

# STAR TREK CUSTOMIZABLE CARD GAME—FIRST EDITION

# THE GAMMA QUADRANT

## THE CONTINUING COMMITTEE

**Design Team**  
Charles Plaine  
Jason Drake  
Andreas Rheinländer

54 ADDITIONAL VIRTUAL CARDS • RELEASED JANUARY 2015 • VERSION 1.0

## DOMINION STARTER DECK

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

### DOMINION DECK LIST

#### MISSIONS (6)

- 1x Deliver Message
- 1x Expand Karemman Operations
- 1x Host Tournament
- 1x Internment Operations
- 1x Probe Alpha Quadrant System
- 1x Recover Prisoner

#### DRAW DECK (31) EVENTS

- 2x Raktajino

#### INCIDENT

- 1x Call For Reinforcements

#### INTERRUPT

- 1x Wormhole Navigation Schematic

#### PERSONNEL

- 1x Administrator Kilana
- 1x Administrator Weyoun
- 1x Amar'itak
- 3x Eris
- 1x Founder
- 1x Founder Leader
- 1x Guna'shan
- 1x Hanok
- 2x Inglatu
- 1x Jiten'parekh
- 1x Odo
- 1x Ornithar
- 2x Pimoo
- 2x Retan'var
- 1x Science Advisor Borath
- 1x Varen'agar
- 2x Zyree
- 1x Tusk

#### SHIPS

- 2x Jem'Hadar Troopship
- 1x Karemman Vessel

#### SEED DECK (24)

##### DILEMMAS

- 1x Back Room Dealing
- 1x Chula: The Chandra
- 1x Close Call
- 1x Dangerous Climb
- 1x Dead End
- 1x Difficult Disposal
- 1x Dignitaries and Witnesses
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x Hard Time
- 1x Lockbox
- 1x Maglock
- 1x Nanobiogenic Fugitives
- 1x Picking Up the Pieces
- 1x Recurring Injury
- 1x Seismic Quake
- 1x Subspace Accident
- 1x The Three Vipers

##### DOORWAYS

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

##### FACILITY

- 1x Internment Camp 371

##### INCIDENTS

- 1x New Arrivals
- 1x Reshape the Quadrant

##### OBJECTIVE

- 1x Assign Support Personnel

#### OUTSIDE THE GAME (2)

- 2x Bajoran Wormhole

*"The Gamma Quadrant, gentlemen. Millions of new worlds at our very doorstep."*

### 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. Seismic Quake
2. Lockbox
3. Close Call

1. Chula: The Chandra
2. Hard Time
3. Friendly Fire

1. Recurring Injury
2. Nanobiogenic Fugitives
3. Difficult Disposal

1. Maglock
2. Back Room Dealings
3. Dignitaries and Witnesses

1. Dead End
2. Subspace Accident
3. The Three Vipers

**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.

**Special Rules** — This starter has missions in both the Alpha Quadrant and the Gamma Quadrant. Moving between them requires you to travel through the Bajoran Wormhole, which you download with The First Stable Wormhole. If your opponent downloads these first, just skip that step and use their Wormholes.

**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](http://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**

4

30

V.I.P. + Diplomacy + Acquisition  
OR Quark Son of Keldar OR Nog



**Deliver Message**

**Ferenginar:** Convey documents to Grand Nagus Zek on the Ferengi Homeworld; beware enemy patrols.

V.I.P. + Diplomacy + Acquisition  
OR Quark Son of Keldar OR Nog

30

31 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

40

Geology x2 OR CUNNING>40



**Expand Karemman Operations**

**Karemman colony:** Source new land to increase fleece production and trade potential.

Geology + Leadership + SCIENCE +  
(Greed x2 OR CUNNING>40)

40


21 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

35

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



**Host Tournament**

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

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

Any Away Team may attempt mission.

35

32 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

35

Honor + INTEGRITY>40  
ENGINEER x2 + Computer Skill x2 +



**Internment Operations**

**Asteroid Camp:** Secure internees and key infiltration targets captured from the Alpha Quadrant.

Treachery x2 + SECURITY x2 +  
Leadership + Vorta + STRENGTH>40

35

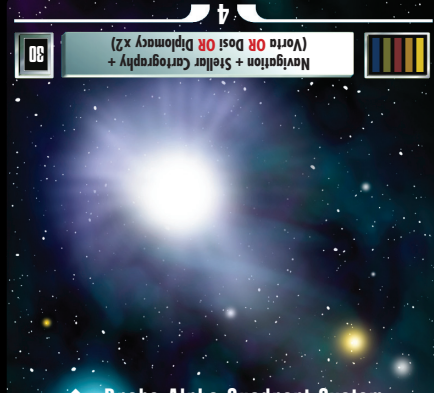
23 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

4

30

(Vorta OR Dosi OR Diplomacy x2)  
Navigation + Stellar Cartography +



**Probe Alpha Quadrant System**

**Uncharted sector:** Gather information about distant areas of the galaxy.

Navigation + Stellar Cartography +  
(Vorta OR Dosi OR Diplomacy x2)

30

25 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

30

Navigation + Youth + SECURITY  
When you solve, may download Rescue Captives.



**Recover Prisoner**

**Edge of Cardassian space:** Retrieve escape pod of fleeing Bajoran operative.

OFFICER + SECURITY + (Treachery OR Physics OR Greed)  
When you solve, may capture an opponent's personnel here.

30

29 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES





## 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



## Administrator Kilana

STAR TREK  
DEEP SPACE NINE



### V.I.P.

Prior to contact with the Alpha Quadrant, the female Vorta Kilana mapped transport and patrol routes.

- ENGINEER
- Leadership
- Archaeology
- Stellar Cartography x2
- Once per game, may download Dominion Hierarchy.

INTEGRITY 6 CUNNING 8 STRENGTH 4

31 V



## Administrator Weyoun

STAR TREK  
DEEP SPACE NINE



### V.I.P.

Stalwartly loyal Vorta. Third incarnation of Weyoun. Dutifully directed the destruction of the New Bajor colony in 2370, as ordered by the Founders.

- Leadership
- Computer Skill
- Law
- Navigation
- Stellar Cartography

INTEGRITY 6 CUNNING 8 STRENGTH 5

32 V



## Amar'itak

STAR TREK  
DEEP SPACE NINE



### SECURITY

Sixth under Ikat'ika. One of many Jem'Hadar guards at Internment Camp 371. Grew to respect Klingons after seeing Worf's endurance in combat.

- Geology
- Astrophysics
- ENGINEER

INTEGRITY 7 CUNNING 7 STRENGTH 8

33 V



## Eris

STAR TREK  
DEEP SPACE NINE



### 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



## Eris

STAR TREK  
DEEP SPACE NINE



### 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



## Eris

STAR TREK  
DEEP SPACE NINE



### 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



### 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



## Founder Leader

STAR TREK  
DEEP SPACE NINE



### V.I.P.

Changeling leader of the Dominion. Had no intention of surrendering her forces under any circumstances for fear that would endanger the Great Link.

- Treachery x2
- Leadership
- Exobiology
- SCIENCE
- Law
- Shape-shift

INTEGRITY 3 CUNNING 9 STRENGTH 8

36 V





❖ Guna'shan

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Typical Jem'Hadar Second aboard Weyoun's Warship. Assisted Weyoun during his encounter with Jake Sisko, Nog, and Elias Giger in 2373.

● Greology ● Physics

INTEGRITY 7 CUNNING 6 STRENGTH 9

34 V



Hanok

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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



❖ Inglatu

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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



Jiten'parekh

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Jem'Hadar First present at Alpha Quadrant armistice signing; later ambassador to Qo'noS. Former bodyguard at Internment Camp 371.

● Diplomacy ● Transporter Skill ● Leadership  
● Stellar Cartography ● SECURITY

INTEGRITY 6 CUNNING 8 STRENGTH 10

35 V



Odo

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

SECURITY

The Great Link's savior, the changeling Odo became a Founder to save his people and secure peace at the close of the Dominion War.

● SECURITY ● Leadership ● Honor ● Law  
● Computer Skill ● Anthropology ● Exobiology

INTEGRITY 8 CUNNING 7 STRENGTH 9

37 V



❖ Ornithar

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

CIVILIAN

Typical male Karemma official. Broker of tuberry 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



❖ Pimoo

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Typical Dosi bureaucrat. Assigned to audit off-world trade. She specializes in Alpha Quadrant transactions. Formerly first officer on a Dosi Trade Vessel.

● Anthropology ● Transporter Skill ● Computer Skill

INTEGRITY 5 CUNNING 9 STRENGTH 6

36 V



❖ Pimoo

STAR TREK  
DEEP SPACE NINE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

OFFICER

Typical Dosi bureaucrat. Assigned to audit off-world trade. She specializes in Alpha Quadrant transactions. Formerly first officer on a Dosi Trade Vessel.

● Anthropology ● Transporter Skill ● Computer Skill

INTEGRITY 5 CUNNING 9 STRENGTH 6

36 V





❖ Retana'var

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## OFFICER

Typical Jem'Hadar Fourth, assigned as a bodyguard on the Founders' homeworld. Assisted Science Advisor Borath with maintenance of his equipment.

● Honor ● ENGINEER

INTEGRITY 7 CUNNING 7 STRENGTH 8

38 V



❖ Retana'var

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## OFFICER

Typical Jem'Hadar Fourth, assigned as a bodyguard on the Founders' homeworld. Assisted Science Advisor Borath with maintenance of his equipment.

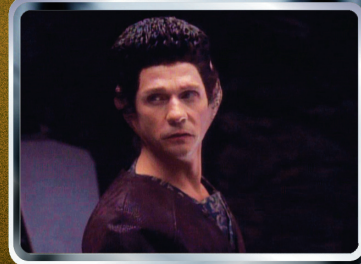
● Honor ● ENGINEER

INTEGRITY 7 CUNNING 7 STRENGTH 8

38 V



Science Advisor Borath

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## V.I.P.

Prior to the invasion of the Alpha Quadrant, the male Vorta Borath oversaw the Dominion research and development divisions.

● SCIENCE ● Exobiology ● Physics ● Biology  
● Astrophysics ● Leadership ▼ Internment

INTEGRITY 5 CUNNING 8 STRENGTH 6

39 V



Varen'agor

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## OFFICER

Jem'Hadar Third previously assigned to the Dominion relay station on Callinan VII. Administrator Kilana's pilot on several key missions.

● Biology ● Navigation ● Physics

INTEGRITY 7 CUNNING 6 STRENGTH 9

40 V



❖ Zyree

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## 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



❖ Zyree

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## 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



Tosk

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## SECURITY

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

● Navigation x2 ● Honor ● ENGINEER  
● Computer Skill ● Excluded from random selections.

INTEGRITY 8 CUNNING 8 STRENGTH 8

75 V



❖ Jem'Hadar Troopship

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## TROOPSHIP CLASS

Support vessel rebuilt for the mass transit of soldiers for ground operations. Shares basic design framework with other Dominion ships.

★ ★ Tractor Beam. RANGE and SHIELDS +1 for each Jem'Hadar aboard (limit 3).

RANGE 7 WEAPONS 3 SHIELDS 7

50 V



❖ Jem'Hadar Troopship

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## TROOPSHIP CLASS

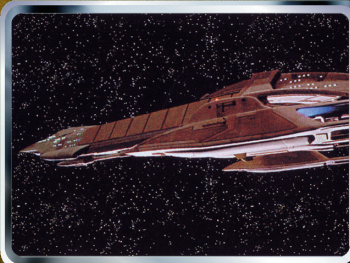
Support vessel rebuilt for the mass transit of soldiers for ground operations. Shares basic design framework with other Dominion ships.

★ ★ Tractor Beam. RANGE and SHIELDS +1 for each Jem'Hadar aboard (limit 3).

RANGE 7 WEAPONS 3 SHIELDS 7

50 V



❖ **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**

78 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**DILEMMA****STAR TREK**  
DEEP SPACE NINE**CLOSE CALL**

To outrun the reflexes and agility of his Jem'Hadar captors, Miles O'Brien used the even swifter response time of a transporter's energizing coil.

One personnel present (random selection) is killed if that personnel does not have Computer Skill or Transporter Skill. To get past requires 2 Diplomacy OR 3 SECURITY remaining.

1 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**DILEMMA****STAR TREK**  
ENTERPRISE**DANGEROUS CLIMB**

Deep underground passages such as those on Xantoras 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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

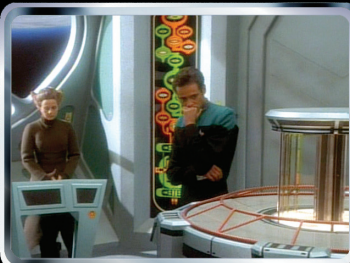
**DILEMMA****STAR TREK**  
DEEP SPACE NINE**DEAD END**

Risky business ventures often require those involved to alter information or logs that might leave clues. The head honcho personally assigns an underling to undertake this risky scam.

Unless you have at least 50 points, cannot get past; place dilemma atop mission; it may not be attempted by a player with less than 50 points. (Unique.)

5 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**DILEMMA****STAR TREK**  
DEEP SPACE NINE**DIFFICULT DISPOSAL**

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

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

4 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

**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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES





## DILEMMA

STAR TREK



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

2

## 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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## HARD TIME



Agrathi criminal remediation relies on false memories of imprisonment. After being accused of espionage, Miles O'Brien received a memory of a 20-year incarceration.

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

8 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## 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



## DILEMMA

STAR TREK  
FIRST CONTACT

MAGLOCK PORTAL SERVO CTRL

ACCESS DENIED  
LCARS COMMAND NET NOT AVAILABLE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## 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.

6 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## NANOBIOTIC FUGITIVES



On the run after a Kellerun attempt to wipe out all knowledge of the harvester virus, Bashir and O'Brien had to repair an old communications system to signal for rescue.

Choose two personnel with ENGINEER (or one personnel with Physics) to be stopped. To get past requires 2 Computer Skill and Physics remaining.

4 V



## DILEMMA

STAR TREK  
NEMESIS

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## 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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## 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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## 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



## DILEMMA

STAR TREK  
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## SUBSPACE ACCIDENT



Benjamin Sisko became trapped outside the normal flow of time after an accident caused by the 2372 subspace inversion of the Bajoran Wormhole.

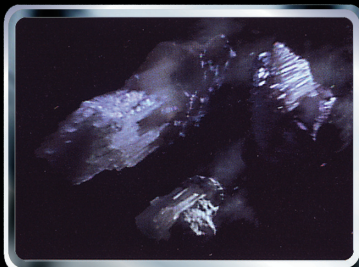
Unless 3 Astrophysics OR 2 Physics and 2 SCIENCE present, personnel with most ● icons is held with dilemma atop mission. Discard both at end of your next turn.

5 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



### THE THREE VIPERS

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.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

11 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.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

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**).

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

15 V



### Internment Camp 371

STAR TREK  
DEEP SPACE NINE



Detention and interrogation facility for high-profile prisoners. Commanded by **Deyos**.

Seeds at **Asteroid Camp**. Has a **Brig**. Once each turn, you may play a personnel with "Internment Camp 371" in lore for free here. **Training Ring**

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

11 V



### INCIDENT

STAR TREK  
DEEP SPACE NINE



### NEW ARRIVALS

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

29 V



### INCIDENT

STAR TREK  
DEEP SPACE NINE



### RESHAPE THE QUADRANT

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

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

30 V



### OUTPOST

SHIELDS 20

11 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.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

26 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).

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

12 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).

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

12 V