

Captain Sisko

TrekWar
The Battle Card Game

Command

"We are going to retake Deep Space Nine!"

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FC01

Constable Odo

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Command

The Enemy may not cause any Event.

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FC02

Cloaking Mines

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Command

The Enemy may not take up any Cards.

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FC03

General Martok

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Command

If we defeat the Enemy we cease an additional Sector.

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FC04

Garak

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Command

The Enemy may not call any Commands.

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FC05

Escape Pods

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Event

We may take up one of our active Cards from the Table.

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FE01

Emissary of the Prophets

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Event

We may discard Cards representing eight Space Force in order to cease another Sector now.

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FE02

Section 31

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Event

All Enemy's Commands are discarded.

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FE03