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So, I'm a New/Old First Edition Player, Cardassian Edition Tweet Like 0

by [Maggie Geppert, Vice Chairman](#)

5th December 2017

In this series, I will show off some beginner level decks that people have sent to me. Today's deck is Paddy Tye's "Bloody Cardies! Simple Cardassian Deck for Will V2.0" deck. This deck really gives a perspective on how you can build a simple, slim deck in First Edition.

Dr. Julian Bashir: You know, I still have a lot of questions to ask you about your past.

Elim Garak: I have given you all the answers I'm capable of.

Dr. Julian Bashir: You've given me answers all right; but they were all different. What I want to know is, out of all the stories you told me, which ones were true and which ones weren't?

Elim Garak: My dear Doctor, they're all true.

Dr. Julian Bashir: Even the lies?

Elim Garak: Especially the lies.

-from "The Wire"

Missions

All the missions here are in the Alpha Quadrant. [Orb Negotiations](#) gives us Cardassia Prime for the [Central Command](#) and [Kressari Rendezvous](#) will sit next to it in the Cardassia Region. If I were playing this deck in a tournament, I would probably do those two missions first to avoid needing an extra 40 points to win the game. Of course, your opponent will probably be thinking the same thing about your strategy, so expect a [Dead End](#) at Orb Negotiations! [Bioweapon Ruse](#) is the only real choice for a third mission if you're not able to discard any hand weapons for Kressari Rendezvous. Watch out, as it's stealable in OTF! [Locate Terrorist Leader](#) is another good choice. [Intercept Renegade](#) should be easy enough, since you have lots of OFFICERS. [Verify Evidence](#) may be tricky, if you did manage to discard some hand weapons, since they're required for the mission.

Other Seeds

Your [Q's Tent](#) is full of personnel because [Dominion War Efforts](#) is one of your seeds. This is a great card that helps fuel [Assign Support Personnel](#) in a Cardassian deck. Normally, ASP is discarded after you download a personnel with two skill dots and no special downloads, but Dominion War Efforts keeps it in play as long as you download a personnel. A mentioned before, Central Command is in this deck with plenty of Guls and Legates who play for free there. The other free play mechanism is [New Arrivals](#) for any universal personnel who aren't support personnel. You can also use [Call for Reinforcements](#) to get out the [Keldon Advanced](#), which is the only universal ship in the deck.

Paddy says the dilemmas in this deck are designed to be as easy for a new person as possible. All of them are [D]. He says you can basically shuffle and place them wherever you want. Looking through them, I see that this is true. There aren't any filters. All of them as walls, with the exception of [The Higher...the Fewer](#). This is kind of a nasty trick to play on your opponent. If they've seen wall after wall from you, they may get in the groove of sending big teams down to bust through the walls. Then they encounter this one and lose a bunch of points. Fun!



Draw Deck

[Ships, guns and Guls](#). This draw deck doesn't get any simpler. No hexany shenanigans. No weird objectives. Just gas 'n go. This is perfect for a new player.

What I've Learned from This Deck

Simple is good!

Discuss this article [in this thread](#).

Decklist

[Print Decklist](#) • [Copy Deck](#)

This deck is legal in the following Card Pools:

- Complete

This deck is legal in the following Rules Sets:

- OTF
- Open
- Revised
- Warp Speed

This deck is currently eligible for the following family or families of achievements:

- [Cardassian Player](#)

| Mission (6) | |
|----------------|--|
| Mission | |
| U | 1x Bioweapon Ruse |
| S | 1x Intercept Renegade |
| S | 1x Kressari Rendezvous |
| 23 V | 1x Locate Terrorist Leader |
| U | 1x Orb Negotiations |
| S | 1x Verify Evidence |

| Draw Deck (32) | |
|------------------|---|
| Equipment | |
| C | 3x Cardassian Disruptor |
| U | 1x Cardassian Disruptor Rifle |
| Personnel | |
| | Cardassian |
| 50 V | 1x Danan (Emissary) |
| 51 V | 1x Darhe'el |
| 115 VP | 1x Dukat |
| R | 1x Enabran Tain |
| R | 1x Entek |
| 32 V | 1x Evek (Homefront II) |
| 42 V | 1x Gilora Rejal |
| R | 1x Gul Madred |
| 53 V | 1x Investigator Odo |
| R | 1x Korinas |
| P | 1x Legate Damar |
| R | 1x Lemec |
| U | 1x Macet |
| 27 V | 1x Nador |
| 33 V | 1x Ocett (Homefront II) |
| 57 V | 1x Oran |
| 60 U | 1x Seskal |
| R | 1x Toran |
| R | 1x Turrel |
| | Cardassian/Federation |
| 26 V | 1x Agent Garak |
| | Cardassian/Ferengi |
| 58 V | 1x Quark (Emissary) |
| | Cardassian/Non-Aligned |
| VR | 1x Garak |
| Ship | |
| | Cardassian |
| R | 1x Aldara |
| 33 V | 1x Bralek |
| R | 1x Keldon Advanced |
| R | 1x Kraxon |
| R | 1x Naprem |
| VR | 1x Prakesh |

| Seed Deck (26) | |
|------------------|--|
| Dilemma | |
| 1 V | 1x Cardassian Processing |
| 4 U | 1x Chula: The Game |
| 5 V | 1x Dead End |
| 4 V | 1x Dignitaries and Witnesses |
| 124 VP | 1x Female's Love Interest & Garbage Scow |
| 5 V | 1x Forsaken |
| 7 V | 1x Friendly Fire |
| 14 C | 1x Implication |
| 11 V | 1x Justice or Vengeance |
| 15 C | 1x Kazon Bomb |
| 9 V | 1x Linguistic Legerdemain |
| 14 V | 1x Occupational Hazards |
| 16 V | 1x Q |
| 14 V | 1x Rules of Obedience |
| C | 1x Scientific Method |
| 23 C | 1x Spatial Rift |
| 125 VP | 1x The Higher... The Fewer |
| P | 1x Unscientific Method |
| Doorway | |
| C | 1x Q's Tent |
| 34 VP | 1x Space-Time Portal |
| Event | |
| 18 C | 1x Dominion War Efforts |
| Facility | |
| | Cardassian |
| SR | 1x Central Command |
| Incident | |
| 43 V | 1x Call for Reinforcements |
| 45 V | 1x New Arrivals |
| Objective | |
| 39 C | 1x Assign Support Personnel |
| 30 V | 1x HQ: Secure Homeworld |

| Q-Tent Side Deck (13) | |
|-----------------------|---------------------------|
| Personnel | |
| | Cardassian |
| 58 C | 1x Aramax |
| 49 V | 1x Belva |
| 33 V | 1x Corak |
| U | 1x Daro |
| C | 1x Derell |
| 59 C | 1x Dorza |
| 27 V | 1x Emok |
| U | 1x Jasad |
| 55 V | 1x Jerax |
| C | 1x Jural |
| 55 V | 1x Merdan |
| C | 1x Telle |
| 30 V | 1x Turo |

[Hide Deck Stats](#)

| Dilemmas | | Q-Tent Side Deck | | Draw Deck | | Seed Deck | |
|----------------|-----------|------------------------|-----------|-----------------|----------|-----------------|----------|
| Total Dilemmas | 18 | Total Q-Tent Side Deck | 13 | Total Draw Deck | 32 | Total Seed Deck | 26 |
| [S/P] | 18 (100%) | Personnel | 13 (100%) | Equipment | 4 (13%) | Dilemma | 18 (69%) |
| | | | | Personnel | 22 (69%) | Doorway | 2 (8%) |
| | | | | Ship | 6 (19%) | Event | 1 (4%) |
| | | | | | | Facility | 1 (4%) |
| | | | | | | Incident | 2 (8%) |
| | | | | | | Objective | 2 (8%) |

| Skills | | Traits | | Icons | |
|-------------------------------------|---|---------------------------|---|----------|---|
| Acquisition | 1 | Card group | | Faction | |
| Anthropology | 7 | Capturing-related card | 5 | | 3 |
| Archaeology | 3 | Dilemma group | | Quadrant | |
| Astrophysics | 4 | Empok Nor-related dilemma | 1 | | 3 |
| Astrophysics OR Stellar Cartography | 0 | female-related dilemma | 1 | Special | |

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| | | | | | |
|----------------------|----|-------------------------------------|----|----------|----|
| Biology | 5 | Q-related dilemma | 1 | 2 | 1 |
| CIVILIAN | 3 | Equipment group | | | 5 |
| Computer Skill | 8 | Cardassian equipment | 2 | | 1 |
| Cybernetics | 0 | disruptor | 2 | X | 1 |
| Diplomacy | 5 | hand weapon | 2 | Staffing | |
| Empathy | 0 | Mission region | | | 20 |
| ENGINEER | 6 | Badlands Region | 1 | | 14 |
| Exobiology | 5 | Cardassia Region | 2 | | |
| Geology | 3 | Valo Region | 1 | | |
| Greed | 1 | Mission trait | | | |
| Honor | 5 | Homeworld | 1 | | |
| Law | 3 | Personnel gender | | | |
| Leadership | 10 | Female | 5 | | |
| MEDICAL | 9 | Male | 30 | | |
| Music | 1 | Personnel group | | | |
| Navigation | 5 | Deep Space 9-related personnel | 2 | | |
| OFFICER | 14 | Terok Nor-related personnel | 7 | | |
| Physics | 4 | U.S.S. Enterprise-related personnel | 6 | | |
| SCIENCE | 8 | Personnel trait | | | |
| SECURITY | 12 | Bartender | 1 | | |
| Smuggling | 1 | Captain | 2 | | |
| Stellar Cartography | 6 | Cardassian resistance | 2 | | |
| Transporter Skill | 4 | Dissident | 2 | | |
| Treachery | 12 | Glinn | 5 | | |
| V.I.P. | 3 | Gul | 13 | | |
| Youth | 0 | Legate | 2 | | |
| | | Shape-shifter | 1 | | |
| Rare Skills | | Support Personnel | 13 | | |
| Barbering | 0 | Ship class | | | |
| Cantankerousness | 0 | Keldon Class | 1 | | |
| FCA | 0 | Ship equipment | | | |
| Guramba | 0 | Cloaking Device | 2 | | |
| Intelligence | 0 | Tractor Beam | 6 | | |
| Klingon Intelligence | 0 | Ship trait | | | |
| Memory Omega | 0 | Bird-of-Prey | 1 | | |
| Mindmeld | 0 | Cardassian ship | 6 | | |
| Miracle Worker | 0 | Klingon ship | 1 | | |
| Obsidian Order | 7 | | | | |
| Orion Syndicate | 0 | | | | |
| Resistance | 0 | | | | |
| Section 31 | 0 | | | | |
| Tal Shiar | 0 | | | | |

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