



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



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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



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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



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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



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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



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3

LETHEAN TELEPATHIC ATTACK

Altovar tried to steal biometric gel from the Deep Space 9 infirmary. When interrupted by Julian Bashir, he assaulted the doctor telepathically. Such attacks are usually fatal.

Unless 2 Empathy present, place on one personnel (Julian Bashir if present, otherwise random selection). Personnel is disabled (killed if CUNNING+STRENGTH<16).

6 V



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LOCKBOX

Quark's greed led him to critical evidence in a lockbox which ultimately solved a five-year-old murder case.

Unless Greed present, Away Team "stopped" (discard dilemma). Otherwise, score points if you solve mission this turn.

5

7 V



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OOPS!

In 2374, an ill-prepared band of Ferengi arranged a prisoner exchange aboard Empok Nor. Their profound lack of competence made the process even more difficult than they had expected.

Unless Leadership present, kills one personnel (random selection) and "stops" all others present. To get past requires three personnel OR three drones OR Nog.

8 V



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2

PALUKOO

Large spider-like creature inhabiting the Bajoran moons. One-time food source for Resistance fighters. Caused Dax concern, since Trill/symbiont biochemistry cannot tolerate insect bites.

Unless Resistance OR ANIMAL present, "bites" a non-android (random selection). If Trill with symbiont, dies now (discard dilemma); otherwise, disabled until countdown expires.

9 V



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SEISMIC QUAKE

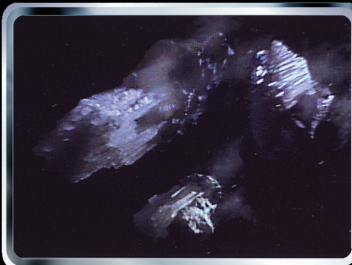
While on a scientific mission to planet L-S VI, Dr. Mora Pol's away team experienced a volcanic disturbance. The quake released noxious gases which cut short their research.

One Away Team member (random selection) is "stopped" if opponent's score is odd, killed otherwise. Cannot get past (shuffle back into seed cards here) unless Geology present.

10 V



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THE THREE VIPERS

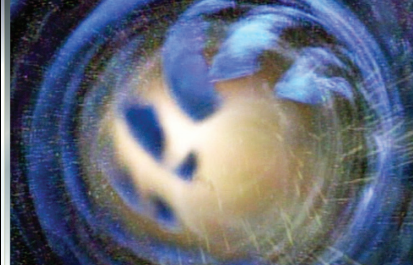
A shattered comet created a danger to ships and the Bajoran wormhole. The three siliithium-laden "vipers" had to be guided through to the other side, fulfilling a Bajoran prophecy.

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

11 V



DOORWAY

STAR TREK
DEEP SPACE NINE

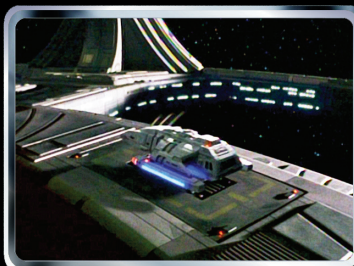
BAJORAN WORMHOLE

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

12 V



EVENT

STAR TREK
DEEP SPACE NINE

ESTABLISH LANDING PROTOCOLS

Diligent adherence to landing procedures is crucial to the successful operation of runabouts, shuttles and other small spacecraft.

Seeds or plays on table. Each of your ships which has no staffing requirements may use 1 RANGE to land or take off once each turn. (Captain's Order.)

13 V



EVENT

STAR TREK
DEEP SPACE NINE

RENEWAL SCROLL

During the Bajoran Gratitude Festival, participants inscribe their troubles on small scrolls. Burning the renewal scrolls in a special brazier symbolically turns their problems to ash.

Plays if you have three or more Bajorans in play. "Burn" (discard from hand) any number of cards and "renew" (draw) an equal amount, plus two more. Discard event.

14 V



EVENT

STAR TREK
DEEP SPACE NINE

SISKO 197 SUBROUTINE

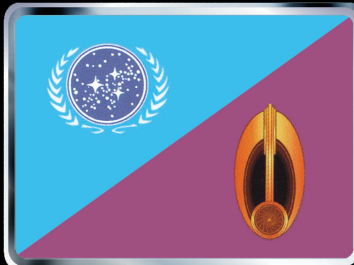
In anticipation of a Cardassian takeover in 2373, Benjamin Sisko sabotaged the Deep Space 9 central computer. The resulting damage hampered Terok Nor for quite some time.

Seeds or plays on table. Place on your Nor's Ops. Nor may not be moved or commandeered. Any player may nullify with 4 Computer Skill present. (Immune to Kevin Uxbridge.)

15 V



EVENT

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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.

16 V



Bajoran Outpost

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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.



OUTPOST

SHIELDS 30

17 V



Deep Space 9

STAR TREK
DEEP SPACE NINE

Formerly known as Terok Nor. Now a Bajoran trading center and administrative facility run by the Federation.

Seeds during dilemma phase at a Bajor Region location. If commandeered by any personnel who is not Bajoran or Federation affiliation, flip card over. (Not duplicatable.)



STATION

WEAPONS 6

SHIELDS 34

18 V



Terok Nor

STAR TREK
DEEP SPACE NINE



Mining station built in Bajoran system. Operated by Cardassians using Bajorans in forced-labor conditions.

Seeds at a Bajor Region location. If commandeered by any personnel who is Bajoran or Federation affiliation, flip card over. (Not duplicatable.)



STATION

WEAPONS 6

SHIELDS 34

18 V



Cardassian Outpost

STAR TREK
DEEP SPACE NINE



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



INTERRUPT

STAR TREK
DEEP SPACE NINE



HIDDEN FIGHTER

The resistance concealed small spacecraft throughout the Bajor system during the occupation. A decade later, Kira Nerys and Jadzia Dax recovered one from the abandoned Lunar V base.

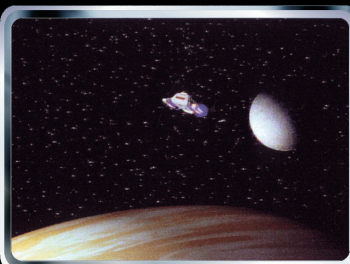
Downloads one ship with no staffing requirements to your Away Team on a planet. (You may also download Establish Landing Protocols or Engage Shuttle Operations.)

20 V



INTERRUPT

STAR TREK
DEEP SPACE NINE



MAGNETIC NORTH

Miles O'Brien used the polar magnetic field of Parada IV to shield his runabout from the sensors of pursuing ships.

Plays on your ship that has no staffing requirements if it is orbiting a planet. Prevents battles from being initiated against that ship. Discard interrupt when ship moves.

21 V



INTERRUPT

STAR TREK
DEEP SPACE NINE



WORMHOLE NAVIGATION SCHEMATIC

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

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

22 V



INTERRUPT

STAR TREK
DEEP SPACE NINE



Characterize Neutrino Emissions

Bajor Region • Denorios Belt: Study and catalog neutrino discharge from charged plasma field.

Navigation + SCIENCE x2 + Astrophysics + Physics
Any number of Orb artifacts may seed here.



35

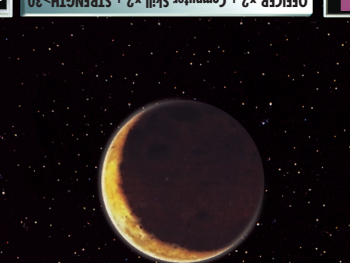
3

23 V



INTERRUPT

STAR TREK
DEEP SPACE NINE



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



INTERRUPT

STAR TREK
DEEP SPACE NINE



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



OBJECTIVE

STAR TREK
DEEP SPACE NINE



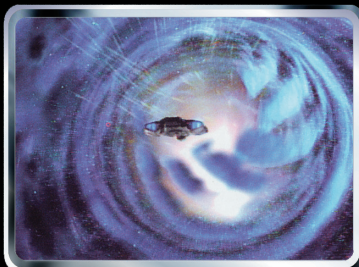
ASSIGN SUPPORT PERSONNEL

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

26 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE

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EXPLORE GAMMA QUADRANT



Seeds or plays on table. At any time, place on your ship docked at a facility in the Alpha Quadrant. If ship's crew or Away Team solves a Gamma Quadrant mission, then ship returns and docks at that facility, draw three cards and score points (discard objective).

5

27 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE

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FILE MISSION REPORT



Seeds or plays on table. When one of your personnel has used a classification or skill to meet a mission requirement, and you have not yet attempted another mission, that personnel may "file a mission report" if unopposed at a site which allows this. Score points (discard objective). Limit one per mission.

5

28 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE

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FORCED-LABOR CAMP



Seeds or plays on Cardassia IV, Ligos VII or your planet that has Geology or Archaeology as a requirement. Your and personnel may attempt mission. On Cardassia IV or Ligos VII, changes your mission requirements to these:

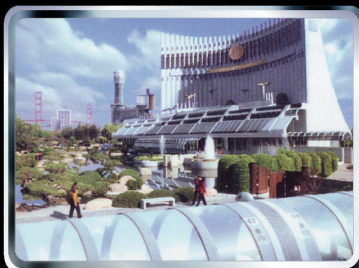
SECURITY + Geology + STRENGTH > (mission points x2)

After you solve, while you escort a captive on this planet, you may draw one additional card at end of each turn.

29 V



OBJECTIVE

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DEEP SPACE NINE

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HQ: SECURE HOMEWORLD



Seeds or plays on a homeworld. Your Away Teams which include a personnel who matches homeworld's affiliation may attempt the mission using these requirements:

Leadership x2 + SECURITY + (Honor OR Treachery) + any one attribute total > point value of mission

When you solve mission, capture all opposing personnel on planet who do not match affiliation of homeworld.

30 V



OBJECTIVE

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DEEP SPACE NINE

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PROCESS ORE



Plays on an Ore Processing Unit. Start of each turn, if you control this Nor at a planet location and you have a matching ENGINEER or SECURITY personnel unopposed here, you may "process ore." Discard one card from hand, place bottom card of discard pile beneath draw deck or out-of-play, then draw up to two cards.

31 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE

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RESCUE PERSONNEL



Plays on your ship docked at a facility in the Alpha Quadrant. Target your Away Team on a planet which is either in a different quadrant or at a time location. If ship travels there, beams up Away Team and returns to facility, draw one card per personnel "rescued" (up to 5) and score points (discard objective). Limit one such "rescue" per location. (Unique.)

5

32 V



Anara

STAR TREK
DEEP SPACE NINE

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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

33 V



Bareil Antos

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DEEP SPACE NINE

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V.I.P.



Vedek. Follows springball religiously. Romantically involved with Kira Nerys. Began spiritual service as a gardener; still enjoys tending the grounds.

• Anthropology
• SCIENCE• Diplomacy x2
• Biology

• Honor

INTEGRITY 8

CUNNING 7

STRENGTH 5

34 V



Colonel Day

STAR TREK
DEEP SPACE NINE

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OFFICER



Member of Bajoran Militia and the Circle. Participated in DS9 siege of 2370. Deceived General Krim, under orders from Jaro Essa. Tried to kill Benjamin Sisko.

• SECURITY

• Treachery

• Navigation

INTEGRITY 3

CUNNING 7

STRENGTH 7

35 V



General Krim

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DEEP SPACE NINE

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OFFICER

High-ranking Bajoran Militia leader. Member of the Circle. Took over Deep Space 9 in 2370, but returned the station when informed of Cardassian involvement.

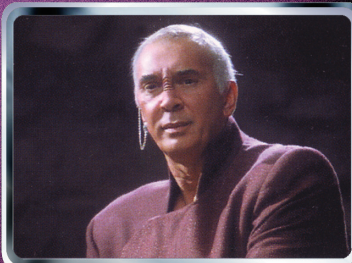
- Leadership x2
- Navigation
- Honor
- Stellar Cartography

INTEGRITY 7 CUNNING 7 STRENGTH 7

36 V



Jaro Essa

STAR TREK
DEEP SPACE NINE

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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

37 V



Minister Rozahn

STAR TREK
DEEP SPACE NINE

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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

38 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 Skreean request to settle on Bajor.

- Diplomacy
- MEDICAL

INTEGRITY 6 CUNNING 6 STRENGTH 5

39 V



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
- Transporter Skill
- Computer Skill

INTEGRITY 8 CUNNING 6 STRENGTH 6

40 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



Giloraj 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
- SCIENCE
- Navigation
- Honor

INTEGRITY 7 CUNNING 6 STRENGTH 6

43 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

❖ **Parn**STAR TREK
DEEP SPACE NINE

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V.I.P.

Legate. Member of Central Command. Tried to conceal Cardassian effort to supply weapons to Demilitarized Zone colonists in 2370.

• Treachery • Archaeology • Diplomacy

INTEGRITY 5 CUNNING 8 STRENGTH 6

45 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

❖ **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

❖ **Eris**STAR TREK
DEEP SPACE NINE

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V.I.P.

Duplicitious female agent. First Vorta to contact the Federation. Posed as an oppressed fugitive in order to win sympathy — and opportunities for espionage.

• Treachery • Diplomacy • MEDICAL

INTEGRITY 3 CUNNING 8 STRENGTH 4

48 V

❖ **Founder**STAR TREK
DEEP SPACE NINE

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V.I.P.

Female member of the Dominion. Changeling. Characteristic of the members of the Great Link. Adept at mimicking the solids.

• SCIENCE • Exobiology
• May morph (exchange with your Founder in hand).

INTEGRITY 5 CUNNING 8 STRENGTH 7

49 V

❖ **Hanok**STAR TREK
DEEP SPACE NINE

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V.I.P.

Member of the Karemma Commerce Ministry. Helped to defuse a torpedo lodged in the hull of the U.S.S. *Defiant*. Learned of Ferengi business philosophy from Quark.

• Acquisition • Diplomacy • Smuggling
• ENGINEER • Any card

INTEGRITY 7 CUNNING 7 STRENGTH 6

50 V

❖ **Inglatu**STAR TREK
DEEP SPACE NINE

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CIVILIAN

Typical male Dosi. Violent and impatient negotiator. Threatened to kill Quark because of the Ferengi's annoying tenacity.

• Greed • Acquisition • MEDICAL
• Geology

INTEGRITY 5 CUNNING 7 STRENGTH 11

51 V

❖ **Ornithar**STAR TREK
DEEP SPACE NINE

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CIVILIAN

Typical male Karemma official. Broker of tulaberry wine for the Dominion. Well versed in valuable metals. One-time business partner of Quark.

• Greed • SCIENCE • Geology

INTEGRITY 5 CUNNING 7 STRENGTH 6

52 V

❖ **Umar'Adan**STAR TREK
DEEP SPACE NINE

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SECURITY

Fifth. Jen'Hadar alpha assigned to Kudak'Etan. Well versed in the Alpha Quadrant anomaly. Once guarded prisoners repairing the commandeered U.S.S. *Defiant*.

• SCIENCE • Navigation • Stellar Cartography
• Wormhole Navigation Schematic (once per turn).

INTEGRITY 6 CUNNING 8 STRENGTH 9

53 V

❖ Zyree

STAR TREK
DEEP SPACE NINE



CIVILIAN

Representative female member of the Dosi, a physically aggressive merchant race aligned with the Dominion. Tulaberry wine expert.

● Biology ● Greed ● Archaeology

INTEGRITY 6 CUNNING 6 STRENGTH 7

54 V

Enrique Muñiz

STAR TREK
DEEP SPACE NINE



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



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

Ilon Tandro

STAR TREK
DEEP SPACE NINE



V.I.P.

Klaestron dignitary. Son of Enina and General Ardelon Tandro. In 2369, used Cardassian technology to gain access to Deep Space 9 in order to kidnap Jadzia Dax.

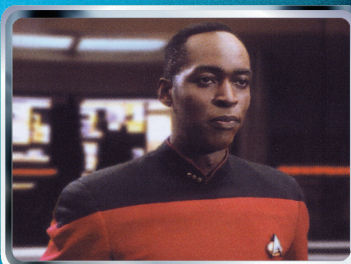
● Diplomacy ● ENGINEER ● Treachery
● Once per game, may capture one personnel present.

INTEGRITY 5 CUNNING 8 STRENGTH 4

57 V

❖ Jace Michaels

STAR TREK
DEEP SPACE NINE



OFFICER

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

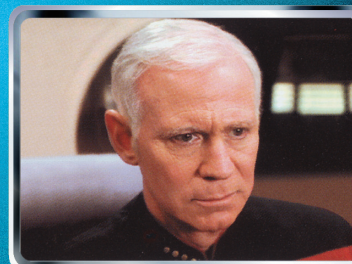
● Diplomacy ● Physics ● Honor

INTEGRITY 6 CUNNING 7 STRENGTH 6

58 V

Keogh

STAR TREK
DEEP SPACE NINE



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.

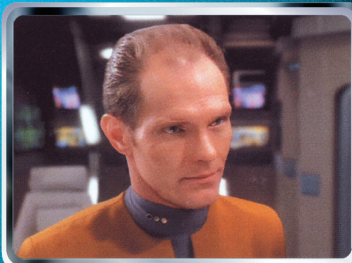
● Leadership ● Honor ● Physics
● Geology ▼ Attack Pattern Delta

INTEGRITY 7 CUNNING 8 STRENGTH 5

59 V

Michael Eddington

STAR TREK
DEEP SPACE NINE



SECURITY

Lt. Commander Eddington. Security officer assigned to Deep Space 9 because of Starfleet concerns about Odo. Defected to the Maquis.

● ENGINEER ● Treachery ● Honor
● Computer Skill

INTEGRITY 6 CUNNING 8 STRENGTH 6

60 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.

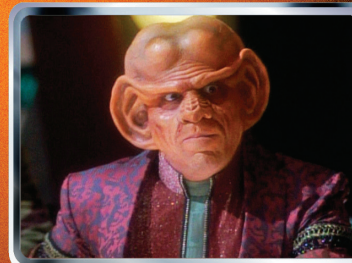
● Navigation ● SCIENCE

INTEGRITY 6 CUNNING 7 STRENGTH 5

61 V

Gral

STAR TREK
DEEP SPACE NINE



CIVILIAN

Aggressive Ferengi opportunist. Diplomatically, but insistently, threatened Quark with a protection racket while Quark was briefly serving as the Grand Nagus.

● Greed ● Treachery ● Acquisition
● Diplomacy ● SECURITY ▼ Protection Racket

INTEGRITY 3 CUNNING 6 STRENGTH 6

62 V



Grand Nagus Zek

STAR TREK
DEEP SPACE NINE



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V.I.P.

Aging financial and political leader of the Ferengi Alliance. Romantically — and secretly — involved with Ishka. Admits he's not as greedy as he used to be.

Acquisition Greed Leadership Law
Diplomacy HQ: Ferengi Credit Exchange

INTEGRITY 5 CUNNING 7 STRENGTH 2

63 V



Maihar'du

STAR TREK
DEEP SPACE NINE



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SECURITY

Hupyrion servant. Grand Nagus Zek's bodyguard, pilot, and handkerchief valet. Took a vow to speak only to his master. As loyal as he is silent.

Navigation x2 Bodyguards OR Security Sacrifice
Exobiology Scepter of the Grand Nagus

INTEGRITY 9 CUNNING 7 STRENGTH 9

64 V



Nava

STAR TREK
DEEP SPACE NINE



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CIVILIAN

Typical Ferengi entrepreneur. Took over the Arcybite gouge-mining refineries in the Clarius system. Plans to introduce synthehol to the Gamma Quadrant.

Acquisition Geology SCIENCE
Anthropology

INTEGRITY 6 CUNNING 7 STRENGTH 4

65 V



Pel

STAR TREK
DEEP SPACE NINE



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CIVILIAN

Waiter. Female. Used synthetic lobes to appear male. Wore clothes and sought profit in violation of Ferengi law. Romantically involved with Quark — briefly.

Acquisition Diplomacy Biology
May avoid selections that target males or females.

INTEGRITY 6 CUNNING 9 STRENGTH 3

66 V



T'Kar

STAR TREK
DEEP SPACE NINE



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SECURITY

Klingon mercenary used by Verad. Helped capture Jodzia in an attempt to steal the Dax symbiont.

Navigation x2 ENGINEER Treachery

INTEGRITY 3 CUNNING 7 STRENGTH 9

67 V



Yeto

STAR TREK
DEEP SPACE NINE



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SCIENCE

Particularly brusque Klingon who aided Verad's takeover of Deep Space 9 in 2370. Immobilized Odo in a containment device.

Treachery Stellar Cartography
Transporter Skill

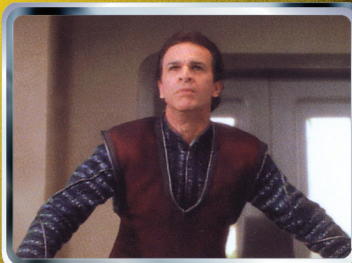
INTEGRITY 4 CUNNING 5 STRENGTH 7

68 V



Amaros

STAR TREK
DEEP SPACE NINE



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ENGINEER

Maquis terrorist. Cal Hudson's co-pilot. Helped abduct Gul Dukat, blaming him for supplying illegal weapons to Cardassians in the Demilitarized Zone.

Navigation Physics

INTEGRITY 6 CUNNING 6 STRENGTH 7

69 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



Kalita

STAR TREK
DEEP SPACE NINE



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OFFICER

Longtime Maquis member. Helped Thomas Riker commandeer the U.S.S. Defiant. Helped Ro Laren steal medical supplies from the U.S.S. Enterprise.

Anthropology Computer Skill Navigation

INTEGRITY 5 CUNNING 6 STRENGTH 5

71 V

Sakonna

STAR TREK DEEP SPACE NINE

ENGINEER

Female Vulcan. Gunrunner. Bought weapons from Quark in 2370. Helped the Maquis abduct Gul Dukat, but failed to establish a forced mindmeld with him.

Treachery

Mindmeld

Physics

Acquisition

INTEGRITY 5

CUNNING 8

STRENGTH 7

Sharat

STAR TREK DEEP SPACE NINE

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

Ty Kajada

STAR TREK DEEP SPACE NINE

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

Assault Vessel

STAR TREK DEEP SPACE NINE

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

Galar

STAR TREK DEEP SPACE NINE

GALOR CLASS

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

Tractor Beam

RANGE 8

WEAPONS 7

SHIELDS 7

Patrol Ship

STAR TREK DEEP SPACE NINE

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

Karemma Vessel

STAR TREK DEEP SPACE NINE

FREIGHTER CLASS

The Karemma conduct trade operations for the Dominion. Their vessels can be found throughout the Gamma Quadrant. Hanok commanded one.

Tractor Beam

RANGE 8

WEAPONS 5

SHIELDS 6

U.S.S. Danube

STAR TREK DEEP SPACE NINE

DANUBE CLASS

Class of runabout often named for Terran rivers. First commissioned in 2368. The following year, the U.S.S. Enterprise delivered three Danube-class vessels to DS9.

Reports for free to Docking Pads.

RANGE 7

WEAPONS 4

SHIELDS 5

U.S.S. Defiant

STAR TREK DEEP SPACE NINE

DEFIANT CLASS

NX-74205. Built to battle Borg. Recommissioned to oppose the Dominion. First ship to test ablative armor and quantum torpedoes. Captained by Benjamin Sisko.

Cloaking Device, Tractor Beam (cannot carry ships aboard except shuttlepods)

RANGE 8

WEAPONS 10

SHIELDS 9