

# Deep Space Nine Card List

## LEGEND

[Baj]	Bajoran Affiliation
[Borg]	Borg Affiliation
[C]	Command
[Car]	Cardassian Affiliation
[Def]	Defense Drone
[Door]	Doorway card
[Eq]	Equipment card
[Ev]	Event card
[Fed]	Federation Affiliation
[H]	Holographic Re-creation
[HA]	Hidden Agenda
[Int]	Interrupt card
[Klg]	Klingon Affiliation
[NA]	Non-Aligned
[O]	Orb
[Obj]	Objective card
[P]	Planet
[Rom]	Romulan Affiliation
[S]	Space
[S/P]	Space/Planet
[ST]	Staff
{3}	Countdown Box
[35]	Point Box
[Γ]	Gamma Quadrant
▼	Special Download

## ARTIFACTS

### ALIEN GAMBLING DEVICE

Gaming device of unknown origin which alters the laws of probability. Martus Mazur replicated several of the devices for use in Club Martus. Many found the game irresistible.

Use as Equipment card. Once every turn, you may cause any one random selection at same or adjacent location to be canceled and re-selected. (Cumulative.)

### MYSTERIOUS ORB

In 2369, Jadzia Dax was transported from the Bajoran wormhole to Deep Space 9 by one of the objects Bajorans call "Tears of the Prophets."

May seed at a space location. Place in hand until played at any time to relocate any one personnel to anywhere in play, then discard artifact.

### ORB FRAGMENT

Shard of a Bajoran Orb from the Celestial Temple. The fragment was set in a bracelet and used by the Sirah to create and control the Dal'Rok.

Use as Equipment card. May keep Dal'Rok from killing at same location. Also, any player may play Dal'Rok from hand as an Event card at same mission. (Not duplicatable.)

### SALTAH'NA CLOCK

Benjamin Sisko constructed a clock while being affected by the energy matrix of Saltah'na telepathic spheres. The spheres were storing the energy of an ancient power struggle.

Place on ship or facility here. (Opponent's choice). Personnel aboard must initiate battle whenever possible (no leader is required and affiliation attack restrictions do not apply).

## DILEMMAS

### [S/P] ALTONIAN BRAIN TEASER

To solve this holographic puzzle, its challenger must turn the multicolor sphere a solid hue using neural theta waves. The symbiont Dax tried unsuccessfully for over 140 years.

Most CUNNING personnel present is "stopped." If their CUNNING < 15, bonus points scored at this spaceline location do not count toward winning. Discard dilemma.

### [P] ANGRY MOB

When Odo was under suspicion for murder, Bajoran nationals led by Zayra demanded that the changeling be handed over to them. Benjamin Sisko spared the constable from their "justice."

Kills a SECURITY or shape-shifter present (random selection) unless remaining Away Team has INTEGRITY > 27 from up to four personnel OR STRENGTH > 50. Discard dilemma.

### [S] APHASIA DEVICE

Terrorist device developed by Dekon Elig and Surmak Ren to fight the Cardassian occupation.

When activated, releases a deadly virus which interferes with language processing abilities. Place on ship. Quarantined. Now and end of each turn, disables one personnel aboard (random selection). If all crew disabled, all die. Cure with 2 MEDICAL and 2 Biology.

### [S/P] ARMS DEAL

In 2370, Quark was approached by Sakonna to arrange a covert arms deal to deliver weapons to the Maquis.

Unless Acquisition OR Vulcan with Treachery OR Smuggling OR [M] personnel present, crew or Away team "stopped." Discard dilemma. [5]

### [S/P] ASSASSIN'S BLADE

The technological advances of the 24<sup>th</sup> century offer a wide variety of state-of-the-art weaponry.

Nevertheless, some still prefer the simple charm of the assassin's blade.

Unless CUNNING > 36 OR 2 SECURITY present, assassin kills one personnel present (opponent's choice) except a shape-shifter or android.

### [S/P]{2} BRIEF ROMANCE

Jadzia Dax became romantically involved with Meridian native Deral. Dax was so enamored she attempted to follow Deral when Meridian returned to its non-corporeal state.

Opponent specifies "male" or "female." Place on one personnel present of that gender (random selection). That personnel is "stopped" until countdown expires.

### [P] CLAN PEOPLE

In 2369, the U.S.S. *Yangtze Kiang* crashed on a moon in the Gamma Quadrant. The crew members found themselves caught between enemy clans locked in a never-ending war.

To get past, must have Opaka present OR CUNNING > 38 from up to five Away Team members.

### [S/P] COMMON THIEF

When Odo confronted a minor thief on the Deep Space 9 promenade, the cutthroat attempted to kill the constable.

If any equipment present, discard one (random selection). Otherwise, kills a personnel present (opponent's choice) who has STRENGTH + CUNNING < 15. Discard dilemma.

### [S/P] DAL'ROK

Terrifying energy creature created and manipulated using an Orb fragment. The controller of the Dal'Rok channels the fears of Bajoran villagers into a powerful destructive force.

Place on mission. Now and start of each turn, kills personnel with lowest total attributes at this location. May be nullified by INTEGRITY + CUNNING + STRENGTH > 150 at this location.

### [S/P] DNA CLUES

Although a thorough analysis of a DNA sample can be a time-consuming endeavor, it can also provide information crucial to successfully dealing with biomedical hazards.

Place on mission. Further dilemmas requiring any MEDICAL here require 2 more if you continue OR 2 less if crew or Away Team has Exobiology and "stops" now to investigate.

### [P] DUONETIC FIELD GENERATOR

Device designed to interfere with electromagnetic radiation flow. Inhibits the use of transporter annular confinement beams and the electrical systems of most ships.

Place on planet. No beaming up or taking off from planet. Nullify with 3 ENGINEER OR Miracle Worker.

[S/P] **EXTRADITION**

In 2370, Cardassian legal authorities coerced Miles O'Brien to lower his vessel's shields. They abducted him without explanation and forced him to stand trial on false charges.

If opponent's Law or Treachery here, up to four opponent's SECURITY personnel may beam to one of your ships here, capture a crew member of lower STRENGTH and/or beam off.

[P] **FLAXIAN ASSASSIN**

Valued for their professionalism, Flaxian assassins are often employed by the Tal Shiar. Retaya was sent to eliminate Garak using a combinant poison disguised as perfumes.

Unless 2 SECURITY and Biology present, kills one personnel (Julian Bashir if present, otherwise random selection). Personnel is disabled (killed if CUNNING+STRENGTH<16).

[S/P] **FRAMED FOR MURDER**

The convicted murderer Ibudan planted evidence implicating his prosecutor, Odo. To avoid a possible conflict of interest, Odo was relieved of duty during the investigation.

Place on a unique personnel present (opponent's choice). That personnel cannot use skills or staff ships. Nullify with any personnel who has CUNNING>9 and Biology OR Law.

[S/P] **GARAK HAS SOME ISSUES**

Exposed to a psychotropic compound on Empok Nor, Elim Garak lost control. He hunted down and killed members of his away team because it seemed like "fun."

Place on ("stops") a personnel present (random selection). Start of each turn, they kill another personnel present with lower CUNNING (opponent's choice). Cure with 2 Exobiology.

[S/P] **GARANIAN BOLITES**

As a prank, Jake Sisko and Nog released Garanian bolites in the Replimat. Though harmless, the bolites caused temporary pigmentation fluctuations and severe itching.

Two personnel (random selection) are "stopped" unless their combined CUNNING>15 OR Hypospray present. Mission continues.

[P] **HARVESTER VIRUS**

Nanobiogenic weapon used by both sides in the T'Lani-Kellerun war. Julian Bashir and Miles O'Brien developed a method for neutralizing the virus using moon frequencies.

Place on planet. End of every player's turn, one personnel on planet killed (random selection). Cure with 2 MEDICAL, Exobiology and Computer Skill.

[S/P]{3} **HATE CRIME**

Outraged by a crime on Deep Space 9, Bajorans defaced Odo's security office. The xenophobic vandals were quick to judge the "shifter" simply because he was different.

Place on a non-Borg personnel who is the only member of its species present (opponent's choice). That personnel may not use any of its skills.

[S] **ISOLINEAR PUZZLE**

Jake Sisko and Nog felt compelled to override the autopilot system of the *U.S.S. Rio Grande*. Unfortunately, they found it easier to take apart than to put back together.

Place on ship. Reduces RANGE by 4 and WEAPONS by 4. Nullify with 2 ENGINEER.

[P] **KIDNAPPERS**

While visiting Bajor, Kira Nerys was captured by the Alliance for Global Unity, also known as the Circle. The Alliance sought to overthrow the Bajoran provisional government.

Place on a female present (random selection). Until end of opponent's turn, she is "stopped" and may be captured by opponent's SECURITY present; then discard dilemma.

[S/P]{3} **LETHEAN TELEPATHIC ATTACK**

Altovar tried to steal biomimetic gel from the Deep Space 9 infirmary. When interrupted by Julian Bashir, he assaulted the doctor telepathically. Such attacks are usually fatal.

Unless 2 Empathy present, place on one personnel (Julian Bashir if present, otherwise random selection). Personnel is disabled (killed if CUNNING+STRENGTH<16).

[P] **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]

[S/P] **MISGUIDED ACTIVIST**

Indoctrinated by Vedek Winn, Neela attempted to assassinate Vedek Bareil. She might have succeeded if not for the intervention of her superior officer, Miles O'Brien.

One V.I.P. or [C] personnel present (random selection) is killed (only "stopped" if 2 SECURITY OR Miles O'Brien present). Mission continues.

[S/P] **NO LOOSE ENDS**

Seeking to purge all knowledge of the harvester virus, E'Tyshra captured Julian Bashir and Miles O'Brien. Keiko's persistence led to their rescue moments before they were to be killed.

Unless SCIENCE, OFFICER and Computer Skill OR Keiko O'Brien OR Resistance OR any [Def] drone present, kills all MEDICAL and ENGINEER present. Discard dilemma.

[P] **NONE SHALL PASS**

Some natives are highly suspicious of outsiders. The Ennis and Nol-Ennis rejected Benjamin Sisko's efforts to end their longstanding feud.

To get past requires STRENGTH>53 OR 3 Diplomacy OR 2 Anthropology OR Guramba.

[P] **ODO'S "COUSIN"**

In 2370, a Bajoran science probe revealed a life-form on L-S VI with DNA patterns similar to those of Odo. Tests indicated that the entity had some shape-shifting properties.

To get past requires 2 Exobiology and Geology. If you overcome, one SCIENCE may stay behind ("stopped") to score points. [5]

[P] **PUNISHMENT BOX**

Correctional technique used on Orellius. Colonists who commit crimes are imprisoned in the box to suffer from heat and dehydration.

Place on planet. Now and start of each mission attempt here, cannot get past unless one OFFICER is "placed in the box" ("stopped") until end of turn.

[S] **"PUP"**

An alien probe housing a playful software life-form exited the Bajoran wormhole in 2369. Miles O'Brien dubbed the program "Pup" after it disrupted computer systems to get attention.

Place on ship. Disables RANGE until start of your next turn; then WEAPONS until start of your next turn; then SHIELDS; then repeats. Nullify with 4 Computer Skill OR any Miles.

[P] **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.

[S/P] **SKULLDUGGERY**

Quark was "encouraged" to help Rao Vantika commandeer a shipment of deuterium arriving at Deep Space 9.

One personnel present (random selection) is killed (only "stopped" if that personnel has Treachery OR Acquisition OR Greed OR Smuggling OR INTEGRITY<5). Mission continues.

[S] **"SUBSPACE SEAWEED"**

In 2370, a runabout piloted by Jadzia Dax collided with a protouniverse. The "subspace seaweed" lodged in the ship's warp nacelle until it was transferred to DS9's science lab.

Unless 3 Navigation aboard, place on ship. Reduces RANGE by 3 (cumulative). Your Transporter Skill may subsequently beam dilemma to your Science Lab at same location.

[S] **THE THREE VIPERS**

A shattered comet created a danger to ships and the Bajoran wormhole. The three silitium-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.

[S/P]{3} **TRAUMA**

Emotional trauma, such as the Prophets' first interrogation of The Sisko, can cause disability or even death. Others face the grim choice of lending aid or completing their mission.

Place on personnel present with the most + icons (your choice if tie). That personnel is disabled. If you solve this mission before countdown expires, that personnel dies.

[S/P] **UNTRUSTWORTHY ASSOCIATE**

Pretending to be upset over Rom's departure from Deep Space 9, Quark disabled docking ring security sensors. His treachery allowed intruders to board and control the station.

Unless CUNNING>40, opponent places on any one ship or facility here. Opponent's cards may beam, dock and undock with ship or facility (as appropriate). Nullify with 4 SECURITY.

[S/P] **VANTIKA'S NEURAL PATHWAYS**

The dying criminal Rao Vantika used a microscopic generator to transfer his consciousness into Julian Bashir. Eventually Vantika's essence was beamed out of the possessed doctor.

Place on a non-changing present (random selection). Loses skills, classification and INTEGRITY; gains Treachery x2. Cure at Infirmary site with MEDICAL and Transporter Skill.

[S/P] **VENDETTA**  
Grieving over the dead body of his brother Ro-Kel, Ah-Kel swore vengeance against the killer of his twin.  
Unless Law present, place on one crew or Away Team member (opponent's choice). If that personnel dies, opponent scores points. [5]

[S] **VOLE INFESTATION**  
If gone unchecked, Cardassian voles quickly multiply. Chewing through power conduits, the prolific rodents pose a serious and widespread threat to computer systems.  
Unless hand weapon OR ANIMAL OR Guard Drone present, place on ship. Disables special equipment: all attributes -2. To nullify, evacuate ship at your outpost until end of turn.

## DOORWAYS

**AIRLOCK**  
Plays on a ship (with at least one staffing icon), outpost or docking site. Once each turn, any personnel present who has Computer Skill and either Treachery or Greed may target one opposing personnel (or Rogue Borg) present of lower STRENGTH or CUNNING. Target is "tossed out the airlock" (Borg, Rogue Borg and androids float in space until beamed; others die). Target's owner may counter-attack next turn.

**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).

**SECRET COMPARTMENT**  
Plays on a ship or facility. (Unique.) If it is controlled by opponent and your Acquisition is present, you may probe:  
[Int], [Door]: Alarm. Opponent may capture one of your personnel present (random selection); discard doorway.  
[Event], [Equip]: Success. Download to here up to two Equipment cards or one "use as Equipment card" artifact (as if earned from a mission attempt); discard doorway.

## EQUIPMENT

**BAJORAN PADD**  
Standard Bajoran Personal Access Display Device for computerized information.  
Bajoran use only. Each of your personnel present is CUNNING +2. (Cumulative.)

**BAJORAN PHASER**  
Standard-issue phased energy weapon of the Bajoran Militia. Provides firepower equivalent to that of the Starfleet type II phaser.  
Bajoran and Non-Aligned use only. Each of your personnel present is STRENGTH +2. (Cumulative.)

**BAJORAN PHASER RIFLE**  
Enhanced energy rifle used by the Bajoran Militia. Popular among members of the resistance during the Cardassian occupation of Bajor.

Bajoran and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)

**CARDASSIAN DISRUPTOR**  
Phase-disruption weapon used by Cardassian military and civilian personnel.  
Cardassian and Non-Aligned use only. Each of your personnel present is STRENGTH +2. (Cumulative.)

**CARDASSIAN DISRUPTOR RIFLE**  
Rifle version of the Cardassian phase disruptor. Has a 4.7 megajoule power capacity, 3 millisecond recharge and two beam settings.  
Cardassian and Non-Aligned use only. Each of your personnel present is STRENGTH +3, but loses 1 Diplomacy unless aboard your ship. (Cumulative.)

**CARDASSIAN PADD**  
Standard Cardassian Personal Access Display Device for computerized information.  
Cardassian use only. Each of your personnel present is CUNNING +2. (Cumulative.)

**ENGINEERING TRICORDER**  
Representative of specialized tricorders optimized for engineering use. Such equipment has been developed by many races.  
Gives all of your MEDICAL-classification personnel the extra skill of ENGINEER where present.

**HYPOSPRAY**  
Uses an aerosuspension delivery system to administer subcutaneous or intramuscular medication. Can also be used to sedate an adversary.  
During personnel battle, one of your MEDICAL present may stun their adversary OR change one personnel from mortally wounded to disabled. (Does not affect androids.)

**MEDICAL PADD**  
Representative of Personal Access Display Devices designed specifically to facilitate medical diagnoses. Such equipment has been developed by many races.  
Gives all of your ENGINEER-classification personnel the extra skill of MEDICAL where present.

**SCIENCE KIT**  
Representative of specialized scientific analytical apparatus. Such equipment has been developed by many races.  
Gives all of your OFFICER-classification personnel the extra skill of SCIENCE where present.

**SCIENCE PADD**  
Representative of Personal Access Display Devices designed specifically for scientific analysis functions. Such equipment has been developed by many races.  
Gives all of your MEDICAL-classification personnel the extra skill of SCIENCE where present.

## EVENTS

**AUTOMATED SECURITY SYSTEM**  
A hidden security subroutine on Deep Space 9 triggered an old Cardassian counterinsurgency program. It was designed to quell any uprising of non-Cardassian workers.  
Plays on Ops. End of every turn, targets one personnel present (random selection). That personnel is killed unless its species is Cardassian. May be nullified by 3 ENGINEER.

**BAJORAN CIVIL WAR**  
The xenophobic Alliance for Global Unity attempted to overthrow the Bajoran provisional government in 2370.  
Plays on table. Your Bajoran leaders may initiate battle against other Bajorans. OR Downloads two ♠ Bajoran OFFICER, SECURITY or Resistance personnel. Discard event.

[HA] **COMPUTER CRASH**  
Rao Vantika accessed the Deep Space 9 computer system through a temperature control panel. He sabotaged the data network by purging everything in active memory.  
Seeds or plays on table. No player may play a Q's Tent doorway, download any card or play any card that requires downloading. Discard event at end of your next turn.

**DEFIANT DEDICATION PLAQUE**  
Commemorative inscription mounted on the bridge of the *U.S.S. Defiant*. Serves as an inspiration to the *Defiant* crew.  
Plays on table. Each of your ships with its matching commander aboard is RANGE +2, or +3 if ship is *Defiant* class. (Not cumulative. *Captain's Order*.)

**DURANJA**  
Ceremonial Bajoran lamp lit in memory of a recently deceased loved one. The ornate candle burns continually, entreating the Prophets to guide the dead to the afterlife.  
"Guides" your Bajoran who died on your previous turn from discard pile to point area (worth points equal to INTEGRITY; "in play" for uniqueness only). Discard event.

**ESPIONAGE: BAJORAN ON CARDASSIAN**  
Bajorans have investigated Cardassian activities before, during and after the 30-year occupation. In 2371, Odo contacted an old Cardassian acquaintance to investigate the Obsidian Order.  
Plays on any Cardassian mission (for free if you have a Resistance personnel there). Your Bajoran personnel may now attempt this mission. Discard after mission completed.

**ESPIONAGE: CARDASSIAN ON BAJORAN**  
Since withdrawing from Bajor in 2369, Cardassians have kept a watchful eye on Bajoran activities.  
Plays on any Bajoran mission. Your Cardassian personnel may now attempt this mission. Discard after mission completed.

**ESPIONAGE: CARDASSIAN ON FEDERATION**  
Cardassian spies are masters of undercover operations. In 2371, Miles O'Brien was framed by a surgically altered Cardassian posing as retired Starfleet officer Raymond Boone.  
Plays on any Federation mission. Your Cardassian personnel may now attempt this mission. Discard after mission completed.

#### ESPIONAGE: CARDASSIAN ON KLINGON

Cardassians have long been suspicious of the Klingon Empire. The unprovoked Klingon invasion of 2372 demonstrated the need to step up the Union's intelligence-gathering activities.

Plays on any Klingon mission. Your Cardassian personnel may now attempt this mission. Discard after mission completed.

#### ESPIONAGE: ROMULAN ON BAJORAN

Romulan spies are still everywhere.

Plays on any Bajoran mission. Your Romulan personnel may now attempt this mission. Discard after mission completed.

#### ESPIONAGE: ROMULAN ON CARDASSIAN

Romulan infiltration of Cardassian facilities has gone largely undetected for decades.

Plays on any Cardassian mission. Your Romulan personnel may now attempt this mission. Discard after mission completed.

#### ESTABLISH LANDING PROTOCOLS

Diligent adherence to landing procedures is crucial to the successful operation of runabouts, shuttles and other small spacecraft.

Seeds or plays on table. Each of your ships which has no staffing requirements may use 1 RANGE to land or take off once each turn. (Captain's Order.)

#### HQ: WAR ROOM

During the Bajoran civil war of 2370, General Krim charted troop movements for the Bajoran Militia from his fortified map room.

Plays on a homeworld. Your OFFICER, SECURITY, Leadership and Resistance personnel of same affiliation as that homeworld are CUNNING +2 and STRENGTH +2.

#### REACTION CONTROL THRUSTERS

In 2369, thrusters and subspace field technology were used to relocate Deep Space 9 near the Bajoran wormhole. This move guarded Bajor's claim to the Celestial Temple.

Plays for free to move your space facility, if your 2 ENGINEER aboard, to an adjacent location in same region OR plays to add 2 to each of your ships' RANGE this turn. Discard event.

#### RECRUIT MERCENARIES

Quark hired mercenaries in 2369 to help Rao Vantika steal a deuterium shipment. Individuals of questionable character are easily found for this kind of illegal operation.

Downloads [NA] and/or [Fer] Treachery personnel with up to 7 total icons to where you have Treachery present. "Pay" them (lose points). [-10]

#### RENEWAL SCROLL

During the Bajoran Gratitude Festival, participants inscribe their troubles on small scrolls. Burning the renewal scrolls in a special brazier symbolically turns their problems into ash.

Plays if you have three or more Bajorans in play. "Burn" (discard from hand) any number of cards and "renew" (draw) an equal amount, plus two more. Discard event.

#### SYSTEM 5 DISRUPTORS

The *Graumall* was jury-rigged with large planetary disruptors salvaged from the destroyed outpost on Korma. The upgrade required emptying the cargo bay, which cost Dukat his profits.

Plays on your freighter, transport or merchant vessel. Ship is WEAPONS +4, but is SHIELDS -1 and no longer qualifies as a freighter, transport or merchant vessel.

#### TREATY: BAJORAN/KLINGON

The Klingon Empire established a permanent military presence on the Bajoran station Deep Space 9 when Chancellor Gowron reinstated the Khitomer Accords in 2373.

Plays on table (for free if you have Chancellor Gowron in play). Your Bajoran and Klingon affiliations recognize this treaty. They can now mix and cooperate.

#### TREATY: FEDERATION/BAJORAN

In 2369, the Bajoran provisional government applied for Federation membership. That same year, Bajor invited Starfleet to administer the recently acquired space station Terok Nor.

Seeds or plays on table. Your Federation and Bajoran affiliations recognize this treaty. They can now mix and cooperate.

#### TREATY: FEDERATION/CARDASSIAN

The Federation and the Cardassian Union concluded three years of negotiation in 2370. The resulting treaty brought an end to hostilities and established the Demilitarized Zone.

Plays on table. Your Federation and Cardassian affiliations recognize this treaty. They can now mix and cooperate. (May be seeded if you have Klaestron outpost in play.)

#### [HA] TREATY: ROMULAN/CARDASSIAN

Responding to the Dominion threat, Romulans and Cardassians became secret allies in 2371 and assembled a joint Tal Shiar/Obsidian Order strike force in the Orias system.

Seeds or plays on table. Your Romulan and Cardassian affiliations recognize this treaty. They can now mix and cooperate.

#### WEAPONS LOCKER

Arms storage compartment used aboard a space station or starship. Accessible only with the proper authorization codes.

Plays on Ops, Security Office, Cargo Bay or any ship. If your personnel present are unopposed, your hand weapons may report there (for free if at a site).

### FACILITIES: BAJORAN

#### Bajoran Outpost

The Bajoran homeworld is Bajor. The Bajorans establish outposts throughout their territory. Seed one if playing Bajoran OR build later at any location where a Bajoran ENGINEER is present.

OUTPOST SHIELDS 30

#### Chamber of Ministers

Legislative body of Bajoran provisional government. Established following Cardassian withdrawal in 2369.

Seeds or plays on Bajor. A Nor may coexist here. Once per turn, one Bajoran Minister, Vedek or Kai OR one HQ card may play for free here.

(Not duplicatable.) HEADQUARTERS SHIELDS 36

#### Deep Space 9

Formerly known as Terok Nor. Now a Bajoran trading center and administrative facility run by the Federation.

Seeds during dilemma phase at a Bajor Region location. If commandeered by any personnel who is not Bajoran or Federation affiliation, flip card over. (Not duplicatable.)

STATION WEAPONS 6 SHIELDS 34

### FACILITIES: CARDASSIAN

#### Cardassian Outpost

Cardassia Prime is the homeworld of the Cardassians. The Cardassian Union establishes outposts throughout its territory.

Seed one if playing Cardassian OR build later at any location where a Cardassian ENGINEER is present.

OUTPOST SHIELDS 32

#### Central Command

The Central Command controls every Cardassian ship, outpost and space station from its great War Room.

Seeds or plays on Cardassia Prime. Once per turn, one Cardassian Gul or Legate OR one HQ card may play for free here. (Not duplicatable.) HEADQUARTERS SHIELDS 44

#### Nor

Ore mining and processing station representative of facilities throughout Cardassian territory.

Seeds or plays at any [Car] location (except a Bajor Region location).

STATION WEAPONS 4 SHIELDS 28

#### Terok Nor

Mining station built in Bajoran system. Operated by Cardassians using Bajorans in forced-labor conditions.

Seeds at a Bajor Region location. If commandeered by any personnel who is Bajoran or Federation affiliation, flip card over.

(Not duplicatable.) STATION WEAPONS 6 SHIELDS 34

### FACILITY: FEDERATION

#### Klaestron Outpost [Federation/Cardassian]

Klaestron IV is a member of the United Federation of Planets. Its inhabitants also maintain a strong alliance with the Cardassian Union.

Seed one if playing both Federation and Cardassian OR build later at any location where a Klaestron ENGINEER is present.

OUTPOST SHIELDS 24

### INTERRUPTS

#### ACTIVATE TRACTOR BEAM

"Tractor beam" is the common term for the focused linear graviton force beam installed on most starships.

Plays on your ship with Tractor Beam; it may tow any ship present which is yours or is empty. OR Plays on your outpost or ship; adds Tractor Beam (but may not carry ships aboard).

#### BASEBALL

Benjamin Sisko was forced to abandon Deep Space 9 to spare Bajor from the Dominion's wrath. He left his prized baseball behind as a message to Gul Dukat that he would return.

Plays to score points if you just commandeered opponent's facility. Lose points if opponent regains control. [20]

### DOCKING PROCEDURES

While comprehensive docking procedures are crucial for safeguarding life and property, proceeding “by the book” can also cause delays.

Plays on any ship just as it begins to dock or undock at any facility. Ship and crew are “stopped.” Docking or undocking complete at end of turn.

### DROPPING IN

Ships and facilities are vulnerable to unwanted guests when their shields are lowered.

Plays if any SHIELDS are less than 4 or were just lowered for beaming. Your Transporter Skill may beam your cards through those SHIELDS. OR Nullifies your Dead End.

### EXTRAORDINARY METHODS

Using unorthodox procedures, Julian Bashir was able to briefly prolong the life of Vedek Bareil. The process allowed Bareil to complete critical negotiations.

If 3 MEDICAL OR MEDICAL and Cybernetics present, plays on one of your personnel just selected to die. Death is delayed until end of your next turn.

### GOING TO THE TOP

Kira Nerys went directly to Admiral Rollman when she disagreed with one of Benjamin Sisko's command decisions. Sisko and Rollman were not exactly pleased with her action.

Plays if you have two [C] personnel together on a facility. Return one to hand OR download a compatible Admiral, Kai, Legate, Chancellor, Emperor, Senator or Nagus there.

### HIDDEN FIGHTER

The resistance concealed small spacecraft throughout the Bajor system during the occupation. A decade later, Kira Nerys and Jadzia Dax recovered one from the abandoned Lunar V base.

Downloads one ship with no staffing requirements to your Away Team on a planet. (You may also download Establish Landing Protocols or Engage Shuttle Operations.)

### INCOMING MESSAGE – BAJORAN

Messages and directives are sent, faster than light, on subspace radio signals amplified by networks of relay stations.

“Your ship must immediately return to the nearest Bajoran outpost, full speed.” Place on one Bajoran ship until outpost reached, then discard.

### INCOMING MESSAGE – CARDASSIAN

Messages and directives are sent, faster than light, on subspace radio signals amplified by networks of relay stations.

“Your ship must immediately return to the nearest Cardassian outpost, full speed.” Place on one Cardassian ship until outpost reached, then discard.

### MAGNETIC NORTH

Miles O'Brien used the polar magnetic field of Parada IV to shield his runabout from the sensors of pursuing ships.

Plays on your ship that has no staffing requirements if it is orbiting a planet. Prevents battles from being initiated against that ship. Discard interrupt when ship moves.

### OOF!

Surprised by Benjamin Sisko's rather unconventional response to Q's antagonism, the allegedly omnipotent being protested, “You hit me! Picard never hit me!”

Nullifies Fightin' Words. OR Places each Q2, Amanda Rogers and Kevin Uxbridge card in opponent's discard pile out-of-play; opponent loses 5 points for each (immune to Amanda Rogers).

### ORB EXPERIENCE

In 2369, Benjamin Sisko encountered the Orb of Prophecy and Change. This contact caused him to experience a flashback to his first meeting with his wife-to-be, Jennifer.

Plays on any personnel with INTEGRITY>6. Adds [O] icon. OR Plays if you have an Orb artifact present with your [O] personnel. Peek at any one card in the game.

### PREPARATION

Mission briefings with senior staff are important for information and planning. Lack of preparation can be costly in some instances.

Plays if you have personnel with four different classifications at a mission you have not attempted. Glance at bottom seed card. OR Nullifies Lack of Preparation (but still lose points).

### {3} PROTOUNIVERSE

An unknown anomaly brought from the Gamma Quadrant was actually a protouniverse in its early stages. Its growth would have destroyed DS9 had it not been returned to space.

Plays on “Subspace Seaweed”; ship or facility destroyed when countdown expires. Nullify with Astrophysics, SCIENCE and 2 ENGINEER aboard, but ship or facility damaged.

### RECLAMATION

Cardassians sabotaged much of Terok Nor during their evacuation. The new Federation and Bajoran occupants salvaged and repaired what they could.

Plays to take into hand from your discard pile up to two Equipment or Site cards OR one previously earned “use as Equipment card” artifact (for re-use).

### SMOKE BOMB

Small, hand-held device used to create a diversion in combat situations. Used by Deep Space 9 personnel during battle against occupying forces from the Circle.

Plays at start of personnel battle; any or all of your non-Borg personnel may hide from that battle. OR Plays to “stop” one crew or Away Team where you have personnel present.

### THE WALLS HAVE EARS

Deep Space 9 was besieged by the Alliance for Global Unity in 2370. Odo used his shape-shifting abilities to monitor the intruders' activities and report back to Commander Sisko.

Once each turn, plays on opponent's occupied ship or facility. Report a changeling there OR score points if you have an intruder aboard. [5]

### TIME TO RECONSIDER

Gul Jasad paused for a moment on the brink of an assault against Deep Space 9. He eventually called off the attack and withdrew his ships. Plays to “stop” your ship and crew. Prevents opponent (unless playing Borg) from initiating a counter-attack this turn at that location.

### UNNATURAL CAUSES

A murder in the holosuite puzzled Deep Space 9 authorities. How could someone have entered the room to commit the crime without leaving a trace?

Plays on any crew or Away Team if one of its members was just killed other than in battle. One personnel present (random selection) is “stopped” to investigate.

### 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.

## MISSIONS

### [P] ACCESS RELAY STATION [T]

**Callion VII:** Analyze automated subspace relay station for information on the Dominion. OFFICER + SCIENCE + ENGINEER + Computer Skill x2 + CUNNING>34

[Fed][Rom][Klg][Car]

SPAN=5 [35 PTS]

### [S] ACQUIRE ILLICIT EXPLOSIVES

**Bajor Region • Bajor System:** Purchase bilitrium from Klingon outcasts for delivery to Bajoran insurgents.

Physics + CIVILIAN + Treachery OR Physics + Smuggling

[Car][Baj][Fer]

SPAN=4 [25 PTS]

### [P] AID FUGITIVES [T]

**Bopak III:** Search for cure to Jem'Hadar addiction to Ketracel-white.

MEDICAL x3 + Exobiology + ENGINEER Hippocratic Oath relocates here from any quadrant.

Any non-Dominion Away Team may attempt mission.

SPAN=4 [35 PTS]

### [P] ALTER RECORDS

**Bajor Region • Bajor:** Create false documents on Bajoran homework pertaining to Cardassian occupation.

Computer Skill x2 + Obsidian Order x2 OR Computer Skill x2 + Treachery x4

[Car]

SPAN=4 [35 PTS]

### [P] CAMPING TRIP [T]

**Forested planet:** Escort students for botany experiment on presumably uninhabited world.

SCIENCE + Youth x2 + CUNNING>35

[T] Vorta and Jem'Hadar may report here.

[Fed][Car][Fer]

SPAN=3 [35 PTS]

### [P] CHANGELING RESEARCH [T]

**L-S VI:** Investigate possible changeling life signs on highly volcanic planet.

SCIENCE x3 + Exobiology x2 + Geology Each Seismic Quake here affects two personnel.

[Rom][Car][Baj]

SPAN=2 [40 PTS]

### [S] CHARACTERIZE NEUTRINO EMISSIONS

**Bajor Region • Denorios Belt:** Study and catalog neutrino discharge from charged plasma field.

Navigation + SCIENCE x2 + Astrophysics + Physics

Any number of Orb artifacts may seed here.

SPAN=3 [Car][Baj] [35 PTS]

[P] ❖ COLONY PREPARATIONS [Γ]

**Suitable planet:** Survey uninhabited class-M world for possible colonization. SCIENCE + Geology + Biology + SECURITY

When you solve, may download Colony here.

SPAN=3 [Klg][Baj] [30 PTS]

[P] CURE BLIGHT [Γ]

**Boranis III:** Develop vaccine for Teplan Blight deliberately introduced here by the Dominion. MEDICAL x3 + SCIENCE + Anthropology

\* +5 if MEDICAL-related Equipment card present.

SPAN=4 [Fed][Baj] [30\* PTS]

[S][P] DELIVER SUPPLIES

**Dreon VII:** Take provisions and equipment to settlers.

(CIVILIAN x2 OR Kasidy Yates) + freighter or transport in orbit with Transporter Skill aboard

SPAN=4 [NA][Baj][Fer] [40 PTS]

[P] ELIMINATE VIRUS

**T'Lani III:** Return to analyze and destroy last traces of deadly nanobiogenic weapon accidentally re-released.

MEDICAL + Exobiology + Computer Skill  
\* Points do not count when Harvester Virus in play.

SPAN=2 [Fed][Car] [30\* PTS]

[P] ESTABLISH STATION

**Amleth Prime:** Build remote station on this planet, located in a cloak-disrupting emission nebula. SCIENCE + ENGINEER + SECURITY + CUNNING>35

Cloaking Devices do not function here.

SPAN=5 [Car] [35 PTS]

[S] INTERCEPT MAQUIS

**Demilitarized Zone Region • Near Bryma:** Prevent attack on secret Cardassian weapons depot. OFFICER + SECURITY + CUNNING>24

May attempt only if your total WEAPONS>14 here.

SPAN=3 [Car] [30 PTS]

[S] INTERCEPT RENEGADE

**Orias System:** Intercept hijacked Starfleet vessel reportedly attacking facilities in Cardassian space. Obsidian Order + Tal Shiar + Treachery x3

OR OFFICER x2 + CUNNING>40  
SPAN=4 [Rom][Car] [30 PTS]

[S] INVESTIGATE RUMORS [Γ]

**Chamra Vortex:** Search nebula for clues to origin of changelings. Navigation + SCIENCE x2 + SECURITY

OR Navigation + Odo

SPAN=5 [Rom][Baj] [30 PTS]

[S] KRESSARI RENDEZVOUS

**Cardassia Region • Near Cardassia:**

Complete covert weapons transfer to agents supplying the Circle.

OFFICER + (Treachery x2 OR Smuggling)

\* Discard up to four hand weapons for +5 each.

SPAN=2 [Car][Fer] [25\* PTS]

[P] ORB NEGOTIATIONS

**Cardassia Region • Cardassia Prime:** Negotiate for return of stolen Orbs still on Cardassian homeworld.

Diplomacy x3 + [Baj] V.I.P. OR [O] personnel

Any number of Orb artifacts may seed here.

SPAN=4 [Baj] [35 PTS]

[S] REFUSE IMMIGRATION

**Bajor Region • Near Bajor:** Prevent Skrreean

refugee vessel from landing on Bajor.

Vedek + Leadership + Diplomacy + CUNNING>28 OR Leadership x2 + INTEGRITY<30 + WEAPONS>10

SPAN=4 [Baj] [35 PTS]

[S] REIGNITE DEAD STAR

**Epsilon 119:** Use protomatter to re-initiate fusion

process of this dead stellar core.

SCIENCE x2 + ENGINEER + Astrophysics + Stellar Cartography OR Gideon Seyetik

[Fed][Dom]

SPAN=3 [35 PTS]

[P] RELOCATE SETTLERS

**Bajor Region • Jeraddo:** Relocate settlers before moon becomes uninhabitable due to core tapping project.

V.I.P. + Diplomacy + SECURITY x2

OR SECURITY x2 + Treachery OR Kira Nerys

SPAN=1 [Baj] [30 PTS]

[P] RESCUE PRISONERS

**Cardassia Region • Cardassia IV:** Free

Bajoran prisoners held secretly at Hutet labor camp.

STRENGTH>40 + (Transporter Skill OR landed ship)

May seed ❖ [Baj] personnel under here.

SPAN=3 [Fed][Baj] [25 PTS]

[P] SEARCH AND RESCUE

**Badlands Region • Class-M Planetoid:**

Search for officer kidnapped from Deep Space 9 by

Maquis. Navigation x2 + Honor + OFFICER + CUNNING>35

SPAN=4 [Fed][Baj] [30 PTS]

[P] SEARCH FOR SURVIVORS

**Dozaria:** Investigate possible crash location of

Cardassian prisoner transport *Ravinok*.

OFFICER x2 + Computer Skill x2 + STRENGTH>30

May seed ❖ [Car] and ❖ [Baj] personnel under here.

SPAN=3 [Car][Baj] [30 PTS]

[S] ❖ STUDY BADLANDS

**Badlands Region • Plasma Storms:** Chart

region of intense plasma activity.

Navigation x2 + Stellar Cartography x2

Any crew may attempt mission.

SPAN=5 [25 PTS]

[S] ❖ STUDY PLASMA STORM

**Plasma storm:** Observe violent disturbance and

compensate for disruption of computer operations.

SCIENCE + ENGINEER + Astrophysics +

CUNNING>30

Computer Skill required to use any equipment

here.

SPAN=2 [Car][Baj][Dom] [30 PTS]

[S] ❖ SURVEY STAR SYSTEM [Γ]

**Planetary system:** Scan uncharted system for

inhabited, habitable and resource-rich worlds.

Navigation + Stellar Cartography +

Diplomacy + SCIENCE

SPAN=3 [Klg][Car][Baj][Fer] [30 PTS]

[P] SYMBIONT DIAGNOSIS

**Trill:** Identify treatment options for ailing Trill host

and assess status of symbiont.

Trill with symbiont + MEDICAL x3 + OFFICER +

Diplomacy x2 + Anthropology + CUNNING>45

SPAN=3 [Fed] [45 PTS]

[S] VERIFY EVIDENCE

**Badlands Region • Rendezvous point:**

Substantiate report of information broker working

here.

Navigation x2 + (CUNNING>24 OR any

tricorder) + Leadership x2 OR hand weapon

OR Smuggling)

SPAN=5 [Car][Baj] [35 PTS]

## OBJECTIVES

### BEWARE OF Q

Seeds on table. Allows your [Q] dilemmas to seed like [S/P] dilemmas. OR Seeds or plays next to your Q-Continuum side deck. Once per mission location, if opponent just encountered one of your dilemmas there, you may replace it with a Q-Flash doorway from your hand or Q's Tent (discard that dilemma). OR Plays to seed a Q-Flash from hand or Q's Tent under any mission; discard objective.

### [HA] ESTABLISH TRACTOR LOCK

Plays on your Nor with Tractor Beam and your personnel unopposed in Ops OR on your staffed ship with Tractor Beam. Immediately target another ship at same location. That ship may not move or initiate battle. You may discard objective at any time. You must discard objective if your ship or Nor moves, battles or has SHIELDS < target's RANGE.

### EXPLORE GAMMA QUADRANT

Seeds or plays on table. At any time, place on your ship docked at a facility in the Alpha Quadrant. If ship's crew or Away Team solves a Gamma Quadrant mission, then ship returns and docks at that facility, draw three cards and score points (discard objective). [5]

### FILE MISSION REPORT

Seeds or plays on table. When one of your personnel has used a classification or skill to meet a mission requirement, and you have not yet attempted another mission, that personnel may "file a mission report" if unopposed at a site which allows this. Score points (discard objective). Limit one per mission. [5]

### [HA] (3) HQ: DEFENSIVE MEASURES

Seeds or plays on table. Your Obsidian Order, Tal Shiar, Klingon Intelligence, Section 31 and FCA personnel gain 1 Leadership and may initiate battle against their own affiliation. Also, opponent may not attempt any of your missions with more than one affiliation icon on each end unless opponent attempted to seed a copy of that mission OR opponent is using an appropriate Espionage card.

### HQ: RETURN ORB TO BAJOR

Plays on your [O] personnel. Where present, that personnel may earn Orb artifacts just encountered and may "reclaim" (steal) any Orb artifacts in play. If that personnel is on Bajor with Orb artifacts present, draw up to three cards for each one, discard objective and score points. (Each artifact may be "returned" only once per game.) [10]

### HQ: SECURE HOMEWORLD

Seeds or plays on a homeworld. Your Away Teams which include a personnel who matches homeworld's affiliation may attempt the mission using these requirements:

Leadership x2 + SECURITY + (Honor OR Treachery) + any one attribute total > point value of mission

When you solve mission, capture all opposing personnel on planet who do not match affiliation of homeworld.

### NAVIGATE PLASMA STORMS

Seeds or plays on table. End of every player's turn, if any ship is in the Badlands Region, that player must probe:

[Int], [Door]: *Flare-up*. All ships and facilities in space in that region without 3 Navigation aboard are damaged.

[Obj]: *Maelstrom*. All ships and facilities in space in that region without 5 Navigation aboard are destroyed.

[Ev]: *Plasma storms subside*. Discard objective.

### [HA] PLANS OF THE OBSIDIAN ORDER

Seeds or plays on table. Wherever you have an Obsidian Order personnel in play, your Cardassian espionage cards play at any time (for free) and may not be nullified. Also, once each turn, you may discard one of your Cardassian espionage cards from hand or table, then draw one card. At any time you may discard this objective from table to download one Cardassian espionage card.

### [HA] PLANS OF THE TAL SHIAR

Seeds or plays on table. Wherever you have a Tal Shiar personnel in play, your Romulan espionage cards play at any time (for free) and may not be nullified. Also, once each turn, you may discard one of your Romulan espionage cards from hand or table, then draw one card. At any time you may discard this objective from table to download one Romulan espionage card.

### PROCESS ORE

Plays on an Ore Processing Unit. Start of each turn, if you control this Ore at a planet location and you have a matching ENGINEER or SECURITY personnel unopposed here, you may "process ore." Discard one card from hand, place bottom card of discard pile beneath draw deck or out-of-play, then draw up to two cards.

### RESCUE PERSONNEL

Plays on your ship docked at a facility in the Alpha Quadrant. Target your Away Team on a planet which is either in a different quadrant or at a time location. If ship travels there, beams up Away Team and returns to facility, draw one card per personnel "rescued" (up to 5) and score points (discard objective). Limit one such "rescue" per location. (Unique.) [5]

## PERSONNEL: BAJORAN

◆ *Anara*  
[ST] ENGINEER  
Representative of Bajoran engineering apprentices serving on Deep Space 9. Assisted Miles O'Brien with computer "pup" in 2369.  
•Physics •Transporter Skill  
INTEGRITY 6 CUNNING 7 STRENGTH 4

*Bareil Antos*  
[ST][O] V. I. P.  
Vedek. Follows springball religiously. Romantically involved with Kira Nerys. Began spiritual service as a gardener; still enjoys tending the grounds.  
•Anthropology •Diplomacy x2 •Honor •SCIENCE •Biology  
INTEGRITY 8 CUNNING 7 STRENGTH 5

*Colon Day*  
[C] OFFICER  
Member of Bajoran Militia and the Circle. Participated in DS9 siege of 2370. Deceived General Krim, under orders from Jaro Essa. Tried to kill Benjamin Sisko.  
•SECURITY •Treachery •Navigation  
INTEGRITY 3 CUNNING 7 STRENGTH 7

*General Krim*  
[C] OFFICER  
High-ranking Bajoran Militia leader. Member of the Circle. Took over Deep Space 9 in 2370, but returned the station when informed of Cardassian involvement.  
•Leadership x2 •Navigation •Honor •Stellar Cartography  
INTEGRITY 7 CUNNING 7 STRENGTH 7

◆ *Jabara*  
MEDICAL  
Bajoran nurse representative of medical assistants on Deep Space 9. Helped Dr. Julian Bashir extend the life of Bareil Antos in 2371.  
•Exobiology •Youth  
INTEGRITY 7 CUNNING 6 STRENGTH 4

*Jaro Essa*  
[ST] V. I. P.  
Ambitious member of Chamber of Ministers. Leader of Alliance for Global Unity, a.k.a. the Circle. Minister Jaro was allied with Vedek Winn until exposed as a traitor.  
•Diplomacy •Leadership •Greed •Treachery x2 •CUNNING +3 if with Vedek Winn.  
INTEGRITY 2 CUNNING 8 STRENGTH 6

*Kai Opaka*  
[O] V. I. P.  
Revered Kai of Bajor. Lost her son in the Kendra Valley Massacre. First recognized Benjamin Sisko as the Emmissary of the Prophets.  
•Leadership x3 •Diplomacy •Honor •Anthropology •Orb artifacts may not be nullified.  
INTEGRITY 9 CUNNING 6 STRENGTH 2

◆ *Kallis Ven*  
[ST] SECURITY  
One of the Bajoran deputies serving on Deep Space 9. During Cardassian occupation, helped chart Badlands and served as pilot on raids against Cardassian forces.  
•Navigation •Computer Skill  
INTEGRITY 6 CUNNING 5 STRENGTH 7

*Kira Nerys*  
[C][O] OFFICER  
Outspoken Major in Bajoran Militia. Assigned as first officer of Deep Space 9. Former member of Shakaar resistance cell. Romantically involved with Odo.  
•Leadership •Resistance •SECURITY •Navigation x2 •Computer Skill •X=3 vs. [Car].  
INTEGRITY 7 CUNNING 7 STRENGTH 8-X

*Lenaris Holem*  
[C] OFFICER  
Colonel. Former member of Ornathia resistance cell. Part of historic Pullock V raid. Grateful to Shakaar for liberating his brother from Gallitep prison camp.  
•Honor •Leadership •Physics •Resistance  
INTEGRITY 8 CUNNING 6 STRENGTH 7

*Li Nalas*  
[C] V. I. P.  
Hero of the Bajoran resistance. Cardassian prisoner at Hutet labor camp. Temporary first officer of Deep Space 9. Titled *Navarch* by provisional government.  
•OFFICER •Resistance •Honor •Geology •May seed under Cardassia IV.  
INTEGRITY 8 CUNNING 7 STRENGTH 6

◆ *Minister Rozahn*  
V. I. P.  
Typical member of the Chamber of Ministers. Has background in the sciences. Led Bajoran delegates in talks with Skrreean refugees.  
•Leadership •Stellar Cartography •SCIENCE  
INTEGRITY 5 CUNNING 7 STRENGTH 5

*Mora Pol*  
[ST] SCIENCE  
Member of Bajoran Institute of Science. Odo's foster father. Dr. Mora encouraged Odo to adopt humanoid form. Reconciled with his estranged "son" in 2373.  
•SCIENCE •Exobiology x2  
INTEGRITY 6 CUNNING 8 STRENGTH 3

◆ *Nalan Bal*  
SCIENCE  
Astrophysicist. Characteristic of Bajoran scientists now free of Cardassian rule. Had a brief encounter with Jem'Hadar on Deep Space 9 in 2371.  
•Astrophysics •Navigation  
INTEGRITY 5 CUNNING 8 STRENGTH 5

*Neela*  
[ST] ENGINEER  
Religious activist. Assassin. Sabotaged systems and planted a bomb on Deep Space 9 in 2369. Believed she was following the will of the Prophets.  
•Computer Skill •Archaeology •Treachery  
◆ *Bajoran Phaser*  
INTEGRITY 4 CUNNING 7 STRENGTH 5

*Odo*  
[C] SECURITY  
Changing security chief of Deep Space 9. Not very good at pretense. Always investigates Quark. Does not use hand weapons.  
•SECURITY •Computer Skill x2 •Honor x2 •Law •Once per turn, may "stop" any Quark present.  
INTEGRITY 9 CUNNING 7 STRENGTH 10

### Pallra

**CIVILIAN**  
Resident of Terok Nor during Cardassian occupation of Bajor. Wife of collaborator. Extortionist. Hired Quark to steal hidden list of other collaborators.  
•Acquisition •Greed •Treachery  
•Your Trazko may report where present (for free).  
INTEGRITY 2 CUNNING 5 STRENGTH 3

### ❖ Prylar Mond

**CIVILIAN**  
Representative of Bajoran prylars. Interested in science. Escorted Benjamin Sisko to see Kai Opaka in 2369.  
•Anthropology •Exobiology  
INTEGRITY 8 CUNNING 7 STRENGTH 3

### ❖ Rano Dake

**[ST] SECURITY**  
Characteristic of young, eager Bajorans serving on Deep Space 9. Assigned to security detachment under command of Odo.  
•Geology •Youth  
INTEGRITY 6 CUNNING 7 STRENGTH 6

### ❖ Rase Norvan

**[ST] MEDICAL**  
Representative of Bajorans entering science and medical studies after the Cardassian occupation. Serves in the infirmary on Deep Space 9.  
•Biology •Music •Youth  
INTEGRITY 7 CUNNING 5 STRENGTH 4

### Razka Karn

**[ST] ENGINEER**  
Ex-resistance fighter pilot. Down on his luck. Deals in scrap metal. Sometime smuggler. Enjoys listening to classical Bajoran music such as Varani.  
•Navigation x2 •Smuggling •Music •Resistance  
INTEGRITY 5 CUNNING 6 STRENGTH 4

### ❖ Rinnak Pire

**[C] OFFICER**  
Captain of a Bajoran transport that docked at Deep Space 9 in 2369. Commanded all manner of Bajoran vessels during his long and successful career.  
•Computer Skill •Navigation  
•May be matching commander of any ❖ [Baj] ship.  
INTEGRITY 6 CUNNING 5 STRENGTH 6

### Shakaar Edon

**[ST] CIVILIAN**  
Leader of Shakaar resistance cell. Farmer. Refused to return soil reclamators to provisional government in 2371. Old friend of Kira Nerys.  
•SECURITY •Resistance x2 •Leadership •Geology  
•Other Bajorans present are STRENGTH+2.  
INTEGRITY 8 CUNNING 8 STRENGTH 8

### Surmak Ren

**MEDICAL**  
Chief administrator of Ilvian Medical Complex. Former Bajoran resistance member. Helped develop an aphasia virus which years later would infect Deep Space 9.  
•SCIENCE •Biology •Resistance  
•May nullify Aphasia Device where present.  
INTEGRITY 5 CUNNING 8 STRENGTH 5

### Tahna Los

**[ST] CIVILIAN**  
Member of Kohn-Ma terrorist group. Wanted for crimes against the Cardassian people. Tried to collapse the entrance to the Bajoran wormhole in 2369.  
•Resistance •Treachery •Physics •ENGINEER  
INTEGRITY 3 CUNNING 7 STRENGTH 7

### Trazko

**[ST] CIVILIAN**  
Hiring used by Pallra during her extortion plan. Assassin. Recovered secret list of collaborators. Attempted to kill Quark – twice.  
•Greed •Computer Skill •Stellar Cartography  
INTEGRITY 2 CUNNING 7 STRENGTH 6

### Varis Sul

**V. I. P.**  
Orphan of parents killed by Cardassians. Succeeded her father as tetrarch of the Paqu. Compromised with rival village of Navot. Friend of Jake Sisko and Nog.  
•Youth •Leadership •Diplomacy •Geology  
INTEGRITY 6 CUNNING 5 STRENGTH 4

### ❖ Vedek Sorad

**V. I. P.**  
Bajoran Vedek. Typical member of Vedek Assembly. Accompanied Minister Rozahn to Deep Space 9 in 2370 to deny Skreean request to settle on Bajor.  
•Treachery •MEDICAL  
INTEGRITY 6 CUNNING 6 STRENGTH 5

### Vedek Winn

**[ST] V. I. P.**  
Religious leader who protested scientific teachings of Bajoran wormhole origins. Orchestrated assassination attempt on Bareil. Aspires to be Kai – by any means.  
•Treachery •Leadership •Diplomacy  
•Once every turn, may “stop” one personnel present.  
INTEGRITY 3 CUNNING 8 STRENGTH 2

### ❖ Weld Ram

**[ST] SCIENCE**  
Typical of Bajorans studying the geosciences. Part of Dr. Mora Pol's research mission to L-S VI in 2370.  
•Geology •Archaeology  
INTEGRITY 6 CUNNING 8 STRENGTH 5

## PERSONNEL: CARDASSIAN

### Aamin Marritza

**[ST] CIVILIAN**  
Former file clerk. Served under Gul Darhe'el, the infamous “Butcher of Gallitep.” Impersonated Darhe'el in an attempt to force Cardassia to atone for war crimes.  
•Honor x2 •Computer Skill •Archaeology  
•Scores points if killed. [5]  
INTEGRITY 9 CUNNING 8 STRENGTH 5

### ❖ Ari

**[ST] OFFICER**  
Dissident. Typical member of Cardassian underground. Loyal to Ghemor. Helped Kira Nerys escape Obsidian Order in 2371. Has hopes for a better Cardassia.  
•Honor •Transporter Skill •Computer Skill  
INTEGRITY 8 CUNNING 6 STRENGTH 6

### Boheeka

**[C] OFFICER**  
Glinn. Cardassian biotechnology expert. Jeopardized his career when he was bribed by Quark to order a classified cranial implant for Elim Garak.  
•ENGINEER •Cybernetics •Smuggling •Greed  
INTEGRITY 3 CUNNING 5 STRENGTH 8

### Borad

**[ST][O] SCIENCE**  
Male trained in science and exoarchaeology. Studied the effects of stolen Bajoran Orbs on the Cardassian nervous system. Had an unpleasant Orb experience.  
•Exobiology •Archaeology •Youth  
INTEGRITY 6 CUNNING 7 STRENGTH 7

### ❖ Dakol

**[ST] SECURITY**  
Representative of Cardassian military security guards. Glinn assigned to guard prisoners at Hutet labor camp. Wanted to be intimately involved with Major Kira.  
•Navigation •Leadership •Treachery  
INTEGRITY 3 CUNNING 4 STRENGTH 9

### Danar

**[C] OFFICER**  
Gul. Commander of the *Galar*-class warship *Aldara*. Pursued the Bajoran terrorist Tahna Los in 2369. Enjoys vole fights.  
•Navigation x2 •ENGINEER •Astrophysics  
INTEGRITY 4 CUNNING 7 STRENGTH 9

### ❖ Derell

**[ST] MEDICAL**  
Representative of Cardassian medical personnel. Assigned to Terok Nor infirmary in 2358. Frequent patron of Quark's bar prior to the 2369 evacuation.  
•Exobiology •Anthropology  
INTEGRITY 6 CUNNING 8 STRENGTH 5

### Dukat

**[C] OFFICER**  
Gul. Ex-prefect of Bajor. Commander of the *Prakesh*. Father of Ziyal. Cardassian Union liaison with Dominion. Desires to regain command of Terok Nor.  
•Leadership x2 •Navigation x2 •Treachery  
•Diplomacy •Computer Skill  
INTEGRITY 4 CUNNING 8 STRENGTH 9

### Elim Garak

**[C] CIVILIAN**  
Former member of Obsidian Order. Exiled to Terok Nor in 2368. Maintains some contact with Cardassian intelligence. Distrusts Dukat. Son of Enabran Tain.  
•Computer Skill •Obsidian Order •Treachery  
•Anthropology •May avoid any random selection.  
INTEGRITY 5 CUNNING 9 STRENGTH 7

### Enabran Tain

**[C] V. I. P.**  
Estranged father of Elim Garak. Former head of the Obsidian Order. Led covert Obsidian Order/Tal Shiar raid on the Founders' homeworld.  
•Leadership •SECURITY •Treachery  
•Computer Skill •Obsidian Order x2  
INTEGRITY 3 CUNNING 9 STRENGTH 6

### Entek

**[C] SECURITY**  
Trains Obsidian Order operatives. Enemy of Ghemor. Had Kira Nerys surgically altered to appear Cardassian in 2371. Rather liked by Garak.  
•Treachery •Exobiology •Biology •Obsidian Order  
INTEGRITY 2 CUNNING 8 STRENGTH 8

### ❖ Ghoren

**MEDICAL**  
Male Cardassian characteristic of medical personnel in military service. Treated survivors of Klingon attack on Cardassia Prime in 2372.  
•Biology •Music •Geology  
INTEGRITY 7 CUNNING 6 STRENGTH 6

### Gilora Rejal

**[ST] SCIENCE**  
Cardassian Ministry of Science member. Worked on the 2371 subspace relay project. Mistook Miles O'Brien's irritation with her as a Cardassian mating ritual.  
•ENGINEER •Astrophysics •Honor  
•Attributes all +2 if Miles O'Brien in play.  
INTEGRITY 7 CUNNING 8 STRENGTH 4



❖ **Hogue**

[ST] CIVILIAN  
Student of Natima Lang. Dissident. Member of Cardassian underground sentenced to death by Central Command. Sought refuge at Deep Space 9.  
•Youth •SCIENCE •Navigation •Honor  
INTEGRITY 7 CUNNING 6 STRENGTH 6

❖ **Jasad**

[C] OFFICER  
Representative Gul in the Seventh Order. In 2369, unsuccessfully attempted to reclaim Deep Space 9 for the Cardassian Union.  
•Physics •Stellar Cartography  
INTEGRITY 5 CUNNING 6 STRENGTH 8

❖ **Jural**

[C] OFFICER  
Typical Cardassian officer. Proud, dedicated and constantly seeking to advance his rank. Posted to Cardassian Central Command in 2370.  
•Astrophysics •SCIENCE  
INTEGRITY 5 CUNNING 6 STRENGTH 6

**Korinas**

[C] OFFICER  
High-ranking female intelligence operative. Often assigned by the Obsidian Order to keep a close watch on the Central Command.  
•SECURITY •Leadership •Treachery  
•Obsidian Order  
INTEGRITY 4 CUNNING 9 STRENGTH 7

**Kotran Pa'Dar**

[C] V. I. P.  
Powerful civilian leader. Former exarch of Cardassian settlement on Bajor. Believed his son Rugal was killed in 2362 terrorist attack.  
•Diplomacy •Leadership •Geology  
INTEGRITY 6 CUNNING 7 STRENGTH 6

**Kovatt**

CIVILIAN  
One of the finest public conservators on Cardassia. Assigned to defend Miles O'Brien. Deeply disturbed when he "won" the case and O'Brien was freed.  
•Honor •Diplomacy •Law •Anthropology  
INTEGRITY 6 CUNNING 7 STRENGTH 4

**Makbar**

V. I. P.  
Chief archon in Cardassian Judiciary. Presided over trial of Miles O'Brien. Outraged when human intervention forced her to acquit him. Tried to resist the Dominion.  
•Law x2 •Anthropology •MEDICAL •Treachery  
•Doubles Extradition here.  
INTEGRITY 3 CUNNING 9 STRENGTH 5

**Natima Lang**

[ST] CIVILIAN  
Professor of Political Ethics. Dissident. Romantically involved with Quark. Member of Cardassian underground. Likes Samarian Sunsets.  
•Diplomacy •Honor •Leadership  
•Attributes all +2 if with another Cardassian dissident.  
INTEGRITY 8 CUNNING 8 STRENGTH 4

❖ **Pam**

[C] V. I. P.  
Legate. Member of Central Command. Tried to conceal Cardassian effort to supply weapons to Demilitarized Zone colonists in 2370.  
•Treachery •Archaeology •Diplomacy  
INTEGRITY 5 CUNNING 8 STRENGTH 6

❖ **Perak**

[ST] SECURITY  
Characteristic of Cardassian security personnel. Helped provide protection for Detapa Council prior to its 2372 evacuation from Cardassia Prime.  
•ENGINEER •Greed •Treachery  
INTEGRITY 5 CUNNING 6 STRENGTH 7

**Plain, Simple Garak**

[ST] CIVILIAN  
Tailor. Merchant. Elim Garak is suspected of being a spy by his friend Julian Bashir. Raises Edosian orchids as a hobby. Hagglled with the Sisters of Duras.  
•Diplomacy •Acquisition •Biology  
•May be replaced by another version at any time.  
INTEGRITY 7 CUNNING 8 STRENGTH 6

❖ **Rekelen**

CIVILIAN  
Young dissident. Forced to flee Cardassia with Natima Lang and Hogue because of her political views. Member of Cardassian underground.  
•Youth •Computer Skill •Geology  
INTEGRITY 7 CUNNING 7 STRENGTH 3

**Tekeny Ghemor**

[C] V. I. P.  
Legate. Exposed his status as a dissident to protect Kira Nerys. Has Yarim Fel syndrome. Knows more about the Cardassian government than anyone alive.  
•Leadership x2 •Honor x2  
•May glance at any Cardassian player's [HA] card(s).  
INTEGRITY 9 CUNNING 8 STRENGTH 7

**Tora Ziyal**

[Cardassian/Bajoran]  
CIVILIAN  
Half-Bajoran daughter of Tora Naprem and Dukat. Survived crash of the *Ravinok* on Dozaria. Rescued in 2372. Talented artist. Fond of Elim Garak.  
•Youth •May seed under Dozaria. •Geology  
•Dukat is INTEGRITY +3 if present.  
INTEGRITY 8 CUNNING 6 STRENGTH 5

**Toran**

[C] OFFICER  
Gul. Sent to Deep Space 9 to kill Natima Lang and other dissidents. Political enemy of Garak.  
•ENGINEER •Navigation •Treachery •Stellar Cartography  
INTEGRITY 3 CUNNING 6 STRENGTH 8

**Turrel**

[C] V. I. P.  
Legate. Politician and diplomat. Negotiated historic 2371 treaty between Cardassia Prime and Bajor with Bareil Antos and Kai Winn.  
•Diplomacy x2 •Anthropology •Astrophysics  
•Protects your Cardassian treaties from nullification.  
INTEGRITY 6 CUNNING 7 STRENGTH 8

❖ **Ulani Belor**

SCIENCE  
Representative of Cardassian scientists. Member of Ministry of Science. Worked on subspace radio relay project in 2371 with her associate, Gilora Rejal.  
•Physics •Stellar Cartography  
INTEGRITY 6 CUNNING 7 STRENGTH 4

**PERSONNEL: FEDERATION**

**Benjamin Sisko**

[C] OFFICER  
Captain Benjamin Sisko commands Deep Space 9. Fought in Federation-Tzenkethi war. Helped design U.S.S. *Defiant*. Father of Jake. Loves baseball.

•Leadership •ENGINEER •Honor •Navigation  
•Diplomacy •Baseball  
INTEGRITY 8 CUNNING 8 STRENGTH 8

❖ **Graham Davis**

ENGINEER  
Representative of Starfleet engineers stationed aboard Deep Space 9. Assisted Miles O'Brien during repair and retrofit of the station.  
•Astrophysics •Computer Skill  
INTEGRITY 7 CUNNING 6 STRENGTH 5

❖ **Jace Michaels**

[C] OFFICER  
Representative of first officers serving in Starfleet. Assigned to the U.S.S. *Odyssey*. Courageously fought against the Jem'Hadar in 2370.  
•Diplomacy •Physics •Honor  
INTEGRITY 6 CUNNING 7 STRENGTH 6

**Jadzia Dax**

[C] SCIENCE  
Lt. Commander Jadzia Dax is the eighth Trill host of the Dax symbiont. Underwent *zhian'tara* closure rite in 2371. Level 3 pilot. Married to Worf. Likes tongo.  
•Archaeology •Astrophysics •Exobiology  
•Navigation x2 •Anthropology  
INTEGRITY 7 CUNNING 9 STRENGTH 7

**Jake and Nog**

[Federation/Ferengi]  
CIVILIAN CIVILIAN  
Jake Sisko and Nog are best friends. Litterers. Frequently chased away from "their spot" by Odo. Briefly owned 100 gross of self-sealing stem bolts.  
Jake: •Youth •Biology •ENGINEER x1/2  
Nog: •Youth •Acquisition •ENGINEER x1/2  
INTEGRITY 6+4 CUNNING 5+7 STRENGTH 4+4

**Julian Bashir**

[ST] MEDICAL  
Lt. Julian Bashir. Genetically enhanced. Salutatorian at Starfleet Medical. Requested assignment to DS9 so he could practice "frontier medicine." Likes tennis.  
•MEDICAL x2 •Exobiology •Biology •Kukalaka  
INTEGRITY 6 CUNNING 11 STRENGTH 5

❖ **Karen Loews**

MEDICAL  
Starfleet psychiatrist representative of Federation medical personnel. Came to Deep Space 9 in 2374 with a group of genetically engineered misfits.  
•Biology •Anthropology  
INTEGRITY 7 CUNNING 6 STRENGTH 4

❖ **Lojal**

[ST] V. I. P.  
Ambassador Lojal is typical of Vulcans dispatched to represent the Federation. Agreed to recommend Julian Bashir for a commendation in 2369.  
•Diplomacy •Mindmeld •Anthropology  
•Navigation  
INTEGRITY 6 CUNNING 7 STRENGTH 6

❖ **Orren Ran**

[ST] CIVILIAN  
Male representative of Klaestron engineers. Associate of Ilon Tandro. Aided in attempted kidnapping of Jadzia Dax in 2369.  
•Geology •ENGINEER  
INTEGRITY 5 CUNNING 7 STRENGTH 6

❖ **Paxton Reese**

SCIENCE  
Stellar cartographer characteristic of Starfleet science personnel. Served aboard Deep Space 9 in 2372. Studied effects of the wormhole on the Denorios Belt.  
•Navigation •Stellar Cartography  
INTEGRITY 6 CUNNING 6 STRENGTH 5

❖ **T'Lor**  
 [ST] SCIENCE  
 Male geologist from Tiburon. Typical of science personnel stationed aboard Deep Space 9. Guarded a Jem'Hadar warship salvaged in Gamma Quadrant.  
**•Geology •Computer Skill**  
 INTEGRITY 6 CUNNING 7 STRENGTH 5

❖ **Taylor Moore**  
 [ST] SECURITY  
 Typical of Federation security specialists serving aboard Deep Space 9. Had an encounter with an alien entity personifying Rumpelstiltskin. Likes dabo.  
**•Leadership •Archaeology**  
 INTEGRITY 7 CUNNING 6 STRENGTH 8

## PERSONNEL: KLINGON

**Bo'rak**  
 [ST] ENGINEER  
 Operative sent to Deep Space 9 in 2371 to spy on Romulan delegates. Modified a replicator to beam a surveillance device near the Romulans' quarters.  
**•Cybernetics •Transporter Skill •Astrophysics •Klingon Intelligence**  
 INTEGRITY 5 CUNNING 7 STRENGTH 6

**D'Ghor**  
 [ST] CIVILIAN  
 Crafty but dishonored head of wealthy Klingon House. Tried to acquire the assets of the House of Kozak – using *money*. Former member of High Council.  
**•Treachery •Acquisition •Greed •Computer Skill**  
 INTEGRITY 3 CUNNING 9 STRENGTH 7

**Griika**  
 [ST] V.I.P.  
 Klingon female. Leader of her own House due to special dispensation granted by Chancellor Gowron. Briefly married to Quark. Son of Keldar.  
**•Honor x2 •Leadership •Biology •Attributes all +3 if with any Quark.**  
 INTEGRITY 8 CUNNING 8 STRENGTH 7

**Morka**  
 [C] OFFICER  
 Klingon agent sent by the High Council to keep Ruwon and Karina under surveillance. Accused Odo of insulting his honor. Threatened retribution.  
**•Computer Skill •Klingon Intelligence •Geology •Stellar Cartography**  
 INTEGRITY 7 CUNNING 6 STRENGTH 8

**T'Kar**  
 [ST] SECURITY  
 Klingon mercenary used by Verad. Helped capture Jadzia in an attempt to steal the Dax symbiont.  
**•Navigation x2 •ENGINEER •Treachery**  
 INTEGRITY 3 CUNNING 7 STRENGTH 9

**Yelo**  
 [ST] SCIENCE  
 Particularly brusque Klingon who aided Verad's takeover of Deep Space 9 in 2370. Immobilized Odo in a containment device.  
**•Treachery •Stellar Cartography •Transporter Skill**  
 INTEGRITY 4 CUNNING 5 STRENGTH 7

## PERSONNEL: NON-ALIGNED

**Altovar**  
 [ST] MEDICAL  
 Lethan male. Attempted to steal biomimetic gel from Deep Space 9 infirmary in 2371. Attacked Julian Bashir, causing telepathically induced coma.  
**•Exobiology •Empathy •Greed**  
 INTEGRITY 2 CUNNING 8 STRENGTH 6

❖ **Amaros**  
 [ST][M] 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

❖ **Coutu**  
 [C] CIVILIAN  
 Male from Parada II. Typical of rebels who supported peace talks with the Paradan government. Rescued Miles O'Brien from government forces in 2370.  
**•Diplomacy •Honor •Exobiology**  
 INTEGRITY 8 CUNNING 7 STRENGTH 7

❖ **Dr. Nydom**  
 [ST] MEDICAL  
 Male T'Lani. Typical medical technician. Worked on harvester virus elimination project in 2370.  
**•Biology •Honor**  
 INTEGRITY 8 CUNNING 7 STRENGTH 6

**E'Tyshra**  
 [C] 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

❖ **Jaheel**  
 [C] CIVILIAN  
 Male humanoid. Typical transport captain operating around Deep Space 9. Attempted to violate the aphasia virus quarantine issued in 2369.  
**•Navigation •Computer Skill •SCIENCE**  
 INTEGRITY 5 CUNNING 6 STRENGTH 5

❖ **Kalita**  
 [ST][M] 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

**Martus Mazur**  
 CIVILIAN  
 El-Aurian can artist. Proprietor of Club Martus. Rival of Quark. Replicated a gambling device which changes the laws of probability. Always knows when they're bluffing.  
**•Greed •Astrophysics •Anthropology •If Alien Gambling Device in play, duplicates its text here.**  
 INTEGRITY 4 CUNNING 8 STRENGTH 5

❖ **Rax'Na**  
 [ST] SCIENCE  
 Typical male Kressari. Trader of botanical DNA. Aspires to become a weapon supplier.  
**•Astrophysics •Biology •Treachery**  
 INTEGRITY 3 CUNNING 6 STRENGTH 6

**Relaya**  
 [ST] CIVILIAN  
 Flaxian. Posed as a perfume salesman. In reality an assassin who mixed his "fragrances" to create deadly toxins. Hired to kill Garak in 2371.  
**•SCIENCE •Biology •Treachery •Physics**  
 INTEGRITY 2 CUNNING 8 STRENGTH 4

❖ **Rionoj**  
 [C] CIVILIAN  
 Female Boslic freighter captain. Delivered the earring of Ii Nalas to Quark in 2370. Suspected of trafficking in stolen Falangian diamonds.

**•ENGINEER •Greed •Navigation**  
 INTEGRITY 4 CUNNING 6 STRENGTH 6

**Sakonna**  
 [ST][M] 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 •Acquisition**  
 INTEGRITY 5 CUNNING 8 STRENGTH 7

**Sharat**  
 [ST] V.I.P.  
 Kellerun ambassador. Helped negotiate cease fire with the T'Lani. Worked on project to eliminate harvester virus and associated technology in 2370.  
**•Diplomacy •Exobiology •Treachery •Computer Skill**  
 INTEGRITY 4 CUNNING 5 STRENGTH 7

❖ **Ty Kajada**  
 [C] OFFICER  
 Female Kobliad 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

**Zef'No**  
 [C] CIVILIAN  
 Kressari male. Commander of the *Calondan*. Agent who supplied Cardassian weapons to the Circle in 2370.  
**Does not work with [Ba] and [Fed] affiliations.**  
**•Computer Skill •SECURITY •Treachery •Smuggling •Stellar Cartography**  
 INTEGRITY 3 CUNNING 7 STRENGTH 7

## PERSONNEL: ROMULAN

**Karina**  
 [ST] V.I.P.  
 Female Romulan "delegate" and saboteur. Assistant to Ruwon. Planned to help him sabotage the Bajoran wormhole and Deep Space 9.  
**•Treachery •Transporter Skill •SCIENCE**  
 INTEGRITY 4 CUNNING 8 STRENGTH 8

**Ruwon**  
 [C] V.I.P.  
 Led Romulan delegation to DS9 to receive Starfleet's intelligence dossier on the Dominion. Had secret orders to destroy the station and nearby wormhole.  
**•Diplomacy •Anthropology •Treachery •SECURITY**  
 INTEGRITY 4 CUNNING 7 STRENGTH 7

**Selveth**  
 [ST] ENGINEER  
 Female Romulan. Piloted a warbird in the secret Tal Shiar/Obsidian Order operation to destroy Dominion homeworld in 2371. Served under Colonel Lovok.  
**•Navigation x2 •Stellar Cartography •Geology**  
 INTEGRITY 6 CUNNING 7 STRENGTH 5

**Soruz**  
 [ST] ENGINEER  
 Technician who accompanied a Romulan delegation, led by Ruwon and Karina, to Deep Space 9 in 2369.  
**•Cybernetics •Computer Skill •Physics •Treachery**  
 INTEGRITY 5 CUNNING 8 STRENGTH 7

**Vakis**  
 [C] V.I.P.  
 Tal Shiar agent. Aware of assassination plot against Elim Garak. Unhappy to discover that her records mischaracterized him as a cobbler, not a tailor.

•Tal Shiar •MEDICAL •Biology •Treachery  
INTEGRITY 5 CUNNING 8 STRENGTH 6

## Q-ICON DILEMMAS

### (3) FIGHTIN' WORDS

"Go on. Take a poke at me. That is what you want to do, isn't it?"

Place on table. All your personnel with three or more • icons lose their first two listed skills. Nullified only by Oof! or if you initiate personnel battle.

### I TRIED TO WARN YOU

"You're making a terrible mistake."

If you began this mission attempt with only one non-Borg personnel, or if all your missions have the same icon ([S] or [P]), opponent places dilemma on any one mission in play. Q makes that mission unattemptable and unscoutable; destroys any points already gained from solving that mission or completing an objective targeting that mission. (May not be nullified.)

### RHETORICAL QUESTION

"Still chasing your own tail?"

If crew or Away Team completes mission on this attempt, discard dilemma. Otherwise, opponent may place dilemma on any one of your non-Borg ships in play (at this location if possible). While dilemma in play, you may not re-attempt this mission and ship must do nothing but return to one of your facilities; then discard dilemma. (Immune to Q2.)

### RISKY BUSINESS

"Remember that bug bite? ... The galaxy can be a dangerous place when you're on your own."

If only one personnel in crew or Away Team, that personnel dies (erased if [H]); seed dilemma beneath mission to be encountered again. Otherwise, if you have any one-person crews or Away Teams anywhere in play, choose one of them to die OR lose points. (Dilemma does not affect Borg.) [-5]

## SHIPS: BAJORAN

### ◆ Assault Vessel

#### ASSAULT CLASS

Mainstay of the Bajoran Militia. During the 2370 coup attempt by the Circle, assault vessels commanded by General Krim and Colonel Day invaded Deep Space 9.

[ST][ST] Tractor Beam  
RANGE 8 WEAPONS 7 SHIELDS 6

### ◆ Bajoran Freighter

#### FREIGHTER

Typical freighter used by merchants and military. Based on a standard Bajoran hull design. Frequently hauls goods and passengers to Bajoran settlements.

[ST]  
RANGE 7 WEAPONS 3 SHIELDS 6

### ◆ Bajoran Interceptor

#### INTERCEPTOR CLASS

Patrols high orbit of Bajor and surrounding region. Used by the Circle to shoot down a subimpulse raider during the attempted coup of 2370. May take off or land once each turn.

X=4 if moving within a region.  
RANGE 5+X WEAPONS 7 SHIELDS 6

### ◆ Bajoran Scout Vessel

#### SCOUT CLASS

Used for scouting and scientific tasks. Bears a resemblance to other Bajoran vessels, although much smaller in size. Tahna Los stole and commanded one.

RANGE 8 WEAPONS 4 SHIELDS 4

## SHIPS: CARDASSIAN

### Aldara

#### GALOR CLASS

Warship commanded by Danar. Destroyed a scout vessel piloted by Bajoran terrorist Tahna Los after he stole a Cardassian antimatter converter.

[C][ST] Tractor Beam  
RANGE 8 WEAPONS 8 SHIELDS 7

### ◆ Cardassian Shuttle

#### SHUTTLECRAFT

Small ship configured for both military and civilian use. Ferried prisoners from Bajor to Terok Nor during the occupation. Natima Lang commanded one.

RANGE 6 WEAPONS 3 SHIELDS 4

### ◆ Galor

#### GALOR CLASS

Military spacecraft used by the Cardassian Union. The Type-3 Galor-class warship is the backbone of the Cardassian fleet.

[C][ST] Tractor Beam  
RANGE 8 WEAPONS 7 SHIELDS 7

### Groumall

#### MILITARY FREIGHTER

Commanded by Dukat following his demotion over the Ziyal scandal. Armed with jury-rigged system 5 disruptors scavenged from Korma.

[ST] Tractor Beam •System 5 Disruptors  
RANGE 7 WEAPONS 4 SHIELDS 7

### ◆ Military Freighter

#### MILITARY FREIGHTER

Large, moderately armed freighter vessel. Used by the Cardassian military to ferry troops and maintain supply lines.

[ST] Tractor Beam  
RANGE 7 WEAPONS 5 SHIELDS 6

### Prakesh

#### GALOR CLASS

Type-3 Cardassian warship. Rescued the Detapa Council from Cardassia Prime just prior to the 2372 Klingon invasion. Commanded by Dukat.

[C][ST] Tractor Beam  
RANGE 8 WEAPONS 7 SHIELDS 8

## SHIPS: FEDERATION

### ◆ U.S.S. Danube

#### DANUBE CLASS

Class of runabout often named for Terran rivers. First commissioned in 2368. The following year, the U.S.S. Enterprise delivered three Danube-class vessels to DS9.

Reports for free to Runabout Pads.  
RANGE 7 WEAPONS 4 SHIELDS 5

### U.S.S. Yangtze Kiang

#### DANUBE CLASS

Starfleet runabout commanded by Kira Nerys during Tahna Los' 2369 encounter with the Sisters of Duras. Registry number NCC-72453.

May be used by Bajoran affiliation.  
RANGE 7 WEAPONS 5 SHIELDS 6

## SHIP: KLINGON

### I.K.C. Toh'Kaht

#### VOR'CHA CLASS

Klingon cruiser dispatched to the Gamma Quadrant on a biosurvey mission. Commanded by first officer Hon'Tih after its captain was killed in battle.

[C][ST][ST] Attributes all +1 in Gamma Quadrant. Cloaking Device, Tractor Beam  
RANGE 8 WEAPONS 8 SHIELDS 8

## SHIPS: NON-ALIGNED

### ◆ Flaxian Scout Vessel

#### SCOUT CLASS

Scout ship of Flaxian registry. Relaya commanded one in 2371 during a Tal Shiar assignment to assassinate Garak.

RANGE 8 WEAPONS 3 SHIELDS 5

### ◆ Miradorn Raider

#### UNKNOWN CLASS

Representative of Miradorn vessels. Alternately commanded by Ah-Kel and Ro-Kel. Hull design impervious to most scans.

[C][ST] Long-Range Scan Shielding  
RANGE 8 WEAPONS 7 SHIELDS 7

### ◆ Rigellan Freighter

#### MERCHANT FREIGHTER

Large-volume ship typically used by various planetary consortiums. Primary energy supply optimized for defensive shielding.

[C] Tractor Beam  
RANGE 6 WEAPONS 6 SHIELDS 9

### ◆ Xepolite Freighter

#### MERCHANT FREIGHTER

Xepolite merchants are suspected as fronts for secret Cardassian operations. They maintain their privacy via particle-diffusing hull alloys.

[C][ST] Long-Range Scan Shielding, Tractor Beam  
RANGE 9 WEAPONS 5 SHIELDS 7

## SHIP: ROMULAN

### Cha'Joh

#### [Romulan/Klingon]

#### CLASS D-12 SCOUT VESSEL

Small, obsolete, twenty-year-old Bird-of-Prey commanded by Lursa and B'Etor, the Sisters of Duras.

May not be carried aboard Birds-of-Prey. May benefit from two matching commanders. Cloaking Device

RANGE 7 WEAPONS 5 SHIELDS 5

## SITES

### COMMANDER'S OFFICE

Once each turn, any player who has a matching [C] OFFICER unopposed here may, in place of one card draw, download to hand one Captain's Order card (Captain's Log, Lower Decks, Yellow Alert, Senior Staff Meeting or any card so marked). Matching OFFICER personnel may file mission reports here. This site is always the "innermost" site of any Nor (may not separate Ops from any other site).

Any Nor Ops Module

#### DOCKING PADS

Any ship with no staffing requirements may report, dock (land) and undock (take off) here if ship is compatible with station's affiliation **OR** crew includes a V.I.P. **OR** player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Player controlling station may, once per game, download Establish Landing Protocols. Capacity: 6 ships. Tractor Beam.

Any Nor Habitat Ring  
(note: the card was mis-printed as "Docking Ring")

#### DOCKING PORTS

Any ship with fewer than three staffing icons may report, dock and undock here if ship is compatible with station's affiliation **OR** crew includes a V.I.P. **OR** player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Freighters and transports report for free here.

Capacity: 9 ships. Tractor Beam.  
Any Nor Docking Ring

#### DOCKING PYLONS

Any ship with fewer than five staffing icons may dock and undock here if ship is compatible with station's affiliation **OR** crew includes a V.I.P. **OR** player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Ships may not report here but may repair here.

Capacity: 6 ships. Tractor Beam.  
Any Nor Docking Ring

#### GARAK'S TAILOR SHOP

Obsidian Order personnel may report here. (for free if any Garak). Once each turn, any player who has a personnel unopposed here who has both Obsidian Order and Treachery may glance at top card of opponent's draw deck. Also, any player who doesn't control station but has Obsidian Order unopposed here may report Cardassian personnel and Cardassian-compatible Equipment cards here.

Terok Nor **OR** DS9 Promenade

#### ❖ GUEST QUARTERS

If unoccupied, any non-Borg V.I.P. may report here regardless of affiliation. Once each turn, any player who has a V.I.P. unopposed here may, in place of one card draw, draw two cards and place one of them beneath draw deck. (Not cumulative.)

Any Nor Habitat Ring

#### INFIRMARY

Compatible MEDICAL-classification personnel, MEDICAL-related Equipment cards and I.P. Scanner may report here. Once each turn, any MEDICAL personnel unopposed here may "revive" a personnel present who was disabled by a Hypospray (revived personnel is no longer disabled). Matching MEDICAL personnel may file mission reports here.

Any Nor Promenade

#### OPS

Compatible OFFICER-classification personnel may report here. Any player may, in place of their normal card play, download to an unopposed site on this station one card which may play there (if reporting a ship or personnel, must be of matching affiliation); player draws no cards that turn. Any Computer Skill personnel unopposed here may commandeer station.

Any Nor Ops Module

#### ORE PROCESSING UNIT

Compatible ENGINEER-classification personnel and ENGINEER-related Equipment cards may report here. If Automated Security System on Ops at this station, personnel may not move to here from an adjacent site, or vice versa.

*This unit does not process ore when station is under Federation or Bajoran control.*

Any Nor Docking Ring

#### PROMENADE SHOPS

Non-Borg CIVILIAN personnel may report here regardless of affiliation. Any player who has a non-Borg personnel present may probe: [Ev], [Int], [Eq]: *Shopping*. Draw probe card. [Door], [Car], [Klg]: *Brawl*. Must immediately initiate a personnel battle (if opposed by non-Borg) at this site.

Any Nor Promenade

#### SCIENCE LAB

Compatible SCIENCE-classification personnel, SCIENCE-related Equipment cards, I.P. Scanner and PADDs may report here. Once each turn, if station at a [S] mission and player who controls station has a SCIENCE personnel unopposed here, that player may scan bottom seed card under the mission. Matching SCIENCE personnel may file mission reports here.

Any Nor Docking Ring

#### SECURITY OFFICE

Compatible SECURITY-classification personnel and hand weapons may report here. Whenever a personnel battle was just initiated on this station, any player's personnel here, if one has SECURITY, may move there (if possible) and join the battle. Matching SECURITY personnel may file mission reports here.

Any Nor Promenade