STAR TREK CUSTOMIZABLE CARD GAME SECOND EDITION

FAR BEYOND THE STARS

THE CONTINUING COMMITTEE

18 ADDITIONAL VIRTUAL CARDS · RELEASED MAY 2018 · VERSION 1.0

Design Team
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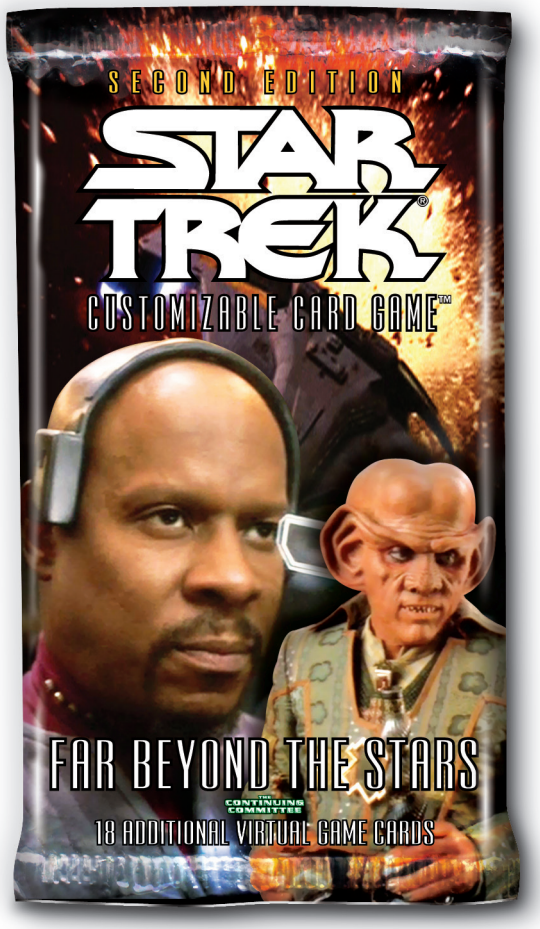
"When did I start thinking of this Cardassian monstrosity as home?"

The Continuing Committee invites you to celebrate the twenty-fifth anniversary of Star Trek: Deep Space Nine with ***Far Beyond the Stars***, an eighteen (18) card boutique expansion for *Star Trek CCG Second Edition*. Recreate memorable scenes from Deep Space Nine, discover new versions of beloved characters and ships, and return to a cherished place ***Far Beyond the Stars!***

Matching Commanders – ***Far Beyond the Stars*** focuses on the themes of moral ambiguity, conflict, changing alliances, and shifting allegiances that make Deep Space Nine stand out in the Star Trek universe. With six pairs of ships and matching commanders included in the set, these cards are designed to complement and expand the range of deck options available to many of the various affiliations and factions featured in Deep Space Nine.

Hall of Fame – Tired of seeing the same old cards game after game? Play the Hall of Fame Format which eliminates overused cards. Out with the old, in with the new! Keeps veteran player from getting lazy and gets you digging in that binder looking for replacements or trying new decks at higher levels altogether.



THE CONTINUING COMMITTEE EST. 2007

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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FAR BEYOND THE STARS CARD LIST

DILEMMA
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The Enemy of My Enemy

Interrupt

When your Klingon personnel is attempting a mission, discard the top three cards of your deck to make that personnel gain all skills, attributes, and keywords on a personnel in your discard pile until the end of the mission attempt.

"Who would have thought that the two of us would be fighting side by side?"

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44 V1

3 • Odo
Vigilant Staffer

Human

Acquisition • Law • Security

You may play this personnel aboard your Alpha ship. When your Romulan personnel present is about to be killed by a dilemma, you may return this personnel to his owner's hand to prevent that.

"I think we've got bigger problems than a case of mistaken identity."

Integrity 7 | Cunning 7 | Strength 6

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44 V2

1 • Damar
Martyred Outlaw

Cardassian

2 Leadership

Commander: *Niala*. Dissident. Legate. When you play this personnel, discard a card from hand. When this personnel is killed by a dilemma or in combat, you may place up to three Dissidents from your hand at your headquarters mission where they could be played.

"With men like you on our side, how can we fail?"

Integrity 7 | Cunning 6 | Strength 6

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44 V3

3 • Dukat
Erstwhile Ally

Cardassian

Diplomacy • 2 Leadership • Programming • 2 Treachery

Commander: *Naprem*. Gul.
Order – Discard a card from hand to begin an engagement involving your Romulan personnel or your Bajoran personnel. You may do this only once each turn.

"You and I on the same side… it never seemed quite right, did it?"

Integrity 2 | Cunning 6 | Strength 6

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44 V4

1 • Elim Garak
Imposing Patriot

Cardassian

Anthropology • Intelligence • Security

Dissident. When you play this personnel, discard a card from hand. When you play this personnel, you may download For Cardassia! or a Hand Weapon equipment.

"How little you understand me."

Integrity 6 | Cunning 6 | Strength 6

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44 V5

3 • Martok Founder
False Flag Officer

Changeling

Diplomacy • Intelligence • Leadership • 2 Treachery

Commander: *I.K.S. Negh'Var*. Founder. General. Infiltrator. Shape-shifter. You may play this personnel at your Qo'noS. While this personnel is attempting a mission, you may meet Integrity requirements with Strength instead.

"Interfere, and you risk destroying us all."

Integrity 2 | Cunning 6 | Strength 8

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44 V6

2 • Benjamin Sisko
Resourceful Captain

Human

Engineer • Leadership • Officer • Security

Commander: *Salvaged Attack Ship*. While this personnel is at a Romulan mission, he is attributes +1.
Order – This personnel gains a skill required by your Romulan mission. This effect lasts until this order is executed again.

"Set a course for the Cardassian border, heading zero-five-four mark zero-nine-three, warp six."

Integrity 6 | Cunning 6 | Strength 6

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44 V7

2 • Cal Hudson
Nostalgic Rebel

Human

Diplomacy • Law • Navigation • Officer • Treachery

While this personnel is facing a dilemma, you may discard a card from hand to make him lose a skill until the end of that dilemma. You may do this only once each dilemma.

"Makes you pine for the good old dull days in New Berlin, doesn't it?"

Integrity 4 | Cunning 6 | Strength 6

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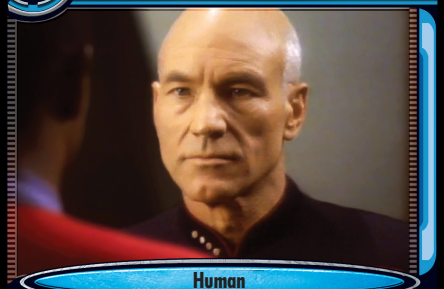
44 V8

3 • Jean-Luc Picard
Compassionate Advocate



Human

Anthropology • Archaeology • 2 Diplomacy • Honor • Law • Officer

Commander: *U.S.S. Enterprise-D*. To play this personnel, you must command three Alpha personnel.

"The relief efforts we've been coordinating are barely adequate. I've come to know the Bajorans. I'm a strong proponent for their entry into the Federation."

Integrity 8 | Cunning 6 | Strength 6

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44 V9

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3 • Quark
Practical Apologist

Ferengi

Acquisition Anthropology Diplomacy Intelligence

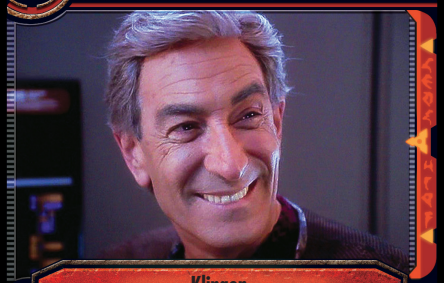
When you play this personnel, you may download a Jem'Hadar personnel and place it beneath your Ferenginar. While attempting a mission, your personnel present may use Strength to meet Cunning requirements.

"Do you hear the cries of starving children? I don't."

Integrity 4 | Cunning 6 | Strength 4

44 V 10

3 • Arne Darvin
"Hero of the Empire"



Klingon

Anthropology Archaeology Intelligence 2 Treachery

Assassin. Infiltrator. When your Infestation stops a personnel, you may stop this personnel to kill that stopped personnel.

"I've been thinking about my statue in the Hall of Warriors… I see myself standing with Kirk's head in one hand and a tribble in the other."

Integrity 2 | Cunning 6 | Strength 7

44 V 11

4 • Enabran Tain
Prideful Director

Cardassian

2 Intelligence 2 Leadership 2 Treachery

Commander: *Serrola.* When your opponent is about to fail a mission attempt at this mission, randomly select a personnel involved to be placed in your brig.

"Always burn your bridges behind you. You never know who might be trying to follow."

Integrity 2 | Cunning 7 | Strength 3

44 V 12

5 • Naprem
Renegade Vessel

K'Vort Class

Cloaking Device. When you win an engagement involving your personnel or your personnel, choose one: remove the top two cards of the loser's dilemma pile from the game; or randomly kill an opponent's Leadership personnel involved. You may do this only once per turn.

"There was a time when the mere mention of my race inspired fear."

Range 7 | Weapons 8 | Shields 7

44 V 13

3 • Niala
Intelligence Asset

Attack Ship

To play this ship, you must command three Dissident personnel. When you play this ship, discard two cards from hand. While you have a Dissident aboard, this ship is attributes +1.

"Our priority should be to free Cardassia from the Dominion, not do Starfleet's dirty work."

"We're all in this together. By helping Starfleet, we're helping ourselves."

Range 7 | Weapons 8 | Shields 7

44 V 14

7 • I.K.S. Negh'Var
Infiltrated Flagship

Negh'Var Class

Cloaking Device. You may play this ship at Qo'noS (it becomes). To staff this ship, you must have a Chancellor, Founder, or General aboard. While attempting a mission, your Chancellors, Founders, and Generals at this mission are each attributes +1.

"Whatever we have done is in the best interests of the Alpha Quadrant."

Range 9 | Weapons 11 | Shields 10

44 V 15

5 • Salvaged Attack Ship
Sheep in Wolf's Clothing

Attack Ship

While this ship is at a mission, this ship and each of your personnel at this mission are attributes +1.

"…right now I would settle for a viewscreen."

"Or a chair."

"Or a sandwich."

Range 7 | Weapons 8 | Shields 7

44 V 16

6 • U.S.S. Enterprise-D
Humanitarian Envoy

Galaxy Class

When you play this ship, if you command three personnel, each player may place a personnel from hand on a headquarters mission where he or she could be played. (Yours must be a personnel.)

"Starfleet has agreed to establish a Federation presence in this system following the withdrawal of Cardassian occupational forces."

Range 8 | Weapons 8 | Shields 9

44 V 17

7 • Serrola
Tip of the Spear

D'deridex Class

Cloaking Device. While your Intelligence personnel is aboard this ship, this ship is attributes +2. When your dilemma stops an opponent's personnel here, if no personnel have been stopped by a dilemma during that attempt, that opponent discards two cards from hand.

"Central Command will have a war on its hands, whether it wants one or not."

Range 6 | Weapons 7 | Shields 7

44 V 18

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