DILEMMA — STAR TREK DEEP SPACE NINE

A FAST SHIP WOULD BE NICE

The Mirror universe version of Bareil Antos unexpectedly beamed aboard Deep Space 9 and took Kira Nerys hostage. He demanded a ship in exchange for her life.

Kills one personnel (opponent's choice). You may substitute a bodyguard or Guard Drone present OR an empty ship here (moved to opponent's side of spaceline; commandeered).

1 V

DILEMMA — STAR TREK

DISTRACTION

"You aren't very persistent, Mr. Sulu. The game has rules; you're ignoring them. I protest… and you come back. You didn't… come… back."

One male or female present (random selection) "distracts" a personnel of the opposite gender (opponent's choice). If neither has Honor, both are "stopped."

2 V

DILEMMA — STAR TREK

EMERGENCY CONVERSION

With the field density between the mirror universe and their own closing quickly, Mr. Scott and Dr. McCoy rushed to complete modifications to the transporters.

To get past requires 2 Astrophysics and Transporter Skill.

3 V

DILEMMA — STAR TREK FIRST CONTACT

STRICT DRESS CODE

If the holographic maître d' hadn't delayed the Borg, they would have killed Jean-Luc Picard before he could have completed his plan.

Sacrifice one Diplomacy, one 🌟 or two ⬤ personnel present (killed); otherwise, one personnel present is killed (opponent's choice). Mission continues.

4 V

DOORWAY — STAR TREK DEEP SPACE NINE

BAJORAN WORMHOLE: MIRROR UNIVERSE

Seeds (in any phase) or plays in Mirror Quadrant. Limit one. Inserts into spaceline to create a Bajor Region location (span 1); any player may download Bajoran Wormhole. Any ship may move between here and another Bajoran Wormhole if damaged or if ENGINEER and SCIENCE aboard, then is "stopped." OR Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

5 V

EQUIPMENT — STAR TREK

AGONIZER

Pain-inflicting device developed by the Terran Empire. Fear of punishment drives crew members to maintain maximum efficiency at all times. Ensures alertness, loyalty, and obedience.

Where present, each of your M personnel and Klingons is INTEGRITY and CUNNING +1. (Cumulative up to +3.)

6 V

EQUIPMENT — STAR TREK

MIRROR DAGGER

Small blade weapon used for personal protection. Ubiquitous in the mirror universe. Quite handy when an unexpected career-advancement opportunity presents itself.

Each of your personnel present is STRENGTH +1. (Cumulative.) May report to a M facility for free OR to a just-initiated personnel battle involving your M card(s).

7 V

EQUIPMENT — STAR TREK DEEP SPACE NINE

MULTIDIMENSIONAL TRANSPORT DEVICE

Modifies transporter function to allow beaming to an alternate universe. Developed in the mirror universe. Used by Smiley, Professor Sisko, the Intendant, and others to cross over.

Reports in Alpha or Mirror Quadrant. Twice each turn, where present, allows transporters to beam to opposite quadrant (anywhere at corresponding location), ignoring all SHIELDS.

8 V

EQUIPMENT — STAR TREK ENTERPRISE

STARFLEET PHASER PISTOL

There are only two settings. Stun, and kill. Make sure to not get them mixed up.

Starfleet use only. Each of your personnel present is STRENGTH +2 (or +3 if that personnel has SECURITY). (Cumulative).

9 V

EVENT — STAR TREK THE NEXT GENERATION

BRAINWASH

Geordi La Forge was mentally reprogrammed to do the Romulans' bidding by a machine that accessed his mind through his VISOR's direct neural implants.

Plays on one personnel you've captured. Captive reports to your outpost, is under your control and may mix with your personnel regardless of affiliation.

10 V

EVENT — STAR TREK DEEP SPACE NINE
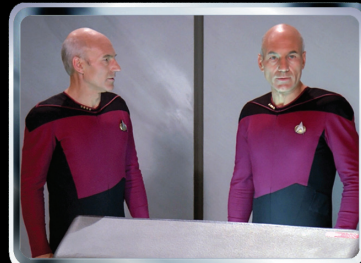
CROSSOVER: AN INVITATION

In 2372, the Terran Rebellion kidnapped Jake Sisko from Deep Space 9, knowing that Benjamin Sisko would promptly pursue his son to the mirror universe.

Seeds or plays on table. Once each turn, your personnel native to the Alpha Quadrant may report (but not download) as if they were M.

11 V

EVENT — STAR TREK THE NEXT GENERATION
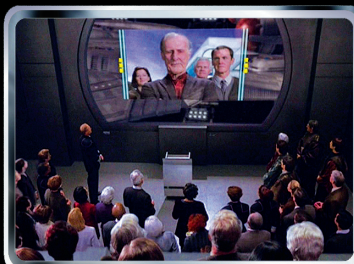
DOPPELGANGER

On stardate 42679.2, the U.S.S. Enterprise encountered a duplicate of Jean-Luc Picard from six hours in the future. He was eventually killed by Jean-Luc Picard.

Plays on table. While in play, if a unique personnel moves to the same location as its duplicate, the duplicate is discarded unless Clone Machine in play.

12 V

EVENT — STAR TREK ENTERPRISE

FINALLY READY TO SWIM

"Today we're about to cross a new threshold. For nearly a century, we've waded ankle-deep in the ocean of space."

Seeds on table. Once every turn, when you play a ⊕ card, you may draw a card. When you play a non-⊕ personnel or ship, you must discard a card from hand.

13 V

Mirror Terok Nor — STAR TREK DEEP SPACE NINE

Cardassian ore processing facility controlled by the Klingon/Cardassian Alliance in the mirror universe.

Seeds at Bajor. If commandeered, new controller may flip card over. (Not duplicatable.) Quark's Bar may seed or play on this Nor; 🔳 Ops may not.

STATION | WEAPONS 8 | SHIELDS 36

14 V

Mirror Terok Nor — STAR TREK DEEP SPACE NINE

Cardassian ore processing facility commandeered by the Terran Rebellion in the mirror universe.

Seeds during dilemma phase at Bajor. If commandeered, new controller may flip card over. (Not duplicatable.) Quark's Bar may seed or play on this Nor; 🔳 Ops may not.

STATION | WEAPONS 8 | SHIELDS 36

14• V

INCIDENT — STAR TREK

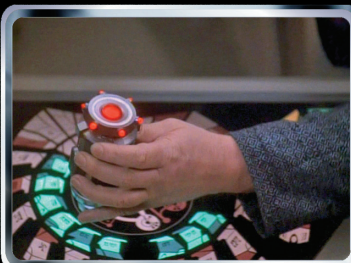**AGONY BOOTH**

Plays on your M ship. Once every turn, if ship, its crew, or one of its Away Teams solves a mission or wins a battle against opponent's cards, you may draw up to three cards. But whenever they fail a mission attempt or fail to win such a battle, one of your personnel involved (random selection) must do nothing but return to ship (if not already aboard), then is "stopped."

15 V

INCIDENT — STAR TREK DEEP SPACE NINE

CROSSOVER

Seeds or plays on table. Once each turn, your M personnel may ignore their M icon when reporting OR just after you report Smiley, Benjamin Sisko, Professor Sisko, Jake Sisko, Bareil, The Intendant, Grand Nagus Zek, Maihar'du, Ezri, Rom, or Quark, you may download a Multidimensional Transport Device to that personnel (or vice versa, if you reported Device as your normal card play); discard incident).

16 V

INCIDENT — STAR TREK DEEP SPACE NINE

EMBLEM OF THE ALLIANCE

Seeds or plays on table; you may download The Art of Diplomacy. Your 🗲 cards, Grand Nagus Zek, Maihar'du, Rom, and Quark may mix and have no affiliation attack restrictions. Once each turn, you may report a 🗲 personnel for free if you have in play a 🗲 leader who names (or is named by) them in lore. Ore Processing Units on M Nors are immune to Reactor Overload if 2 ENGINEER present.
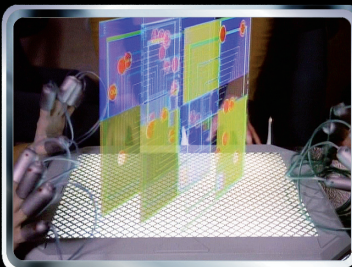
17 V

INCIDENT — STAR TREK

EMBLEM OF THE EMPIRE

Seeds or plays on table; you may download The Art of Diplomacy. Your ⚷ cards, Benjamin Sisko, Jake Sisko, Rom, and Quark may mix and have no affiliation attack restrictions. Your ⚷ facilities and staffed ships are immune to Navigate Plasma Storms. Ore Processing Unit on Mirror Terok Nor is immune to Reactor Overload if 2 ENGINEER present, and may Process Ore while under ◉ control.

18 V

INCIDENT — STAR TREK THE NEXT GENERATION

STRATEGEMA

Seeds or plays on table. Launch Portal, Ooby Dooby, Revolving Door, and Rogue Borg Mercenaries are nullified. Q's Planet may not be played. Your opponent may not initiate battle against your card at a homeworld matching that card's affiliation. For each personnel or ship card a player reports using Barzan Wormhole or Caretaker's Array, that player loses 10 points (even if playing Borg).

19 V

INCIDENT — STAR TREK DEEP SPACE NINE

THE ART OF DIPLOMACY

Seeds or plays on table. Your Ⓜ, 🖐, Resistance, and Orion Syndicate personnel who are using a hand weapon may use 2 Treachery as if it were 1 Diplomacy (ignoring reductions from rifles) and, once each turn, may place incident out-of-play to kill one other personnel present. Once per game, you may discard incident to download one hand weapon to one of your personnel who has 2 Treachery.

20 V

INCIDENT — STAR TREK

TRANSPORTER MIXUP

Seeds or plays on table. (Unique.) If up to four of your personnel are beaming up from a planet in their native quadrant, you may replace (discard) them by downloading an equal number of others to complete the transport. Each ❖ personnel may be replaced by any ❖ personnel native to opposite quadrant; others may be replaced only by opposite versions of their personas. Discard incident.

21 V

AUTOMATED REPAIR STATION

4 · 30

Physics + Computer Skill + ENGINEER + CUNNING>30
Solving player may download and use Spacedock here.

Tellarite cargo lane: Repair severe damage at automated facility.

Physics + Computer Skill + ENGINEER + CUNNING>30
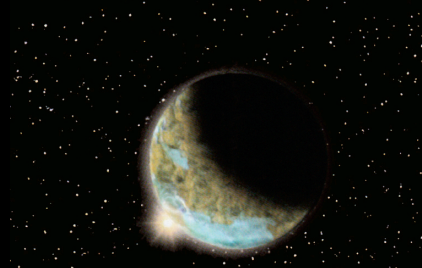Solving player may download and use Spacedock here.

30 · 4

22 V

DISRUPT ALLIANCE

4 · 30

SECURITY + CUNNING>30 + 2 ⚷ leaders OR Captain Bashir

Bajor Region • Bajor: Conduct sabotage operations on Bajoran homeworld.

SECURITY + CUNNING>30 + 2 ⚷ leaders OR Captain Bashir
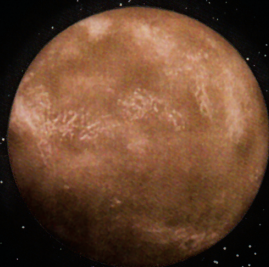When seeded, you may download one Emblem card.

30 M · 4

23 V

HISTORICAL RESEARCH

4 · 40

Anthropology x2 + Archaeology x2 + (Honor OR Treachery)

Any Away Team

Gateway: Witness historical events first hand using the Guardian of Forever.

Anthropology x2 + Archaeology x2 + (Honor OR Treachery)
When seeded, you may download The Guardian of Forever.

Any Away Team may attempt mission.

40 · 4

24 V

MINE DILITHIUM

3 · 30

Geology + Transporter Skill
Solving player's ships are RANGE +1.

Halkan Planet: Replenish dilithium supply from world conquered decades ago.

Geology + Transporter Skill
Solving player's ships are RANGE +1.

30 M · 3

25 V

RECOVER PRISONER

3 · 30

Navigation + Youth + SECURITY
When you solve, may download rescue captives.

Edge of Cardassian space: Retrieve escape pod of fleeing Bajoran operative.

OFFICER + SECURITY + (Treachery OR Physics OR Greed)
When you solve, may capture an opponent's personnel here.

30 · 3

26 V

Search for Weapons (27 V)

3 | 30

OFFICER + Navigation + Treachery
May seed hand weapons under here.

❖ **Search for Weapons**

Demilitarized Zone Region • Border planet: Search planet for illegal Maquis arms cache.

OFFICER + Navigation + Treachery
May seed hand weapons under here.

30

3

Test Mission (28 V)

3 | 25

Physics + INTEGRITY>28

Test Mission

Praxillus System: Provide aid for a helium ignition project attempting to revitalize dying sun.

Physics + INTEGRITY>28

25

3

Test Propulsion Systems (29 V)

5 | 25

Navigation + Physics + ENGINEER + ❖ ship
Solving player's ships are RANGE +2. (Cumulative.)

Any crew

❖ **Test Propulsion Systems**

Remote sector: Test upgrades to faster-than-light drive components.

Navigation + Physics + ENGINEER + ❖ ship
Solving player's ships are RANGE +2. (Cumulative.)

Any crew may attempt mission.

25

5

OBJECTIVE (30 V)

STAR TREK ENTERPRISE™

STRAIGHT AND STEADY

Seeds or plays on table. When your ❖ card is attacked, you may discard objective to make each ❖ card involved attributes all +5 until the end of that battle. At the end of your opponent's turn, you may discard objective to move your ❖ ship one spaceline location toward your homeworld or facility. (Unique. *Captain's Order.*)

Javek Len (31 V)

STAR TREK DEEP SPACE NINE™

❖ **Javek Len**

CIVILIAN

One of many Bajoran nationals living aboard Terok Nor. The Intendant, quite a fan of his talents, often invites him to perform at special functions.

● Music   ● SCIENCE   ● Astrophysics

INTEGRITY **7**   CUNNING **6**   STRENGTH **5**

Odo (32 V)

STAR TREK DEEP SPACE NINE™

Odo

SECURITY

Changeling 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**

Overseer Odo (33 V)

STAR TREK DEEP SPACE NINE™

Overseer Odo

OFFICER

The mirror version of *Odo* supervises ore processing on Terok Nor. Has strict rules of obedience. The only changeling his contemporaries have ever seen.

● SECURITY   ● Leadership   ● Geology
● Computer Skill ▼ Process Ore

INTEGRITY **5**   CUNNING **7**   STRENGTH **10**

Romara Cal (34 V)

STAR TREK DEEP SPACE NINE™

❖ **Romara Cal**

MEDICAL

Typical of personal physicians employed by important Alliance officials. Assigned to the Intendant. Surprised at how frequently she comes in for an exam.

● Biology   ● Physics

INTEGRITY **6**   CUNNING **7**   STRENGTH **6**

Taymar Bern (35 V)

STAR TREK DEEP SPACE NINE™

❖ **Taymar Bern**

SECURITY

Representative of security officers serving in the Klingon/Cardassian Alliance. Part of the Intendant's elite assault team. Helped track down Professor Sisko.

● Anthropology   ● Navigation   ● Treachery

INTEGRITY **4**   CUNNING **7**   STRENGTH **8**

Aramax
STAR TREK DEEP SPACE NINE

MEDICAL

Representative of Cardassians in the mirror universe. Strives to be noticed — without raising the ire of Security Chief Garak. Has done neither thus far.

● SCIENCE   ● Greed

| INTEGRITY | 4 | CUNNING | 8 | STRENGTH | 6 |

36 V

Dorza
STAR TREK DEEP SPACE NINE

SCIENCE

Female Cardassian in the mirror universe. Science officer aboard Terok Nor. Occasionally keeps high-profile visitors under surveillance for the Intendant.

● Biology   ● Stellar Cartography

| INTEGRITY | 7 | CUNNING | 6 | STRENGTH | 6 |

37 V

Overseer Mardel
STAR TREK DEEP SPACE NINE

ENGINEER

Overseer of ore processing on Terok Nor in the mirror universe. Less demanding than his predecessor, Overseer Odo, but just as hated by the Terran slaves.

● Exobiology   ● Anthropology   ● Geology

| INTEGRITY | 5 | CUNNING | 5 | STRENGTH | 7 |

38 V

Security Chief Garak
STAR TREK DEEP SPACE NINE

OFFICER

Although the mirror universe *Elim Garak* hates the Intendant, he is still able to please her now and then. Not Regent Worf's type.

● Computer Skill   ● SECURITY   ● Biology
● Treachery x2   ▽ Any Cardassian Equipment card

| INTEGRITY | 3 | CUNNING | 7 | STRENGTH | 8 |

39 V

Captain Bashir
STAR TREK DEEP SPACE NINE

OFFICER

Hot-headed Terran rebel. *Julian Bashir* interrogated and tortured the Intendant. One of many "captains" fighting to overthrow the Alliance.

● Navigation   ● SCIENCE   ● Leadership   ● Biology
● Smuggling   ▽ Interrogation OR Torture

| INTEGRITY | 5 | CUNNING | 6 | STRENGTH | 8 |

40 V

Captain Dax
STAR TREK DEEP SPACE NINE

OFFICER

Aggressive, roguish Trill. Host to Dax symbiont. Once the mistress of Mr. Sisko, *Jadzia Dax* is now romantically involved with Captain Bashir.

● ENGINEER   ● Navigation   ● Archaeology
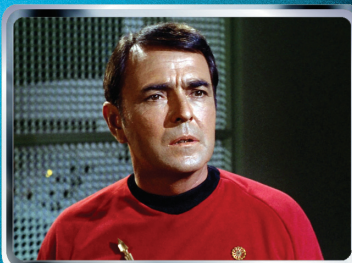● Geology   ● Leadership   ▽ Evasive Maneuvers

| INTEGRITY | 7 | CUNNING | 8 | STRENGTH | 7 |

41 V

Chief Engineer Scott
STAR TREK

ENGINEER

Mr. Scott is chief engineer of the *I.S.S. Enterprise*. A relentless taskmaster. His department has the highest rate of turnover on the ship.

● ENGINEER   ● Transporter Skill   ● Stellar Cartography
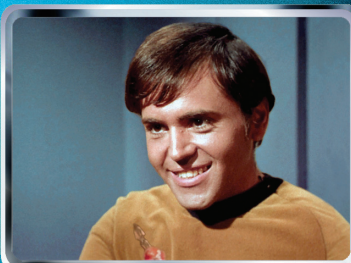● If on a M A ship, it is attributes all +2.   ● Physics

| INTEGRITY | 5 | CUNNING | 8 | STRENGTH | 7 |

42 V

Chief Navigator Chekov
STAR TREK

OFFICER

Ensign Chekov arranged an attack on his captain in the hopes of moving up in rank. Spent time in the *I.S.S. Enterprise* agony booth for his misguided ambition.

● Youth   ● Treachery   ● Navigation   ● Astrophysics
● If on *I.S.S. Enterprise*, it is RANGE and WEAPONS +1.

| INTEGRITY | 4 | CUNNING | 7 | STRENGTH | 6 |

43 V

Chief Surgeon McCoy
STAR TREK

MEDICAL

I.S.S. Enterprise chief medical officer. *Dr. McCoy* runs one of the most feared sickbays in the Empire. Never loses a subject before completing their interrogation.

● MEDICAL   ● Exobiology   ● Biology
● Treachery   ▽ Classic Medical Tricorder

| INTEGRITY | 5 | CUNNING | 8 | STRENGTH | 5 |

44 V

Comm Officer Uhura — STAR TREK

OFFICER

Communications officer aboard the *I.S.S. Enterprise*. *Lt. Uhura* is the object of Securiy Chief Sulu's constant advances. Knows how to handle him.

- Youth
- ENGINEER
- Computer Skill
- Anthropology
- Treachery
- ▼ Mirror Dagger

| INTEGRITY | 5 | CUNNING | 7 | STRENGTH | 5 |

45 V

❖ Crewman Wilson — STAR TREK

SCIENCE

Typical crewman on the *I.S.S. Enterprise*. Seeks any opportunity to be made an officer. Isn't likely to find one on Kirk's ship.

- Treachery
- Stellar Cartography

| INTEGRITY | 5 | CUNNING | 6 | STRENGTH | 7 |

46 V

❖ Ensign Davis — STAR TREK

SECURITY

Security guard aboard *I.S.S. Enterprise*. Easily dispatched by Dr. McCoy and Mr. Scott with the old "you distract him, I'll hit him with the hypo" trick.

- Treachery

| INTEGRITY | 3 | CUNNING | 5 | STRENGTH | 7 |

47 V

❖ Ensign Gaffney — STAR TREK

SECURITY

Dedicated crewman aboard *I.S.S. Enterprise*. Abandoned a promising career in the sciences for the greater advancement opportunities in security.

- Geology
- Astrophysics

| INTEGRITY | 6 | CUNNING | 8 | STRENGTH | 8 |

48 V

First Officer Spock — STAR TREK

SCIENCE

½ Vulcan, ½ Human. History will record that *Mr. Spock* rose to command the *I.S.S. Enterprise*, then reformed the Empire and ultimately caused its downfall.

- OFFICER
- Mindmeld
- Diplomacy x2
- Honor
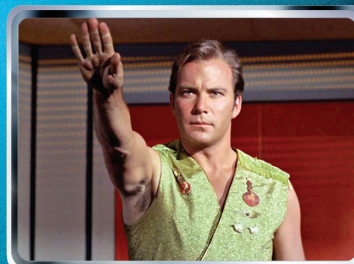- Transporter Skill
- ▼ Any Ⓐ Equipment card

| INTEGRITY | 8 | CUNNING | 10 | STRENGTH | 9 |

49 V

James Tiberius Kirk — STAR TREK

OFFICER

The ruthless *Captain Kirk* took command of the *I.S.S. Enterprise* by assassinating Captain Pike. Uses the deadly Tantalus Field to maintain his control.

- Leadership x2
- Treachery x2
- Archaeology
- ▼ Tantalus Field
- ▼ Classic Communicator

| INTEGRITY | 3 | CUNNING | 8 | STRENGTH | 8 |

50 V

❖ Marauder — STAR TREK DEEP SPACE NINE

SECURITY

Terran rebel who faithfully followed Mr. Sisko for many years. Lost an eye in a dangerous stunt.

- Computer Skill
- Exobiology

| INTEGRITY | 5 | CUNNING | 5 | STRENGTH | 8 |

51 V

Marlena Moreau — STAR TREK

SCIENCE

The mirror version of *Lt. Moreau* is assigned to the *I.S.S. Enterprise* chem lab. Romantically involved with James Tiberius Kirk. Likes being a "captain's woman."

- Biology
- Physics
- Treachery
- Anthropology
- ▼ Classic Tricorder

| INTEGRITY | 4 | CUNNING | 8 | STRENGTH | 4 |

52 V

❖ Mr. Andrews — STAR TREK DEEP SPACE NINE

CIVILIAN

Former Terran slave on Terok Nor in the mirror universe. Liberated when the Rebellion seized control in 2372.

- Biology
- MEDICAL

| INTEGRITY | 6 | CUNNING | 7 | STRENGTH | 5 |

53 V

Mr. Tuvok
STAR TREK DEEP SPACE NINE

SECURITY

Coldly logical soldier. In the mirror universe, the Vulcan *Tuvok* fought for the Terran Rebellion.

● Computer Skill ● Mindmeld ● Memory Omega
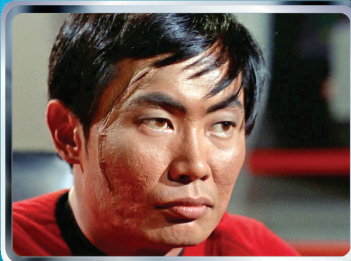● Once per game, may be taken into hand from draw deck when any player uses the ▽ on a Ⓜ card.

INTEGRITY	7	CUNNING	8	STRENGTH	8

54 V

Security Chief Sulu
STAR TREK

OFFICER

The mirror universe equivalent of *Lt. Sulu* is chief of security and second officer aboard *I.S.S. Enterprise*. Desires command of both the ship and Uhura.

● SECURITY ● Biology ● Computer Skill
● Navigation ● Treachery ▽ Classic Type II Phaser

INTEGRITY	3	CUNNING	6	STRENGTH	7

55 V

Smiley
STAR TREK DEEP SPACE NINE

ENGINEER

Second leader of the Terran Rebellion. *Miles O'Brien* commanded the *Defiant*, which it helped construct using plans stolen from Deep Space 9.

● Navigation ● Transporter Skill ● Leadership
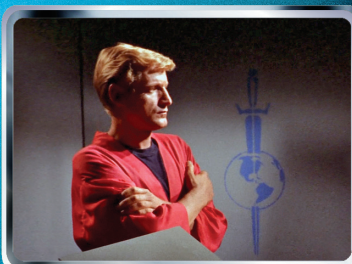● Anthropology ▽ Construct Starship OR Crossover

INTEGRITY	6	CUNNING	7	STRENGTH	8

56 V

Transporter Chief Kyle
STAR TREK

ENGINEER

Transporter chief aboard the *I.S.S. Enterprise*. *Lt. Kyle* was punished by First Officer Spock for failing to compensate for a transporter malfunction in 2267.

● Computer Skill ● Transporter Skill ● Archaeology
▽ Agonizer

INTEGRITY	7	CUNNING	6	STRENGTH	7

57 V

Mr. Brunt
STAR TREK DEEP SPACE NINE

ENGINEER

Ferengi mercenary. Very good engineer and cook. *Brunt* is loyal to his partner, Ezri, with whom he is secretly infatuated. Unfortunately, he is not her type.
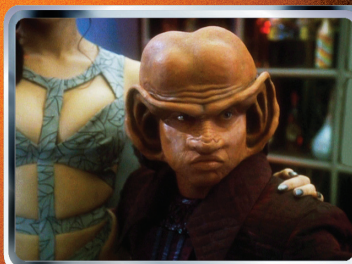
● Computer Skill ● Navigation ● Honor ● Archaeology
● When he leaves play, may download Mr. Quark.

INTEGRITY	7	CUNNING	8	STRENGTH	6

58 V

Mr. Nog
STAR TREK DEEP SPACE NINE

CIVILIAN

Nog is thankful to the Intendant for making him the bartender and owner of his uncle's bar. Distrusts tall men. Likes tall women.

● ENGINEER ● Greed ● Physics ● Treachery ▽ Bribery
● When he leaves play, may download Mr. Brunt.

INTEGRITY	2	CUNNING	6	STRENGTH	5

59 V

Mr. Quark
STAR TREK DEEP SPACE NINE

CIVILIAN

Bartender who pretends to work for the Alliance. *Quark* secretly helps Terran slaves escape from Terok Nor.

● Smuggling ● Honor ● Computer Skill x2
● Anthropology ● Diplomacy ▽ Rescue Captives
● When he leaves play, may download Mr. Rom.

INTEGRITY	7	CUNNING	7	STRENGTH	3

60 V

Mr. Rom
STAR TREK DEEP SPACE NINE

CIVILIAN

Ferengi soldier in the Terran Rebellion. The mirror version of *Rom* seeks vengeance against the Alliance.

● SCIENCE ● Navigation x2 ● Physics ● Geology
● When he leaves play, may download Mr. Nog.

INTEGRITY	7	CUNNING	7	STRENGTH	6

61 V

Captain B'Etor
STAR TREK DEEP SPACE NINE

OFFICER

B'Etor is the younger sister of Captain Lursa. Seeks to bring Security Chief Garak and The Intendant to trial for negligence and fraternizing with the enemy.

● Honor ● Leadership ● Law
● Physics ● SCIENCE ● Youth

INTEGRITY	8	CUNNING	8	STRENGTH	8

62 V

Korvek
STAR TREK DEEP SPACE NINE

ENGINEER

Typical section head in Regent Worf's crew. Frequent target of the Regent's temperamental outbursts. Finds being a bridge officer to be a mixed blessing.

● Computer Skill ● Transporter Skill ● Archaeology

INTEGRITY	6	CUNNING	7	STRENGTH	6

63 V

Loreva
STAR TREK DEEP SPACE NINE

MEDICAL

Female Klingon representative of medical assistants throughout the Alliance. Sees very few patients, but has assisted in countless interrogations and autopsies.

● Exobiology

INTEGRITY	5	CUNNING	6	STRENGTH	6

64 V

Rukor
STAR TREK DEEP SPACE NINE

OFFICER

Chief helmsman aboard *Regency 1*. Survivor of several Badlands expeditions in search of the rebel stronghold — more than any other pilot in the Alliance.

● Navigation x2 ● Astrophysics

INTEGRITY	6	CUNNING	7	STRENGTH	7

65 V

T'Vor
STAR TREK DEEP SPACE NINE

SCIENCE

Science officer in the Klingon/Cardassian Alliance. Assigned to Terok Nor. Finds the station rife with gossip, backstabbing, and treachery. Likes it that way.

● Geology ● Stellar Cartography

INTEGRITY	5	CUNNING	7	STRENGTH	7

66 V

Telok
STAR TREK DEEP SPACE NINE

SECURITY

Served for four years as a bodyguard in the house of Duras. Took a position aboard Terok Nor to escape the unpredictable demands of Lursa and B'Etor.

● Leadership ● Computer Skill ● Treachery
● Stellar Cartography

INTEGRITY	4	CUNNING	6	STRENGTH	9

67 V

Vartoq
STAR TREK DEEP SPACE NINE

OFFICER

First officer of the Alliance battle cruiser that intercepted Kira and Bashir's runabout when they first crossed over to the mirror universe.

● Biology ● Transporter Skill

INTEGRITY	5	CUNNING	5	STRENGTH	8

68 V

0413–Theta
STAR TREK DEEP SPACE NINE

ENGINEER

Typical Terran in the Mirror universe. Caught trying to escape Terok Nor. Brought to The Intendant for sentencing by Security Chief Garak and Telok.

● Geology ● Computer Skill
▼ Lower Decks

INTEGRITY	4	CUNNING	4	STRENGTH	5

69 V

Ezri
STAR TREK DEEP SPACE NINE

CIVILIAN

Trill mercenary in the mirror universe. Unlike *Ezri Dax*, this Ezri is not joined to a symbiont. Partners with Mr. Brunt. Romantically involved with the Intendant.

● SCIENCE ● Transporter Skill ● Leadership
● Geology ● Stellar Cartography ▼ Crossover

INTEGRITY	4	CUNNING	7	STRENGTH	6

70 V

Mr. Sisko
STAR TREK DEEP SPACE NINE

SECURITY

After years collecting duties for (and being romantically involved with) the Intendant, the mirror *Benjamin Sisko* became leader of the Terran Rebellion.

● Leadership x2 ● Biology ● Navigation ● Honor
● Your 🜚 personnel (except 🔲) are attributes all +1.

INTEGRITY	6	CUNNING	8	STRENGTH	8

71 V

Professor Sisko
STAR TREK DEEP SPACE NINE

SCIENCE
Scientist who abandoned her work for the Alliance to join the Rebellion at the urging of Benjamin Sisko. Bonded with Jake, the son she would never have.

- ● ENGINEER   ● Astrophysics   ● Physics
- ● Any Sisko may report where present (for free if Jake).

INTEGRITY	6	CUNNING	8	STRENGTH	5

72 V

❖ Alliance Galor
STAR TREK DEEP SPACE NINE

GALOR CLASS
Typical Cardassian warship in the mirror universe. Type 3 designation. Part of the Klingon/Cardassian Alliance fleet. Stationed at Terok Nor.

Tractor Beam

RANGE	8	WEAPONS	8	SHIELDS	8

73 V

Defiant
STAR TREK DEEP SPACE NINE

DEFIANT CLASS
Constructed by the Terran Rebellion using stolen plans of the *U.S.S. Defiant*. Commanded by Benjamin Sisko during the defense of rebel-held Terok Nor.

Tractor Beam (cannot carry ships aboard except shuttlepods)

RANGE	8	WEAPONS	10	SHIELDS	9

74 V

❖ I.S.S. Constitution
STAR TREK

CONSTITUTION CLASS
Typical battle cruiser of the Terran Empire. Outfitted for a variety of mission profiles, including conquest, domination, subjugation, and Imperial enforcement.

Tractor Beam
▼ Any ❖ ⚐⚑ personnel

RANGE	6	WEAPONS	5	SHIELDS	6

75 V

I.S.S. Enterprise
STAR TREK

CONSTITUTION CLASS
Imperial starship. Credited with many successful and profitable missions. *I.S.S. Enterprise* officers are frequenty promoted — usually through assassination.

Tractor Beam
▼ Any ❖ ⚐⚑ personnel

RANGE	6	WEAPONS	6	SHIELDS	6

76 V

❖ Rebel Interceptor
STAR TREK DEEP SPACE NINE

INTERCEPTOR CLASS
Interceptor/fighter used by Terran rebels in the mirror universe. Typically stolen from the Bajorans. Smiley enhanced and commanded this one.

May take off or land once each turn. X=3 if moving within a region.

RANGE	6+X	WEAPONS	8	SHIELDS	6

77 V

❖ Alliance Vor'Cha
STAR TREK DEEP SPACE NINE

VOR'CHA CLASS
Fast and powerful battle cruiser. Backbone of the Alliance fleet. Their only weakness is in their targeting systems; they've been known to chase warp shadows.

Tractor Beam

RANGE	9	WEAPONS	9	SHIELDS	8

78 V

Regency 1
STAR TREK DEEP SPACE NINE

NEGH'VAR CLASS
Massive flagship of the Klingon/Cardassian Alliance. Commanded by Regent Worf. Has a stolen cloaking device installed — and sabotaged — by Rom.

Tractor Beam
▼ Stolen Cloaking Device

RANGE	10	WEAPONS	10	SHIELDS	10

79 V

Halkan Council

Mirror Universe • 2267 Halkan Planet:
Site of dilithium deposits and obstinate inhabitants.

Seeds or plays on table; any players may download one M *Constitution*-class ship here. Native to this timeline: all cards with both A icon and M icon, and all A Equipment cards. Once per turn, one such card reporting at this location may report for free.

80 V