When Odo was under suspicion for murder, Bajoran nationals led by Zayra 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.

Valued for their professionalism, Flaxian assassins are often employed by the Tal Shiar. Retaya was sent to eliminate Garak using a combinant 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).

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.

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.

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.

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.

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 symbiote, dies now (discard dilemma); otherwise, disabled until countdown expires.

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.

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.

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Unless Resistance OR ANIMAL present, “bites” a non-android (random selection). If Trill with symbiote, dies now (discard dilemma); otherwise, disabled until countdown expires.
While on a scientific mission to planet L-5 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.

A shattered comet created a danger to ships and the Bajoran wormhole. The three silithium-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.

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)

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.

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.)

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.

The Bajoran homeworld is Bajor. The Bajorans establish outposts throughout their territory. Seed one OR build where you have a Bajoran ENGINEER.

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.)
Cardassian Outpost

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

Send one OR build where you have a Cardassian ENGINEER.

INTERRUPT

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.)

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.

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.

Search for Survivors

Daxoris: Investigate possible crash location of Cardassian prisoner transport Avonol.

OFFICER x2 + Computer Skill x2 + STRENGTH>30

May seed & & personnel under here.

Objectives

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.
**OBJECTIVE**

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

### 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).

### 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.

### FORCED-LABOR CAMP
Seeds or plays on Cardassia IV or Ligos VII or your planet that has Geology or Archaeology as a requirement. Your 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.

### 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.

### PROCESS ORE
Plays on an Ore Processing Unit. Start of each turn, if you control this Ore 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.

### 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.)

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### REPRESENTATIVE OF BAJORAN ENGINEERING APPRENTICES

Anara

- Representative of Bajoran engineering apprentices serving on Deep Space 9.
- Assisted Miles O’Brien with computer “pup” in 2369.

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

- Physics
- Transporter Skill

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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.

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

- Anthropology
- Diplomacy x2
- Honor

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### COLONEL DAY

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.

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

- Security
- Treachery
- Navigation
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 6  STRENGTH 6

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 8  STRENGTH 6

Duplicitous 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 4  STRENGTH 4

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

Greed - Acquisition - Medical
INTEGRITY 5  CUNNING 7  STRENGTH 11

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

Treachery - Diplomacy - Medicine
INTEGRITY 5  CUNNING 8  STRENGTH 6


Greed - Science - Geology
INTEGRITY 5  CUNNING 7  STRENGTH 6


Diplomacy - Acquisition - Biology
INTEGRITY 7  CUNNING 8  STRENGTH 6

Member of the Karemma Commerce Ministry. Helped to defuse a torpedo lodged in the hull of the U.S.S. Defiant.

Acquisition - Diplomacy - Smuggling
INTEGRITY 7  CUNNING 7  STRENGTH 6


Greed - Science - Navigation
INTEGRITY 6  CUNNING 8  STRENGTH 9

Tailor. 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
INTEGRITY 7  CUNNING 8  STRENGTH 6

Member of the Karemma Commerce Ministry. Helped to defuse a torpedo lodged in the hull of the U.S.S. Defiant.

Acquisition - Diplomacy - Smuggling
INTEGRITY 7  CUNNING 7  STRENGTH 6

Tailor. 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
INTEGRITY 7  CUNNING 8  STRENGTH 6

Member of the Karemma Commerce Ministry. Helped to defuse a torpedo lodged in the hull of the U.S.S. Defiant.

Acquisition - Diplomacy - Smuggling
INTEGRITY 7  CUNNING 7  STRENGTH 6

Tailor. 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
INTEGRITY 7  CUNNING 8  STRENGTH 6

Member of the Karemma Commerce Ministry. Helped to defuse a torpedo lodged in the hull of the U.S.S. Defiant.

Acquisition - Diplomacy - Smuggling
INTEGRITY 7  CUNNING 7  STRENGTH 6
Representative female member of the Dosi, a physically aggressive merchant race aligned with the Dominion. Tulaberry wine expert.

CIVILIAN

INTEGRITY: 6
CUNNING: 7
STRENGTH: 7

Biology
Greed
Archaeology

Zyree

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.

ENGINEER

INTEGRITY: 8
CUNNING: 7
STRENGTH: 5

Computer Skill x2
Honor
Navigation

Enrique Muniz


OFFICER

INTEGRITY: 6
CUNNING: 7
STRENGTH: 6

Diplomacy
Physics

Jace Michaels

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

SECURITY

INTEGRITY: 6
CUNNING: 7
STRENGTH: 6

Navigation
Science

Sarita Carson

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

CIVILIAN

INTEGRITY: 3
CUNNING: 6
STRENGTH: 6

Gral

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.

SCIENCE

INTEGRITY: 5
CUNNING: 8
STRENGTH: 4

Each time he helps solve a mission requiring SCIENCE, you may draw a card.

Astrophysics
Physics x2

Gideon Seyetik

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

SECURITY

INTEGRITY: 6
CUNNING: 8
STRENGTH: 6

Treachery
Honor

Michael Eddington

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.

V.I.P.

INTEGRITY: 5
CUNNING: 8
STRENGTH: 4

Diplomacy
Engineer
Treachery

Ilon Tandro


OFFICER

INTEGRITY: 7
CUNNING: 8
STRENGTH: 5

Leadership
Honor
Physics
Attack Pattern Delta

Keogh

V.I.P.

INTEGRITY: 5
CUNNING: 8
STRENGTH: 4

Diplomacy
Engineer
Treachery

Ilon Tandro
Grand Nagus Zek

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.

V.I.P.

Acquisition • Greed • Leadership • Law

INTEGRITY 5 • CUNNING 7 • STRENGTH 2

Malhar'du

Hupyrian 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.

SECURITY

Navigation x2 • Bodyguards OR Security Sacrifice

INTEGRITY 9 • CUNNING 7 • STRENGTH 9

Nava

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

CIVILIAN

Acquisition • Anthropology • Geology • Science

INTEGRITY 6 • CUNNING 7 • STRENGTH 4

Pol


INTEGRITY 6 • CUNNING 9 • STRENGTH 3

T'Kar

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

SECURITY

Navigation x2 • Engineer • Treachery

INTEGRITY 3 • CUNNING 7 • STRENGTH 9

Yeto


SCIENCE

Treachery • Stellar Cartography

INTEGRITY 4 • CUNNING 5 • STRENGTH 7

Amaros


ENGINEER

Navigation • Physics

INTEGRITY 6 • CUNNING 6 • STRENGTH 7

E'Tyshra

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

V.I.P.

Medical • Leadership • Treachery

INTEGRITY 2 • CUNNING 8 • STRENGTH 4

Kalita


OFFICER

Anthropology • Computer Skill • Navigation

INTEGRITY 5 • CUNNING 6 • STRENGTH 5