
Beyor	39 V
Borum	40 V
Deputy Quark	41 V
Dahlem	42 V
Kira Meru	43 V
Kira Taban	44 V
Minister Toran	45 V
Murjo	46 V
Vedek Kira	47 V
Yarka	48 V

### PERSONNEL — CARDASSIAN

Belva	49 V
Danar	50 V
Darhe'el	51 V
Dukat	52 V
Investigator Odo	53 V
Jasad	54 V
Jerax	55 V
Makbar	56 V

Oran	57 V
Quark	58 V
Rogesh	59 V
Tadim	60 V

### PERSONNEL — FEDERATION

Arjin	61 V
Benjamin Sisko	62 V
Hoya	63 V
Jadzia Dax	64 V
Jake Sisko	65 V
Julian Bashir	66 V
Melora Pazlar	67 V
Miles O'Brien	68 V
Paulson	69 V

### PERSONNEL — KLINGON

Chef Kaga	70 V
-----------	------

### PERSONNEL — NON-ALIGNED

Altovar	71 V
Bhaduri	72 V
Jakin	73 V

Javed	74 V
Tosk	75 V

### SHIP — BAJORAN

Baraka	76 V
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### SHIPS — FEDERATION

U.S.S. Ganges	77 V
U.S.S. Orinoco	78 V

### SHIP — NON-ALIGNED

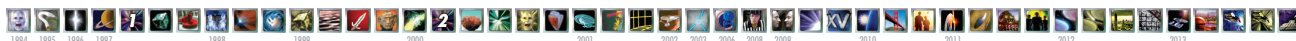
T'Lani Cruiser	79 V
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### SITE

Klingon Restaurant	80 V
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### TIME LOCATION

The Celestial Temple	81 V
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## 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: 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  
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.

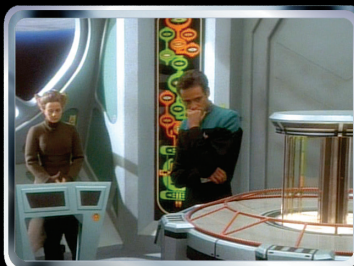
One personnel (random selection) is killed unless you "stop" a personnel with Acquisition or Anthropology. To get past requires CUNNING > 24 remaining.

3 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



### DIFFICULT DISPOSAL

Julian Bashir found the harvester virus remarkably resistant to most forms of radiation, making the disease difficult to destroy. It only took 375 attempts.

To get past requires 2 ENGINEER and MEDICAL OR ENGINEER and 2 MEDICAL.

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 2 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 sodium and arginine 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  
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  
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  
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.

9 V



# DILEMMA

STAR TREK  
DEEP SPACE NINE



## PRECISION PILOTING

Jadzia Dax and Arjin had to maneuver carefully while transporting a protonuverse, 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



## 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.

11 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



## 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 Primmin 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

# 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).

14 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



## BAJOR FOR BAJORANS

After the Cardassian occupation, many Bajorans wished to rid themselves of all alien influence. The Circle's isolationist attitude led to acts of violence against non-Bajorans.

Plays on table (for free if you have Jaro Essa in play). At the end of each of your turns, if you have no non- personnel in play, you may draw an extra card.

16 V

# EVENT

STAR TREK  
DEEP SPACE NINE



## INTERMENT

Julian Bashir was captured by Dominion operatives at a conference. Like General Martok, he was imprisoned in the Gamma Quadrant and replaced by a changeling.

Plays to relocate a captive held by your trap card to your brig (in same quadrant or Alpha Quadrant). OR Plays to download a capturing-related card to hand. Discard event.

17 V

# EVENT

STAR TREK  
DEEP SPACE NINE



## NEW FRONTIERS

The discovery of the Bajoran wormhole created new opportunities for inter-quadrant exploration, commerce, and colonization.

Plays to draw two cards. If you have four personnel at a mission not in their native quadrant, draw two additional cards. Discard event.

18 V





## 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



## EVENT

STAR TREK  
DEEP SPACE NINE

## SHIPWRIGHT

In 2371, Benjamin Sisko used an ancient Bajoran spacecraft to prove Bajorans were capable of interstellar travel before many other races.

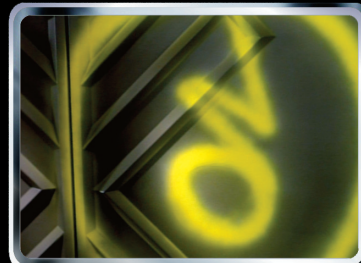
Plays on table. Your ships are RANGE +1. (Cumulative.) **OR** Lose points to make your ship with Solar Sail RANGE +10 this turn.

-5

20 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

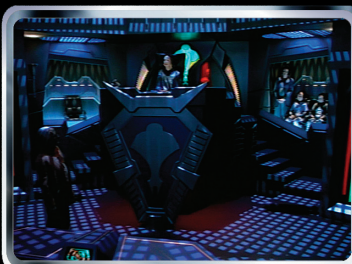
## ALLIANCE FOR GLOBAL UNITY

Plays on table. Your personnel lose Resistance (even if not in play). Once each turn, your personnel with "the Circle" in lore may report (for free) to your compatible facility in the Bajor Region. Each time you solve a mission, you may download a card to that mission, an HQ card, Bajoran Civil War, or Bajor For Bajorans. Discard this card if you play or have played a personnel that is not , , or .

21 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

## ARTICLES OF JURISPRUDENCE

Plays on your escorted captive on Cardassia Prime; you may discard captive at any time. (Unique.) Each of your Law personnel add captive's skills. personnel without Honor are each attributes all +2. **OR** Plays once each turn to draw a card for each captive you are escorting or have in your brig (limit four).

22 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.

23 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

## GAGH TEK OR?

Plays to download Lursa and B'Etor **OR** Yeto and T'Kar **OR** Quark Son of Keldar and Grilka **OR** once per game, download Klingon Restaurant and one Klingon (may report to that site); when reporting and for rest of game, personnel downloaded with this incident may mix and cooperate with your cards regardless of affiliation. Draw no cards this turn. Discard incident.

24 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

## HERE BY INVITATION

Plays on table; you may download Treaty: Federation/Bajoran. Once each turn, your or personnel with "DS9" or "Deep Space 9" in lore may report (for free) aboard Deep Space 9 (to an appropriate site) **OR** to your U.S.S. *Defiant*. Once per game, if your facility commander is at Commander's Office, you may download an objective. Nullified if you have Bajoran Resistance Call in play.

25 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

## I MISS THIS OFFICE

Plays on table; if opponent's Deep Space 9 in play, you may download Cardassian Outpost (ignoring **ENGINEER** requirement). Once each turn, your personnel reporting to Terok Nor (or, if opponent's Deep Space 9 in play, to your outpost) may do so for free if or "Terok Nor" in lore. If your personnel just commandeered Deep Space 9, you may download Baseball.

26 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE

## LABOR CAMP

Plays on an Ore Processing Unit or your non-homeworld planet mission (for free if Forced-Labor Camp present). Start of each turn, if your or personnel present is escorting a captive, score 5 points. (Unique.)

27 V



INCIDENT

STAR TREK  
DEEP SPACE NINE

NANO-BIOGENIC DISARMAMENT

Seeds or plays on T'Lani III. Your cards with "harvester virus" in lore may report here; once each turn, one such personnel may do so for free if you do not have a facility here. When you solve, you may download and seed a dilemma with "harvester virus" in lore beneath any mission **OR** discard incident to score points.

10

28 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.

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.

30 V

5

98

ENGINEER + Stellar Cartography + Diplomacy + Anthropology

Establish Interquadrant Communications

**Wormhole terminus near Idran:** Set up subspace communication array.

ENGINEER + Stellar Cartography + Diplomacy + Anthropology

35

5

31 V

4

98

Diplomacy + Honor + Greed x2  
cards may report on planet.

Any Away Team

Host Tournament

**Wadi planet:** Facilitate high stakes gaming event.

Diplomacy + Honor + Greed x2  
cards may report on planet.

Any Away Team may attempt mission.

35

4

32 V

4

40

(SCURITY x2 OR Kai Opaka) + scout ship with 2 ENGINEER aboard

Pacify Warring Factions

**Alien penal colony:** End centuries of warfare and rescue crash survivors.

(SCURITY x2 OR Kai Opaka) + scout ship with 2 ENGINEER aboard

40

4

33 V

4

98

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

5

98

ENGINEER x2 + Archaeology + Acquisition  
When you solve, may download Jem'Hadar Birthing Chamber here.

Salvage Wrecked Ship

**Unknown wreckage:** Recover scrap from crashed vessel.

ENGINEER x2 + Archaeology + Acquisition  
When you solve, may download Jem'Hadar Birthing Chamber here.

30

5

35 V

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





❖ Anneli

STAR TREK  
DEEP SPACE NINE

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## SCIENCE

Representative of female Bajorans serving in the militia. Dispatched by General Krim to help the Circle secure Deep Space 9.

● Astrophysics ● Biology

INTEGRITY 7 CUNNING 7 STRENGTH 7

37 V



Ben Sisko

STAR TREK  
DEEP SPACE NINE

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## ENGINEER

Shipwright Benjamin Sisko built and commanded the *Baraka*, a replica Bajoran lightship. Human. Recreated a legendary interstellar journey.

● Honor ● Navigation ● Astrophysics  
● Anthropology ▼ Construct Starship

INTEGRITY 8 CUNNING 7 STRENGTH 7

38 V



❖ Beyor

STAR TREK  
DEEP SPACE NINE

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## 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

39 V



Borum

STAR TREK  
DEEP SPACE NINE

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## MEDICAL

Selfless hero held prisoner on Cardassia IV. Bajoran willing to sacrifice himself to rescue Li Nolas. Never gave up hope of returning him to Bajor.

● Resistance ● Honor ▼ Starfleet Type II Phaser  
● May exchange for a ● leader in your discard pile.

INTEGRITY 8 CUNNING 6 STRENGTH 5

40 V



Deputy Quark

STAR TREK  
DEEP SPACE NINE

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## 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

41 V



❖ Dohlem

STAR TREK  
DEEP SPACE NINE

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## 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

42 V



Kira Meru

STAR TREK  
DEEP SPACE NINE

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## CIVILIAN

Comfort woman aboard Terok Nor in 2346. Romantically involved with Dukat. Worked all hours in hope of a better life for her family.

● Anthropology ● Exobiology ● Geology  
▼ Comfort Women

INTEGRITY 6 CUNNING 6 STRENGTH 5

43 V



Kira Taban

STAR TREK  
DEEP SPACE NINE

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## MEDICAL

Husband and father who lived in the Singha refugee camp in 2346. Married to Kira Meru, who he called the bravest woman he'd ever known.

● Resistance ● Biology ● Honor  
● Physics ● Scores points if killed.

INTEGRITY 8 CUNNING 7 STRENGTH 6

44 V



Minister Toran

STAR TREK  
DEEP SPACE NINE

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## 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

45 V



❖ **Murjo**STAR TREK  
DEEP SPACE NINE

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**ENGINEER**

Representative of male Bajorans who became disillusioned with the provisional government and joined the Circle. Helped kidnap Kira Nerys.

- Treachery
- Astrophysics
- Transporter Skill

**INTEGRITY** 5 **CUNNING** 6 **STRENGTH** 6

46 V



Vedek Kira

STAR TREK  
DEEP SPACE NINE

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**OFFICER**

Hero of Bajor Kira Nerys posed as a vedek to enter the Chamber of Ministers. Exposed Cardassian connections to the Circle.

- SECURITY
- Navigation
- Archaeology
- Hidden Fighter

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

47 V



Yarka

STAR TREK  
DEEP SPACE NINE

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**CIVILIAN**

Former vedek who lost his position in 2371 for protesting against peace with the Cardassians. Misinterpreted Traktor's third prophecy.

- Anthropology
- Archaeology
- Physics

**INTEGRITY** 6 **CUNNING** 6 **STRENGTH** 5

48 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



Damar

STAR TREK  
DEEP SPACE NINE

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**OFFICER**

Inscrutable 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 Gallitep. 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



Investigator Odo

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**SECURITY**

Impartial changeling. Served on Terok Nor during the occupation of Bajor. An observer by necessity.

- Does not use hand weapons.
- Anthropology
- Honor
- Law x2
- Once per game, may capture one personnel present.

**INTEGRITY** 7 **CUNNING** 9 **STRENGTH** 10

53 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



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

### 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



Makbar

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

### V.I.P.

Chief Archon. She believes efficient execution of Cardassian jurisprudence makes good viewing and is uplifting for the public.

• Law x2 • Treachery x2 ▼ Any card

INTEGRITY 3 CUNNING 9 STRENGTH 3

56 V



Oran

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

### 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



Quark

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

### 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



❖ 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



Arjin

STAR TREK  
DEEP SPACE NINE



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### SCIENCE

Young Trill initiate seeking to be joined with a symbiont. Level five pilot who helped his field docent, Jadzia Dax, transport a protouniverse.

• Navigation x2 • Youth • Physics  
• May report where Jadzia Dax is present (for free).

INTEGRITY 6 CUNNING 7 STRENGTH 5

61 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 **T**: ENGINEER, Diplomacy, Navigation

INTEGRITY 7 CUNNING 8 STRENGTH 8

62 V



❖ Hoya

STAR TREK  
DEEP SPACE NINE



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### OFFICER

Benzite female. One of many runaway 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





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 **T**: 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 **T**: Biology, SCIENCE, X=2

INTEGRITY 6 CUNNING 8+X STRENGTH 5+X

66 V



Melora Pazlar

STAR TREK  
DEEP SPACE NINE



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### SCIENCE

Female Elysian stellar cartographer. Visited DS9 in 2370. Romantically involved with Julian Bashir, the doctor who helped her walk in standard gravity.

- Stellar Cartography • Navigation • Astrophysics
- If in **T**: Stellar Cartography, Astrophysics

INTEGRITY 7 CUNNING 7 STRENGTH 2

67 V



Miles O'Brien

STAR TREK  
DEEP SPACE NINE



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### ENGINEER

Human chief of operations. Irish. Formerly served aboard the U.S.S. *Rutledge* and the U.S.S. *Enterprise*.

- Computer Skill x2 • Miracle Worker
- If in **T**: SECURITY, ENGINEER, Navigation
- Reaction Control Thrusters

INTEGRITY 7 CUNNING 8 STRENGTH 7

68 V



Paulson

STAR TREK  
DEEP SPACE NINE



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### 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



Chef Kaga

STAR TREK  
DEEP SPACE NINE



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### CIVILIAN

Owner and cook at the Klingon restaurant aboard Deep Space 9. Often serenades his customers with Klingon folk songs. Makes excellent rokeg blood pie.

- Biology • Exobiology • Music
- Gag

INTEGRITY 7 CUNNING 5 STRENGTH 9

70 V



Altovar

STAR TREK  
DEEP SPACE NINE



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### MEDICAL

Vindictive criminal and Lethean thief who assaulted Julian Bashir while stealing bio-mimetic gel in 2371. He was later arrested by Odo.

- Empathy • Exobiology • Treachery x2
- Lethean Telepathic Attack (as an event, where Altovar present).

INTEGRITY 2 CUNNING 6 STRENGTH 6

71 V



Bhaduri

STAR TREK  
DEEP SPACE NINE



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### CIVILIAN

Typical female Kellereun technician. Learned all she could about the harvester virus. Eagerly worked to destroy the devastating weapon in 2370.

- SCIENCE • Computer Skill • Anthropology

INTEGRITY 6 CUNNING 7 STRENGTH 5

72 V



**Jakin**

**OFFICER**

Representative of male T'Lani who worked together with their former Kellerun enemies to destroy the weapon known as the harvester virus.

**ENGINEER**

**Navigation**

**INTEGRITY** 6

**CUNNING** 6

**STRENGTH** 6

73 V

**Javed**

**SECURITY**

Male Kellerun bodyguard of E'Tyshra and Sharat. Representative of those who intended to eliminate all knowledge of the harvester virus. Crack shot.

**Treachery**

**Exobiology**

**INTEGRITY** 5

**CUNNING** 5

**STRENGTH** 7

74 V

**Tosk**

**SECURITY**

The hunted species known as Tosk had no identity outside of the hunt. He befriended Miles O'Brien after traveling through the wormhole in 2369.

**Navigation x2**

**Honor**

**ENGINEER**

**Computer Skill**

**Excluded from random selections.**

**INTEGRITY** 8

**CUNNING** 8

**STRENGTH** 8

75 V

**Baraka**

**SHABREN CLASS**

Lightship built by Ben Sisko in 2371 from ancient Bajoran designs. Has artificial gravity. Unexpectedly traveled beyond Bajor's Denorios Belt.

**Solar Sail**

**Shipwright**

**RANGE** 3

**WEAPONS** 0

**SHIELDS** 3

76 V

**U.S.S. Ganges**

**DANUBE CLASS**

One of three runabouts delivered to DS9 by the U.S.S. Enterprise. Often commanded by Miles O'Brien. Carried the harvester virus team in 2370.

**Magnetic North**

**RANGE** 8

**WEAPONS** 5

**SHIELDS** 5

77 V

**U.S.S. Orinoco**

**DANUBE CLASS**

Runabout fitted with an advanced sensor module to serve as a scientific scout vessel. Often commanded by Jadzia Dax. Registry number NCC-72905.

**Tractor Beam (cannot carry ships aboard).**

**Explore Gamma Quadrant**

**RANGE** 7

**WEAPONS** 6

**SHIELDS** 5

78 V

**T'Lani Cruiser**

**A'NORUM CLASS**

Munitions ship originally designed to deploy biological weapons. Used as a laboratory for the obliteration of the harvester virus in 2370.

**Tractor Beam**

**RANGE** 7

**WEAPONS** 8

**SHIELDS** 8

79 V

**Klingon Restaurant**

**KLINGON RESTAURANT**

Klingons may report here. Once each turn, any cook may report here for free (or download here in place of a normal card play; player draws no cards that turn). Klingon ships may report, dock, undock and repair at this Nor.

**Deep Space 9**

**Ops Module**

**Promenade**

**Habitat Ring**

**Docking Ring**

80 V

**The Celestial Temple**

**The Celestial Temple**

Seeds or plays on table. At any time, any player may relocate their unique non-Treachery personnel between here and their ship or facility at the Alpha Quadrant Bajoran Wormhole. Any player with an personnel here may draw an additional card at the end of each turn unless total WEAPONS > 9 at any Bajoran Wormhole. No capturing or battles allowed here.

**Bajoran Wormhole: The Prophets of Bajor**

live outside of linear time.

**Deep Space 9**

**Ops Module**

**Promenade**

**Habitat Ring**

**Docking Ring**

81 V