

THE MAQUIS

THE CONTINUING COMMITTEE

54 ADDITIONAL VIRTUAL CARDS • RELEASED JUNE 2014 • VERSION 1.0

Design Team

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

The Continuing Committee is proud to bring you *The Maquis* — a fifty-four (54) card *First Edition* virtual expansion that finally brings real meaning to the icon first released sixteen years ago. Players may now build decks based on Maquis active before the Dominion War, the lost crew abducted by the Caretaker in the Delta Quadrant, or inclusive of all members from any Maquis cell. There are also cards that make staying in a region — or staying out of a region — an important decision.

Playing a Faction — You are playing Maquis or are a Maquis player if you have played or seeded any personnel, ship, or facility with a Maquis icon.

Mission Requirement — Each listing of a skill (including personnel types), attribute total, personnel, characteristic (or combination of more than one), other named card, or the lack of any of these, ignoring multipliers, is considered to be a single mission requirement.

Coming Soon — The Gamma Quadrant: a vast unexplored frontier. As the powers of the Alpha Quadrant venture out seeking knowledge, profit, power and expansion, whispers of a great threat emerge from the other side of the galaxy: The Dominion. What will you find beyond the wormhole in the next virtual expansion?



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.

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

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DILEMMA

STAR TREK
DEEP SPACE NINE



A PLEASANT SURPRISE

Brothers Krit 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



DELIBERATE TACTICAL ERROR

Keevan ensured his own survival by betraying Remata'Klan and his fellow Jem'Hadar, sending them into a deadly trap.

Half of all ♣ personnel in Away Team (random selection, round down) are killed (erased if ♣). To get past requires two leaders OR two ♠ OR two ♠.

2 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
DEEP SPACE NINE



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



PROTESTATIONS OF INNOCENCE

After years of conflict and military aggression, colonists near the Cardassian-Federation border often doubted the sincerity of Cardassian negotiators.

To get past requires INTEGRITY>28 (INTEGRITY>42 if you initiated battle this game; INTEGRITY>63 if you voluntarily initiated battle).

5 V

DILEMMA

STAR TREK
DEEP SPACE NINE



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



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



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

DILEMMA

STAR TREK
DEEP SPACE NINE



UNSCHEDULED "ASSISTANCE"

The unexpected arrival of a Klingon fleet to defend DS9 against the changeling threat led to issues with docking schedules, shore leave, and unauthorized "inspections."

Opponent chooses two locations. To get past requires CUNNING>X, where X=15 times the number of your ships at those locations.

9 V

EVENT

STAR TREK
THE NEXT GENERATION



DETERMINED TO STAY

Many colonists living in the Demilitarized Zone refused to abandon the worlds they had made their homes, despite pressure from the Federation and Cardassian governments.

Plays on your unattempted Demilitarized Zone Region mission. When your personnel solve, if no opposing ship is at this mission, you may draw up to five cards.

10 V

EVENT

STAR TREK
DEEP SPACE NINE



ORGANIZED TERRORIST ACTIVITIES

In 2370, the Maquis blew up the Cardassian freighter *Bok Nor* to prevent the transportation of additional weapons to Cardassian colonists in the Demilitarized Zone.

Plays if you have eight personnel in play. Damage an undamaged ship in (or adjacent to) a region (once per game per Ship card title). Discard event.

11 V

INCIDENT

STAR TREK
THE NEXT GENERATION



BLEED RESOURCES

Plays on your personnel. When this personnel helps solve a mission, you may choose one: Examine opponent's hand and choose two of those cards to be discarded OR Opponent places three cards (random selection) from hand on top of his or her draw deck OR Opponent discards the top four cards of his or her draw deck.

12 V

INCIDENT

STAR TREK
THE NEXT GENERATION



DEFENDING THEIR HOMES

Plays on table; you may download They Call Themselves the Maquis. Once each turn, one personnel may report for free OR you may download For the Cause to your Demilitarized Zone Region mission. Discard if you have a Treaty in play.

13 V

INCIDENT

STAR TREK
VOYAGER



LEARNING CURVE

Plays on table. At the end of each of your turns, if you played two or more personnel this turn, you may place two cards from the top of your draw deck face down on this incident. You may play cards from this incident as though they were in your hand. At any time, you may place this card and each card atop it beneath your draw deck to draw that many cards. (Unique.)

14 V

INCIDENT

STAR TREK
DEEP SPACE NINE



NOT SO DEMILITARIZED

Plays on table; you may download They Call Themselves the Maquis. Once each turn, while all your facilities are, one personnel may report for free OR you may download For the Cause to your Badlands or Demilitarized Zone Region mission. You may not play Espionage cards.

15 V

INCIDENT

STAR TREK
DEEP SPACE NINE



THEY CALL THEMSELVES THE MAQUIS

Seeds or plays on table; you may download The Art of Diplomacy. Your cards may mix and, if ever attacked, have no affiliation attack restrictions. Your ships are immune to Navigate Plasma Storms. Your equipment, personnel, and ships may report to your Liberty or to a Badlands or Demilitarized Zone Region mission; once each turn, one such unique personnel may do so for free.

16 V

INCIDENT

STAR TREK
THE NEXT GENERATION



USED TO BEING OUTNUMBERED

Seeds or plays on table. Condor-class ships may be used by or in the Badlands or Demilitarized Zone Regions, opponent's ATTACK total must be more than double your Condor-class ship's DEFENSE total to score a hit, and more than triple to score a direct hit. While your Condor-class ship is moving within a region, it is RANGE +2.

17 V

INCIDENT

STAR TREK
DEEP SPACE NINE



YOU COULD BE INVALUABLE

Seeds or plays on table. At the start of a mission attempt involving only your personnel, you may reveal the top card of opponent's draw deck. If it is a personnel neither player has in play, opponent reports them to your attempting crew or Away Team (under your control; they gain). Return personnel to opponent's hand (if still in play) at end of mission attempt. (Unique.)

18 V



Cal Hudson

STAR TREK
DEEP SPACE NINE

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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.

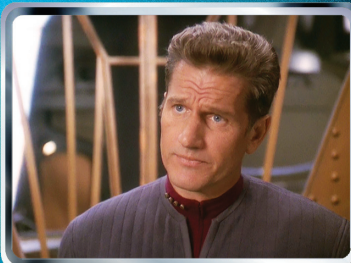
- Diplomacy
- Leadership
- Navigation
- Treachery
- Law
- Smuggling

INTEGRITY 4 CUNNING 7 STRENGTH 7

28 V



George Sanders

STAR TREK
DEEP SPACE NINE

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OFFICER

Captain dispatched to apprehend Michael Eddington. Asked Benjamin Sisko to save him a seat at Eddington's court-martial. Calls San Francisco home.

- Leadership
- SECURITY
- Honor
- Allows your cards here to initiate battle against

INTEGRITY 7 CUNNING 7 STRENGTH 8

29 V



Niles

STAR TREK
DEEP SPACE NINE

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SECURITY

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

- Navigation
- Transporter Skill
- Treachery

INTEGRITY 4 CUNNING 6 STRENGTH 6

30 V



Tamal

STAR TREK
DEEP SPACE NINE

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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

31 V



Thomas Riker

STAR TREK
DEEP SPACE NINE

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OFFICER

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

- Geology
- Leadership
- SECURITY
- Treachery
- Music
- Commandeer Ship

INTEGRITY 4 CUNNING 8 STRENGTH 6

32 V



Tom Paris

STAR TREK
VOYAGER

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SCIENCE

"Starfleet observer" who helped U.S.S. Voyager track his former Maquis comrades in the Badlands. Talented pilot. Has a mercenary spirit.

- Navigation x2
- Geology
- Biology
- Draw a card if stopped by an opponent's dilemma.

INTEGRITY 5 CUNNING 7 STRENGTH 7

33 V



Tuvok

STAR TREK
VOYAGER

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SECURITY

Undercover Vulcan who infiltrated Chakotay's Maquis cell. Former archery teacher at the Vulcan Institute for Defensive Arts. Has three sons and a daughter.

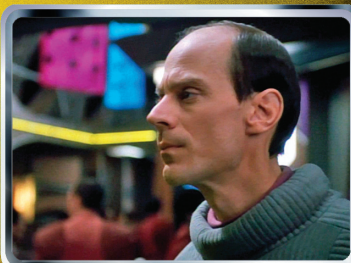
- SCIENCE
- Navigation
- OFFICER
- Mindmeld
- Learning Curve

INTEGRITY 7 CUNNING 9 STRENGTH 9

34 V



Bill Samuels

STAR TREK
DEEP SPACE NINE

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ENGINEER

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

- Astrophysics
- Stellar Cartography
- Treachery
- Organized Terrorist Activities

INTEGRITY 3 CUNNING 7 STRENGTH 6

35 V



Brathaw

STAR TREK
DEEP SPACE NINE

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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

Kalita STAR TREK THE NEXT GENERATION



OFFICER

Typical pilot in Macias' Maquis cell. Suspicious of everyone at first, but impressed by Ro Laren during a supply raid. Later worked with Thomas Riker.

● Astrophysics ● Biology ● Navigation

INTEGRITY 5 CUNNING 6 STRENGTH 5

37 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

Macias STAR TREK THE NEXT GENERATION



CIVILIAN

Grizzled leader of a Maquis cell. Former resident of Juhraya. Trusted Ro Laren despite Kalita's caution. Knows someone will take his place. Likes hasperat.

● Leadership ● MEDICAL ● Exobiology
 ● May exchange for a ● personnel in your discard pile.

INTEGRITY 8 CUNNING 7 STRENGTH 4

41 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

Reide STAR TREK DEEP SPACE NINE



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

44 V

Santos STAR TREK THE NEXT GENERATION



CIVILIAN

Freedom fighter who kidnapped and then recruited Ro Laren into the Maquis. Led his squadron in an attack on a Yridian convoy. Friend of Macias.

● Leadership ● MEDICAL ● Navigation
 ● Transporter Skill ● Treachery

INTEGRITY 4 CUNNING 6 STRENGTH 7

45 V

STAR TREK
DEEP SPACE NINE™

❖ *Sark*

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

OFFICER

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

● Archaeology ● Biology ● Geology
▼ Treachery ▼ Any phaser or disruptor ▼ Any phaser or disruptor

INTEGRITY 4 CUNNING 7 STRENGTH 7

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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 shuttleships.

Cloaking Device, Tractor Beam
WEAPONS and SHIELDS +3 vs.

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

48 V

Coselette

STAR TREK
THE NEXT GENERATION

CONDOR CLASS

Commanded by Ro Laren under the watchful eye of Kalita. Participated in the theft of medical supplies from the U.S.S. *Enterprise* in 2370.

Attributes all +2 in Demilitarized Zone Region.

RANGE 7 **WEAPONS 5** **SHIELDS 6**

49V

Guingouin

STAR TREK
DEEP SPACE NINE

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CONDOR CLASS

Maquis raider commanded by Michael Eddington in retaliatory strikes against Cardassian colonies. Uses many components salvaged from ambushed ships.

Once each turn, may land or take off using 1 RANGE.

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

50 V

STAR TREK
DEEP SPACE NINE

❖ *Maquis Raider*

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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**

51 V

S.S. Xhosa

**STAR TREK
DEEP SPACE NINE**

ANTARES CLASS

Independent freighter commanded by Kasidy Yates.
Operated under contract for Bajor's Ministry of
Commerce in 2372. Smuggled Maquis supplies.

✦

Tractor Beam

RANGE 9 WEAPONS 4 SHIELDS 6

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Val Jean

STAR TREK VOYAGER™



CONDOR CLASS



30-year old vessel commanded by Captain Chakotay. Like many Maquis ships, has borne many names. Also known as the *Liberty*.



Attributes all +2 in Badlands Region.

RANGE 7

WEAPONS 5

SHIELDS 6

53 V

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TACTIC

STAR TREK
THE NEXT GENERATION

CLOSE QUARTERS COMBAT

ATTACK 0	ATTACK AND DEFENSE bonus +2 if you have a <i>Conдор</i> -class ship firing in Demilitarized Zone or Badlands Region. Hit = 🎲. Direct hit = 🎲🎲🎲.
DEFENSE 2	

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54 V

Airlock Malfunction: until end of your next full turn, no free reporting aboard.

WEAPONS -2 **SHIELDS -2** **HULL -20%**