

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION THE GAMMA QUADRANT

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THE
CONTINUING COMMITTEE

54 ADDITIONAL VIRTUAL CARDS • RELEASED JANUARY 2015 • VERSION 1.0

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

The Continuing Committee is proud to bring the Deep Space 9 block to a close with *The Gamma Quadrant* — a fifty-four (54) card First Edition virtual expansion that focuses on the dangers — and opportunities — beyond the Bajoran Wormhole. Take command of the monolithic Dominion as they manage their sprawling empire preparing for war; or, negotiate foreign lands as you seek to explore, exploit or conquer *The Gamma Quadrant*!

RULES

Intelligence — The terms "Intelligence" and "any Intelligence" refer to any of several skills, including Obsidian Order, Section 31, and Tal Shiar. If a card requires multiple Intelligence skills ("any 3 Intelligence") you may use any combination of Intelligence skills to meet the requirement.

Coming Soon — Take your Block deck building to the next level with *Homefront VI*, the first Core Block expansion built from the ground up with Block play in mind. Including new, converted, and reprinted dilemmas, staple cards and cards to address your concerns based on your feedback! Block will never be the same once *Homefront VI* is released!



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.

ARTICLES
FORUMS
RULES
CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

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

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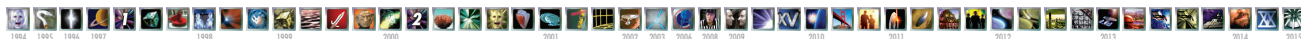
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DILEMMA

STAR TREK
DEEP SPACE NINE

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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



DILEMMA

STAR TREK
DEEP SPACE NINE

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INCENTIVE-BASED ECONOMICS



To obtain a rare gift for his father, Jake Sisko and his friend Nog bartered, swapped favors, stole a teddy bear, and even negotiated with Weyoun.

To get past requires Honor and *no* SECURITY **OR** CIVILIAN, Anthropology, Diplomacy, Youth, and a personnel with STRENGTH<8.

2 V



DILEMMA

STAR TREK
DEEP SPACE NINE

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INTER ARMA ENIM SILENT LEGES



Section 31 went to great lengths to ensure their mole Koval gained a seat on the praetor's Continuing Committee over rival Senator Cretak.

To get past requires V.I.P. and *no* Treachery **OR** SECURITY, Exobiology, Computer Skill, and a personnel with INTEGRITY<5.

3 V



DILEMMA

STAR TREK
DEEP SPACE NINE

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NANOBIOGENIC 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

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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

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DEEP SPACE NINE

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THE NEW RESISTANCE



Undermining the new administration of Terok Nor required careful planning, inside information, playing dumb, and plying Damar with kanar.

To get past requires Honor and *no* OFFICER **OR** Diplomacy, Leadership, Computer Skill, V.I.P., and a personnel with CUNNING<7.

6 V



DILEMMA

STAR TREK
DEEP SPACE NINE

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UNDERESTIMATING THE FOUNDERS



Although Enabran Tain was presumed dead after the failed attack on the Great Link, the spymaster was in fact captured by Dominion forces.

One non- personnel is captured (your choice if opponent currently has a captive; otherwise, random selection). Nullify with any 3 Intelligence.

7 V



EVENT

STAR TREK
DEEP SPACE NINE

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A BETTER ALTERNATIVE



Appealing to Odo's sense of order and justice, Gul Dukat had the changeling investigate the chemist shop murder to avoid executing ten Bajorans at random as reprisal.

Plays on table. Once each turn, may discard a unique non- card from hand to draw a card. If the discarded card was a site or a card, draw two additional cards.

8 V



EVENT

STAR TREK
DEEP SPACE NINE

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MUTUAL DISTRUST



Despite their alliance to destroy the Founders, Tal Shiar and Obsidian Order agents did not trust one another. Watching for signs of betrayal kept them at peak efficiency.

Plays on your personnel (limit one each); target their Intelligence. Once each turn, when you play a personnel with different Intelligence, draw a card. (Cumulative.)

9 V



Dosi Trading Post

STAR TREK
DEEP SPACE NINE



Center of enterprise for the Dosi, other Gamma Quadrant citizens, and their associates.

Seeds on Dosi planet. Your personnel with Greed or Acquisition, and your Karemma and Dosi personnel, may report here (for free, once each turn).



STATION

SHIELDS 20

10 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



OUTPOST

SHIELDS 20

11 V



INCIDENT

STAR TREK
DEEP SPACE NINE



CROSS-QUADRANT EXPANSION

Seeds or plays on your facility in the Alpha Quadrant. Just after your personnel reports here, you may relocate that personnel to your ship with two or more staffing icons at a Gamma Quadrant location. At the end of each turn, if you have a matching ship at a Gamma Quadrant location, you may draw an extra card. Discard incident if you have a Dominion treaty in play or if you seeded a mission in the Bajor region.

12 V



INCIDENT

STAR TREK
DEEP SPACE NINE



DOMINION HIERARCHY

Plays on your Founder; once each turn, Dominion Hierarchy plays for free. OR Plays on your Vorta present with a Founder and Jem'Hadar to make that Vorta attributes all +2 and gain a skill of your choice until end of turn, then discard incident. OR Seeds or plays on your facility. You may suspend play while you download Jem'Hadar Sacrifice or Security Sacrifice, then discard incident.

13 V



INCIDENT

STAR TREK
DEEP SPACE NINE



HOLOGRAPHIC COMMUNICATOR

Seeds or plays on table. Just after you report a ship with at least one staffing icon to your Alpha Quadrant facility, you may place this incident on that ship. This ship, and all your other ships of the same class, add Holodeck. If ship is destroyed, return incident to table.

14 V



INCIDENT

STAR TREK
DEEP SPACE NINE



HOLOGRAPHIC SETTLEMENT

Seeds or plays on Yaderan colony. cards may exist on this planet (and report activated). Your Rurigan and your personnel may report here; once each turn, one such personnel may do so for free if. Whenever a personnel on a planet is deactivated, it must be returned to its owner's hand (limit once each turn) or placed beneath owner's draw deck.

15 V



INCIDENT

STAR TREK
DEEP SPACE NINE



JOINT OPERATION

Plays on table; you may download Treaty: Romulan/Cardassian. Your (except M) and personnel may report to your ship in the Orias System. Once each turn, your or personnel with any Intelligence may report for free OR nullify Homefront where present.

16 V



INCIDENT

STAR TREK
DEEP SPACE NINE



REWARD FROM THE FOUNDERS

Plays on table. You may report only one Jem'Hadar each turn. Once each turn, you may play a Vorta for free, then draw a card if you do not have Dominion War Efforts in play. Twice per game, you may download Ketracel-White to your Vorta present with your Jem'Hadar. Discard incident if you voluntarily initiate a personnel battle with more than 2 of your Jem'Hadar.

17 V



INCIDENT

STAR TREK
DEEP SPACE NINE



WHERE OPPORTUNITIES ARE MADE

Seeds or plays on your facility in the Alpha Quadrant. While your ship is at a Gamma Quadrant location, your personnel may report as if; may mix and cooperate with your Dosi, Karemma, ships, and facilities; and may report to Dosi Trading Post (as if Dosi). Once per game, you may download Cross-Quadrant Expansion to this facility.

18 V

INTERRUPT

**STAR TREK
DEEP SPACE NINE™**

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SUCKING UP TO THE BOSS

Benjamin Sisko exploited Ferengi loyalty to the Grand Nagus, forcing Quark to use his contacts with the Karemma to help Starfleet's search for the Founders.

Plays once each turn on your  personnel. Name a skill. For the rest of turn, while facing a dilemma with your 3 Acquisition present, personnel gains that skill.

19 V

35

3

1


When you solve, may download Romulan Outpost here.

35

3

1

When you solve, may download Romulan Outpost here.



Establish Medical Complex

35

3

1


When you solve, may download Romulan Outpost here.

35

3

1

When you solve, may download Romulan Outpost here.



35

3

1


When you solve, may download Romulan Outpost here.

35

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When you solve, may download Romulan Outpost here.



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When you solve, may download Romulan Outpost here.

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When you solve, may download Romulan Outpost here.



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When you solve, may download Romulan Outpost here.

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When you solve, may download Romulan Outpost here.



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When you solve, may download Romulan Outpost here.

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When you solve, may download Romulan Outpost here.



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When you solve, may download Romulan Outpost here.

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When you solve, may download Romulan Outpost here.



35

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When you solve, may download Romulan Outpost here.

35

3

1

When you solve, may download Romulan Outpost here.



35

3

1

When you solve, may download Romulan Outpost here.

35

5
 Diplomacy + CUNNING>36 +
 (Acquisition x2 **OR** Treachery + Greed)

Farther Tufberry Talks

Dosi planet: Attend Karemma conference hosted by the Dosi to coordinate distribution.

Diplomacy + CUNNING>36 +
(Acquisition x2 **OR Treachery + Greed)**

35

T

5

22 V


NOT FORWARDED BY GCS OR PARAMOUNT PICTURES

The image shows a mission card from the Star Trek: The Next Generation board game. At the top, there's a black bar with a white number '4' in the center. Below this, a grey bar contains the text 'ENGINEER x2 + Computer Skill x2 + Honor + INTEGRITY>40'. To the right of this bar is a small icon with three vertical bars: green, blue, and red. The main part of the card features a large, detailed illustration of a dark, rocky asteroid floating in space against a backdrop of stars and a portion of Earth's horizon. Below the illustration, the title 'Interment Operations' is written in a stylized font. Underneath the title, a black box with a white star pattern is followed by the text 'Asteroid Camp: Secure internees and key infiltration targets captured from the Alpha Quadrant.' To the right of this text is a small icon of a planet with a ring. Below this section, a grey bar contains the text 'Treachery x2 + SECURITY x2 + Leadership + Vorta + STRENGTH>40'. At the bottom of the card, there's a black bar with a yellow circle containing a black symbol. To the right of this bar is a small icon with the number '35' and a letter 'F'. On the far right edge of the card, there's a vertical text label: 'NOT ENDORSED BY CBS OR PARAMOUNT PICTURES ©'. At the very bottom of the image, there's a black bar with a white number '4' in the center and a small icon with the number '23 V'.

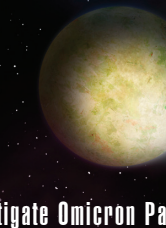
35

4


Any Away Team

Computer Skill + (3  personnel OR Jadzia Dax)


When seeded, you may download Holographic Settlement.



Investigate Omicron Particles



Yaderan colony: Determine source of unusual particle field.

Computer Skill + (3  personnel OR Jadzia Dax)

When seeded, you may download Holographic Settlement.

Any Away Team may attempt mission.

35

T

4

24 V

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30

4

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

Probe Alpha Quadrant System

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

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

30

4

25 V

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This is a Star Trek: Deep Space Nine objective card. The top section features a circular icon with a stylized 'C' and the word 'OBJECTIVE' in large, bold, black letters. To the right, the 'STAR TREK DEEP SPACE NINE' logo is displayed. Below the title is a rectangular image showing a Starship Enterprise in space, surrounded by several Klingon Bird-of-Prey ships. The bottom section of the card has a title bar with the words 'COMBINED STRIKE' and a small Klingon Bird-of-Prey icon. The main text area describes the objective: 'Plays on your [T] mission (for free if [F] or [G]). Your personnel may report here, to your matching Intelligence personnel aboard your ship native to the Alpha Quadrant. When solved by your non-[T] personnel, draw up to 5 cards, then discard objective to score points; if opponent has a [T] [F] facility, you may download Combined Strike.' At the bottom right, there is a small black box with the number '5' in white. On the right edge of the card, there is vertical text: 'NOT ENDORSED BY CBS OR PARAMOUNT PICTURES'. The bottom right corner of the card has a small '26 V' logo.



OBJECTIVE

STAR TREK
DEEP SPACE NINE



TRAINING RING

Plays on your facility with a Brig. Once each turn, you may target a captive in that Brig; then randomly select your Jem'Hadar or SECURITY personnel present. If your selected personnel has higher printed STRENGTH than captive, place captive in point area; he or she is worth X points, where X = printed STRENGTH of targeted captive.

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28 V



Enabran Tain

STAR TREK
DEEP SPACE NINE



V.I.P.

Retired mastermind planning a dramatic comeback. Working with the Tal Shiar and his fellow Cardassians to destroy the Founders. Mentored Elim Garak.

- Obsidian Order
- Tal Shiar
- Treachery x2
- SECURITY
- Combined Strike

INTEGRITY 2 CUNNING 10 STRENGTH 5

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29 V



Turo

STAR TREK
DEEP SPACE NINE



MEDICAL

Cardassian posted aboard the *Serrala* as a liaison to the Romulans. Typical transporter forensics specialist. Glinn later interned by the Dominion.

- Obsidian Order
- Transporter Skill

INTEGRITY 6 CUNNING 7 STRENGTH 7

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30 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

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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

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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 Warf's endurance in combat.

- Geology
- Astrophysics
- ENGINEER

INTEGRITY 7 CUNNING 7 STRENGTH 8

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33 V



Guna'shan

STAR TREK
DEEP SPACE NINE



OFFICER

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

- Geology
- Physics

INTEGRITY 7 CUNNING 6 STRENGTH 9

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34 V



Jiten'parekh

STAR TREK
DEEP SPACE NINE



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

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35 V



Pimoo

STAR TREK
DEEP SPACE NINE



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

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36 V



Quark

STAR TREK
DEEP SPACE NINE



CIVILIAN

Ferengi bartender and trade envoy of Grand Nagus Zek. Assigned to negotiate with the Dominion. Oblivious to Pel's romantic intentions toward him.

ENGINEER Navigation Acquisition Anthropology
Computer Skill If in **T**: May serve as Nagus.

INTEGRITY 5 CUNNING 9 STRENGTH 3

37 V



Retana'var

STAR TREK
DEEP SPACE NINE



OFFICER

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

Honor ENGINEER

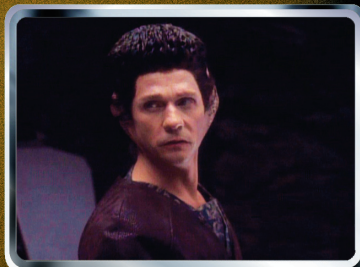
INTEGRITY 7 CUNNING 7 STRENGTH 8

38 V



Science Advisor Borath

STAR TREK
DEEP SPACE NINE



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



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



Prosar

STAR TREK
DEEP SPACE NINE



CIVILIAN

Typical Ferengi trade route manager. Secretly an informant for the FCA. He visited DS9 in 2370 to observe the wormhole. Played tongo at Quark's.

Astrophysics FCA Youth
Stellar Cartography

INTEGRITY 6 CUNNING 6 STRENGTH 6

41 V



Colyus

STAR TREK
DEEP SPACE NINE



SECURITY

Village protector investigating recent disappearances but unable to produce results. Unaware that he, and his cloak, are holograms.

Law Leadership SECURITY
Other **T** personnel present are attributes all +1.

INTEGRITY 7 CUNNING 7 STRENGTH 5

42 V



Croden

STAR TREK
DEEP SPACE NINE



CIVILIAN

Inexperienced Rakhani thief who spoke out against his government. Moved to Vulcan with his daughter, Yareth. Carries a morphogenic locket.

Navigation Biology Stellar Cartography
Honor Greed

INTEGRITY 5 CUNNING 7 STRENGTH 6

43 V



Laas

STAR TREK
DEEP SPACE NINE



SCIENCE

Changeling of great ability. One of the Hundred sent by the Founders to explore the galaxy. Dislikes monoforms. Linked with Odo. Occasionally fiery.

Stellar Cartography Physics Exobiology x2
May report where your changeling is present (for free).

INTEGRITY 5 CUNNING 9 STRENGTH 9

44 V



Merruk

STAR TREK
DEEP SPACE NINE



SCIENCE

Representative of holograms unaware of their projected nature. Physician and scientist of his small community. Has few patients.

Anthropology MEDICAL Physics

INTEGRITY 5 CUNNING 7 STRENGTH 6

45 V

Rurigan

ENGINEER

Yaderan chased off his homeworld by the Dominion. Holographically recreated it and its inhabitants on another planet. Very fond of his creations.

Computer Skill x3 Honor Anthropology

INTEGRITY 8 CUNNING 8 STRENGTH 3

46 V

Taya

CIVILIAN

Yaderan "granddaughter" of Rurigan's imagination. Hologram who bonded with the changeling Odo. Almost ventured too far from the village.

Youth Geology Archaeology Honor
Any Odo OR any personnel.

INTEGRITY 7 CUNNING 5 STRENGTH 3

47 V

Selan

SCIENCE

Typical Romulan scientist serving the Tal Shiar. He programmed an optimal bombardment dispersal pattern to destroy the Founders.

Computer Skill Tal Shiar

INTEGRITY 5 CUNNING 7 STRENGTH 6

48 V

Dosi Trade Vessel

DOSI MERCHANT CLASS

Standard commerce ship used by the Dosi. Uses a hull design similar to the ships of the Karemma, but equipped with better weaponry.

Tractor Beam, Acquisition

RANGE 7 WEAPONS 7 SHIELDS 7

49 V

Jem'Hadar Troopship

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

U.S.S. Mekong

DANUBE CLASS

Scout vessel commanded by Odo during a mission to find Enabran Tain. Subsequently captured and carried into the Gamma Quadrant aboard the *Serrola*.

Rescue Personnel

RANGE 7 WEAPONS 5 SHIELDS 6

51 V

Ferengi Freighter

MODIFIED D'KORA-CLASS TRANSPORT

After the discovery of the Bajoran Wormhole, the Ferengi Alliance optimized their vessels for new trade opportunities.

Tractor Beam
Attributes all +1 in T.

RANGE 7 WEAPONS 4 SHIELDS 6

52 V

Serrola

MODIFIED D'DERIDEX CLASS

Flagship commanded by Enabran Tain and Lovok. Led a Tal Shiar-Obsidian Order flotilla tasked to destroy the Founders and thereby collapse the Dominion.

Cloaking Device, Tractor Beam
Attributes all +2 in T.

RANGE 8 WEAPONS 8 SHIELDS 8

53 V

Wardroom

personnel may report here, ignoring their T icon (or download here in place of a normal card play; player draws no cards that turn). Once each turn, one such personnel may report here for free if you have 2 V.I.P. here (or personnel of two different affiliations). Matching V.I.P. personnel may file mission reports here.

Deep Space 9 Ops Module 1 Promenade 1 Habitat Ring 1 Docking Ring

54 V