

THE MAQUIS

THE CONTINUING COMMITTEE

54 ADDITIONAL VIRTUAL CARDS • RELEASED JUNE 2014 • VERSION 1.0

Design Team

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MAQUIS STARTER DECK



Welcome to the *First Edition Star Trek Customizable Card Game*, a universe of endless possibilities. With this pre-constructed Maquis starter deck, you will take command of the Maquis Resistance in your quest to survive in hostile space 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.

MAQUIS DECK LIST

MISSIONS (6)

- 1x Divert Attention
- 1x Expose Secret Buildup
- 1x Search and Rescue
- 1x Study Badlands
- 1x Supply Terrorists
- 1x Surgery Under Fire

DRAW DECK (30)
EVENTS

- 2x Raktajino

INCIDENT

- 1x Call For Reinforcements

PERSONNEL

- 1x Cal Hudson
- 1x Michael Eddington
- 2x Niles
- 1x Tamal
- 1x Thomas Riker
- 2x Amaros
- 1x Bill Samuels
- 1x Brathaw
- 1x E'Tyshra
- 1x Kalita (ST: DS9)
- 1x Kasidy Yates
- 1x Kobb
- 2x M'vil
- 1x Quark
- 1x Rebecca Sullivan
- 1x Reide
- 1x Sakonna
- 1x Sark
- 1x Shankar
- 1x Sharat
- 1x Ty Kajada

SHIPS

- 1x Stolen Defiant
- 2x Maquis Raider

SEED DECK (24)

DILEMMAS

- 1x A Pleasant Surprise
- 1x Back Room Dealings
- 1x Blended
- 1x Chula: The Chandra
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Dramatis Personae
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x Hard Time
- 1x Maglock
- 1x Maquis Vendetta
- 1x Oops!
- 1x Palukoo
- 1x Picking Up the Pieces
- 1x Recurring Injury
- 1x Sabotaged Plasma Conduit
- 1x Scapegoat

DOORWAYS

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

FACILITY

- 1x Federation Outpost

INCIDENTS

- 1x New Arrivals
- 1x Reshape the Quadrant

OBJECTIVE

- 1x Assign Support Personnel

"Out there in the Demilitarized Zone, all the problems haven't been solved yet."

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. Palukoo
2. Maquis Vendetta
3. Blended

1. Dramatis Personae
2. Recurring Injury
3. Oops!

1. Scapegoat
2. A Pleasant Surprise
3. Sabotaged Plasma Conduit

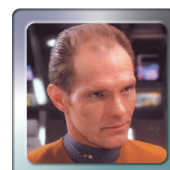
Seed Everything Else — Place the rest of your seed cards on the table (or on the space line). These cards set up your deck and give you the tools to bring other cards into play during the game. (Note: If any cards tell you to download a card, that means search your draw deck for the appropriate card, and place it on the table.)

Now you're ready to begin the game! Shuffle your draw deck, then draw an opening hand of seven (7) cards. You will alternate turns with your opponent, starting with the first player. There are three steps to each turn:

Play Cards — Every turn, you get to play one (1) card as your card play. This can be any card in your hand, as long as you meet the conditions for playing that card. However, there are other ways to play additional cards for free; this means they don't take up your card play.

Execute Orders — Once you are done playing cards, you can use any card that you have in play. This includes beaming personnel to and from ships, moving your ships to different locations, attempting missions, or using the game text on the cards you have in play.

Draw a Card — When you are done with your turn, you always get to draw one (1) card — this is your card draw. You may play other cards that give you additional card draws, but at the end of each of your turns you get to draw a card.



Winning the Game — You win the game when you have earned a total of 100 points and you have completed both a planet mission and a space mission. You attempt missions during the execute orders phase using the personnel, ships and equipment you

have played. You attempt space missions with your crew aboard a ship; you attempt planet missions by beaming an away team down to the mission.

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read the dilemma's text and check to see if you have the dilemma's requirements. If you do, the dilemma is discarded and you continue with the next dilemma. If you do not, you will suffer the effects of the dilemma and follow its instructions. Usually this means that some of your personnel will be stopped (unavailable the rest of this turn) or killed (placed in your discard pile).

When there are no more dilemmas beneath the mission, check your crew or away team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.

Conclusion — These are just the basic quick start rules for *First Edition*. For the complete rules, visit the official website of The Continuing Committee at www.trekcc.org. 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

Navigation x2 + Leadership + Treachery + CUNNING>36
Span -2 for ships.

Divert Attention

Badlands Region • Rendezvous Point:
Distract adversary to allow equipment theft.

Navigation x2 + Leadership + Treachery + CUNNING>36
Span -2 for ships.

35

5 21 V

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4

Computer Skill + Leadership + Physics + SECURITY +
(any Intelligence x2 OR CUNNING>37)

Expose Secret Buildup

Orias System: Reveal military construction at unsanctioned facility.

Computer Skill + Leadership + Physics + SECURITY +
(any Intelligence x2 OR CUNNING>37)

40

4 22 V

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4

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

5

Navigation x2 + Stellar Cartography x2

Study Badlands

Badlands Region • Plasma Storms: Chart region of intense plasma activity.

Navigation x2 + Stellar Cartography x2

Any crew may attempt mission.

25

5 21 V

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2

Diplomacy + SECURITY +
Acquisition + CUNNING>36

Supply Terrorists

Demilitarized Zone Region • Portas V:
Broker sale of biogenic storage containers.

Diplomacy + SECURITY + Acquisition + CUNNING>36

35

2 23 V

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3

Biology + MEDICAL + OFFICER +
STRENGTH>36

Surgery Under Fire

Ajilon Prime: Assist with triage of heavy combat casualties.

Biology + MEDICAL + OFFICER + STRENGTH>36

35

3 23 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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Cal Hudson

STAR TREK
DEEP SPACE NINE™



OFFICER

Starfleet's attaché to the Federation's Demilitarized Zone colonies. Friend of Benjamin Sisko. Widower who found new purpose as leader of a Maquis cell.

 Diplomacy
  Leadership
  Navigation

 Treachery
  Law
  Smuggling

INTEGRITY

4

CUNNING

7

STRENGTH

7




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28 V



Michael Eddington

STAR TREK

DEEP SPACE NINE™



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SECURITY

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

ENGINEER

Computer Skill

Treachery

Honor

INTEGRITY

6

CUNNING

8

STRENGTH

6

60 V

Niles

**STAR TREK
DEEP SPACE NINE**

Pilot and security officer typical of those who secretly support the Maquis. Captured Gul Dukat on Deep Space 9 on Cal Hudson's orders. Drinks lattes.

SECURITY

Navigation Transporter Skill Treachery

INTEGRITY 4 CUNNING 6 STRENGTH 6

STAR TREK
DEEP SPACE NINE

Niles

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SECURITY

Pilot and security officer typical of those who secretly support the Maquis. Captured Gul Dukat on Deep Space 9 on Cal Hudson's orders. Drinks lattes.

Navigation Transporter Skill Treachery

INTEGRITY 4 CUNNING 6 STRENGTH 6

Tamal

STAR TREK
DEEP SPACE NINE

ENGINEER

Technician and former petty officer aboard the *U.S.S. Gandhi*. Recruited into the Maquis by Thomas Riker. Enjoys studying early Earth warp technology.

Anthropology **SCIENCE** **Geology**

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

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STAR TREK
DEEP SPACE NINE

Thomas Riker

OFFICER

Defiant leader and starship thief. Posed as *William T. Riker*. Commanded the *Stolen Defiant* on raids in Cardassian space. Resents his transporter double.

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● **Geology**
 ● **Treachery**

● **Leadership**
 ● **Music**

● **SECURITY**
 ▼ **Commandeer Ship**

INTEGRITY 4 **CUNNING** 8 **STRENGTH** 6

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This is a character card for Amaros from the Star Trek: Deep Space Nine universe. The card has a yellow-green textured background. At the top left is a circular icon with a green, mossy texture. To its right is the character's name "Amaros" in a stylized font, preceded by a diamond-shaped symbol. The top right corner features the "STAR TREK DEEP SPACE NINE" logo. The center of the card contains a rectangular photograph of the character Amaros, a man with dark hair wearing a dark vest over a patterned long-sleeved shirt. To the right of the photo, oriented vertically, is the text "NOT ENDORSED BY CBS OR PARAMOUNT PICTURES" with a small circular logo at the bottom. Below the photo is a white-bordered box containing the word "ENGINEER" in bold capital letters. To the left of this box are two small icons: a four-pointed star and a red folded cloth. Below the "ENGINEER" box is a paragraph of text describing the character. At the bottom of the card is a dark grey bar with three red circular icons, each followed by a stat name: "Navigation", "Physics", and "Integrity". Below this bar is a row of three colored boxes, each containing a number: a blue box with "6" under "INTEGRITY", a green box with "6" under "CUNNING", and a red box with "7" under "STRENGTH". The bottom right corner of the card displays "69 V".





Amaros



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

Bill Samuels

STAR TREK
DEEP SPACE NINE™

ENGINEER

Maquis saboteur William Patrick Samuelson was a farmer from Volan II. Covertly planted a protomatter implosion device aboard the *Bōk'Nor*.

● **Astrophysics** ● **Stellar Cartography** ● **Treachery**
▼ **Organized Terrorist Activities**

INTEGRITY 3 **CUNNING 7** **STRENGTH 6**

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Brathaw STAR TREK DEEP SPACE NINE



ENGINEER

Male Bolian engineer. Helped smuggle goods to the Maquis. First officer who often commanded the freighter *S.S. Xhosa* in Kasidy Yates' absence.

Acquisition • Astrophysics • Computer Skill • Smuggling

INTEGRITY 7 CUNNING 6 STRENGTH 4

36 V

E'Tyshra STAR TREK DEEP SPACE NINE



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



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

Kasidy Yates STAR TREK DEEP SPACE NINE



ENGINEER

Conflicted captain romantically involved with Benjamin Sisko. Served prison time for transporting medical supplies to the Maquis.

Leadership • Navigation x2 • Transporter Skill • Each other personnel present is STRENGTH +2.

INTEGRITY 5 CUNNING 6 STRENGTH 5

38 V

Kobb STAR TREK DEEP SPACE NINE



SCIENCE

Representative of female colonists living on Volan III in 2370. Skilled administrator and colonial leader. Unlucky in love.

Diplomacy • Law • Leadership

INTEGRITY 5 CUNNING 6 STRENGTH 4

39 V

M'vil STAR TREK DEEP SPACE NINE



MEDICAL

One of many Klingons seeking glory outside the Klingon Empire. She sympathized with the grievances of the Maquis.

Archaeology • Stellar Cartography • Biology

INTEGRITY 6 CUNNING 5 STRENGTH 7

40 V

M'vil STAR TREK DEEP SPACE NINE



MEDICAL

One of many Klingons seeking glory outside the Klingon Empire. She sympathized with the grievances of the Maquis.

Archaeology • Stellar Cartography • Biology

INTEGRITY 6 CUNNING 5 STRENGTH 7

40 V

Quark STAR TREK DEEP SPACE NINE



CIVILIAN

Intriguing Ferengi eager to please Sakonna. Became a temporary arms dealer to the Maquis.

Acquisition • Diplomacy • Computer Skill • If present with Treachery, gains SECURITY, Computer Skill, Smuggling, and Biology.

INTEGRITY 4 CUNNING 8 STRENGTH 3

42 V

Rebecca Sullivan STAR TREK DEEP SPACE NINE



MEDICAL

Resistance fighter. One of the few Maquis to survive Jem'Hadar attacks in 2373. Wife of Michael Eddington. Bluffed about a cloaked missile strike.

Biology • Honor • Music • Astrophysics • Geology

INTEGRITY 7 CUNNING 6 STRENGTH 4

43 V

STAR TREK
DEEP SPACE NINE

❖ *Reide*

CIVILIAN

Demilitarized Zone colonist typical of those who joined the Maquis. Enjoys fishing. Believes his family has bad luck.

● Diplomacy ● Exobiology ● Physics

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

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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

INTEGRITY 5 **CUNNING** 8 **STRENGTH** 7

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Sark

STAR TREK
DEEP SPACE NINE

SCIENCE

One of many colonists living on Volan III in the Demilitarized Zone. Bolian member of Cal Hudson's Maquis cell. He helped plan Dukat's kidnapping.

Exobiology **Transporter Skill**

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

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Shankar

STAR TREK
DEEP SPACE NINE™

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OFFICER

Maquis soldier always prepared to defend against Cardassian attacks. Assigned by Amaroos to stand guard over Dukat after the Gul's abduction.

Archaeology Biology Geology
Treachery Any phaser or disruptor

INTEGRITY 4 CUNNING 7 STRENGTH 7

47 V

Sharat

STAR TREK
DEEP SPACE NINE

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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 1
 • Exobiology 1
 • Treachery 1

INTEGRITY 4
 CUNNING 5
 STRENGTH 7

73 V

STAR TREK
DEEP SPACE NINE

❖ *Ty Kajada*

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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

74 V

STAR TREK
DEEP SPACE NINE

Stolen Defiant

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DEFIANT CLASS

The *U.S.S. Defiant* was commandeered by the Maquis in 2371 to attack Cardassian forces.

Cannot carry ships aboard except shuttles.

Cloaking Device, Tractor Beam
WEAPONS and SHIELDS +3 vs. [enemy icon]

RANGE 8 **WEAPONS 10** **SHIELDS 8**

48 V



Maquis Raider

STAR TREK

DEEP SPACE NINE



CONDOR CLASS



Versatile class of ship designed early in the 24th century by the Federation. Crew complement can vary widely.




Tractor Beam (cannot carry ships aboard).

RANGE 7

WEAPONS 5

SHIELDS 6

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51 V



DILEMMA

STAR TREK
DEEP SPACE NINE



A PLEASANT SURPRISE

Brothers Krii and Nahsk were Morn's co-conspirators in the Lissepian Mother's Day Heist. Their run-in with Quark could have been much less pleasant.

To get past, "stop" a personnel with CUNNING>6 and either Diplomacy or Treachery (random selection).

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.

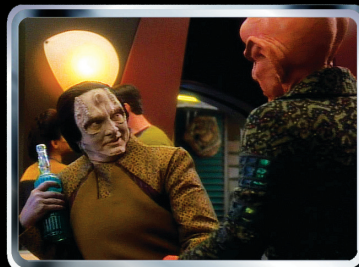
One personnel (random selection) is killed unless you "stop" a personnel with Treachery or INTEGRITY<4. To get past requires STRENGTH>24 remaining.

1 V



DILEMMA

STAR TREK
DEEP SPACE NINE



BLENDED

Whether it be Kanar, Blood Wine, or Romulan Ale, a little libation can often yield valuable intelligence.

To get past requires Empathy, Diplomacy, Morn or any Scotty. All such personnel are "stopped," but if two or more present, one must continue (random selection).

1 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
ENTERPRISE



DAANGEROUS CLIMB

Deep underground passages such as those on Xanatos pose a problem for transporters. Without climbing skills, they may also pose a problem to away team personnel.

Unless STRENGTH>40 OR 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

2 V



DILEMMA

STAR TREK
DEEP SPACE NINE



DIGNITARIES AND WITNESSES

The bitterness of defeat and the exultation of triumph have taught many leaders a great lesson: they must preserve in peace what they have won in war.

To get past requires INTEGRITY>20 and an Admiral OR STRENGTH>30 and a General OR CUNNING>20 and 3 Leadership OR STRENGTH>20 and a Maje.

4 V



DILEMMA

STAR TREK
DEEP SPACE NINE



DRAMATIS PERSONAE

Saltah'na energy spheres caused the crew of DS9 to play out an ancient power struggle: scheming, maneuvering, and plotting to eliminate their former friends.

"Stops" all personnel in crew or Away Team named in lore by another personnel present. Discard dilemma.

3 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



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



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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.

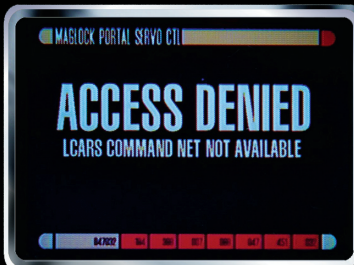
One personnel (random selection) is returned to hand; X = the number of on that personnel. To get past requires at least X personnel remaining.

8 V



DILEMMA

STAR TREK
FIRST CONTACT



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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.

9 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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MAQUIS VENDETTA

As hard to catch as a Norpin falcon, crafty and cunning Maquis leader Michael Eddington was able to stay one step ahead of the dogged pursuit of his former commanding officer.

To get past, "stop" a Leadership personnel (random selection). If that personnel has OFFICER or SECURITY, randomly select two additional personnel to be "stopped."

4 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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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



DILEMMA

STAR TREK
DEEP SPACE NINE



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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



DILEMMA

STAR TREK
NEMESIS



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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



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RECURRING INJURY

While playing to maintain his darts winning streak at Quark's, Miles O'Brien aggravated an old kayaking injury, necessitating shoulder surgery and forfeiting his darts game.

To get past, one personnel with Biology OR MEDICAL (opponent's choice) must be "stopped." Nullify with a personnel who has either 2 Biology OR 3 MEDICAL.

6 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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SABOTAGED PLASMA CONDUIT

To resist her Maquis captors, Kira Nerys blew out two plasma conduits, forcing the U.S.S. Defiant to seek refuge in a nebula until the cloaking device could be repaired.

To get past requires 2 Computer Skill and Physics OR Computer Skill and 2 Physics.

7 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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SCAPEGOAT

To avoid escalating violence between Cardassian and Federation settlers, Cardassian Central Command blamed Gul Dukat for supplying weapons to the Demilitarized Zone.

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

8 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**).

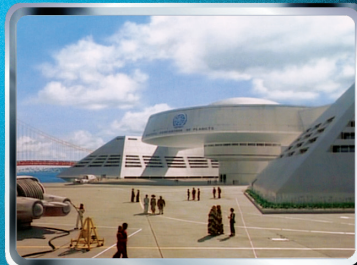
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15 V



Federation Outpost

STAR TREK
THE NEXT GENERATION



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Earth is a member of the United Federation of Planets. The Federation establishes outposts throughout its territory.

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



OUTPOST

SHIELDS 30

11 V



INCIDENT

STAR TREK
DEEP SPACE NINE



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NEW ARRIVALS

Seeds on table. Once each turn, you may play a **personnel** you do not already have in play for free. End of each turn, you may draw an extra card. Discard incident if you play more than one personnel for free on any turn.

29 V



INCIDENT

STAR TREK
DEEP SPACE NINE



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RESHAPE THE QUADRANT

Seed one on table. You may download one **card**. Your **Nors**, **personnel**, and ships that have a *Star Trek: Deep Space Nine* property logo gain **even** (even if not in play). Discard incident if you play (or have played) a non-**personnel** or ship.

30 V



OBJECTIVE

STAR TREK
DEEP SPACE NINE



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ASSIGN SUPPORT PERSONNEL

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

26 V