

## THROUGH THE LOOKING GLASS

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THE CONTINUING COMMITTEE

54 ADDITIONAL VIRTUAL CARDS • RELEASED MARCH 2016 • VERSION 1.0



## TERRAN EMPIRE STARTER DECK



Welcome to the First Edition Star Trek Customizable Card Game, a universe of endless possibilities. With this pre-constructed Original Series Terran Empire starter deck, you will take command of the Empire in your quest to dominate the galaxy and win the game!

To set up your deck, first you'll want to cut out all the cards and separate them into the different groups listed in the Deck List. Slide each card in front of a physical card and then into a sleeve, and you're ready to go.

## TERRAN EMPIRE DECK LIST

## MISSIONS (6)

- 1x Conduct Crossover Operation
- 1x Enlistment Drive
- 1x Historical Research
- 1x Mine Dilithium
- 1x Secure Supply Lines
- 1x Study Rare Phenomenon

DRAW DECK (32)  
EQUIPMENT

- 1x Mirror Dagger

## EVENTS

- 2x Raktajino

## INCIDENT

- 1x Agony Booth

## INTERRUPT

- 1x Wormhole Navigation Schematic

## OBJECTIVE

- 1x Reap All the Glory

## PERSONNEL

- 1x Chief Engineer Scott
- 1x Chief Navigator Chekov
- 1x Chief Surgeon McCoy
- 1x Comm Officer Uhura
- 1x Crewman Bredahl
- 1x Crewman Peart
- 1x Crewman Wilson
- 2x Ensign Caggiano
- 2x Ensign Chagwiza
- 1x Ensign Davis
- 1x Ensign Gaffney
- 2x Ensign Kjolholm
- 1x Farrell
- 1x First Officer Spock
- 1x Haadok
- 1x James Tiberius Kirk
- 1x Marlena Moreau
- 1x Security Chief Sulu
- 1x Transporter Chief Kyle
- 1x Minister Tharn

## SHIPS

- 3x I.S.S. Constitution

## SEED DECK (28)

## DILEMMAS

- 1x A Bad End
- 1x A Good Day to Lie
- 1x Ancient Computer
- 1x Chula: The Chandra
- 1x Climbing the Ranks
- 1x Dangerous Climb
- 1x Dignitaries and Witnesses
- 1x Don't Let It End This Way
- 1x Ensure Their Silence
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x History Repeats Itself
- 1x It's Green
- 1x Justice or Vengeance
- 1x Maglock
- 1x Occupational Hazards
- 1x Picking Up the Pieces
- 1x Unorthodox Preservation

## DOORWAYS

- 1x Alternate Universe Door
- 1x Temporal Micro-wormhole
- 1x The First Stable Wormhole

## FACILITY

- 1x Terran Outpost

## INCIDENTS

- 1x Call for Reinforcements
- 1x Emblem of the Empire
- 1x New Arrivals
- 1x The Art of Diplomacy

## OBJECTIVES

- 1x Assign Support Personnel
- 1x Fear Will Keep Them In Line

OUTSIDE THE  
GAME (3)

## DOORWAYS

- 2x Bajoran Wormhole
- 1x Bajoran Wormhole: Mirror Universe

"What will it be?  
 Past or future?  
 Tyranny or freedom?  
 It's up to you."

## QUICK START RULES

First, determine who will go first by any random method. Then, you'll enter the seed phase to set up the game — you seed cards in three steps:

**Seed Missions** — Shuffle your missions into a stack face down in front of you. Starting with the first player, alternate placing missions on the table in a single space line. When you place a new mission, it can go on either end.

**Seed Dilemmas** — Place a dilemma combo (see below for suggested combos) under each opponent's mission, making sure to match the type of dilemmas to the mission type. Make sure the first dilemma of the combo is touching the table.

## RECOMMENDED DILEMMA COMBOS

1. Unorthodox Preservation
2. History Repeats Itself
3. A Bad End

1. A Good Day to Lie
2. Justice or Vengeance
3. Occupational Hazards

1. It's Green
2. Don't Let It End This Way
3. Ancient Computer

1. Flim-Flam Artist
2. Picking Up the Pieces
3. Dangerous Climb

1. Chula: The Chandra
2. Ensure Their Silence
3. Friendly Fire

1. Maglock
2. Climbing the Ranks
3. Dignitaries and Witnesses

**Seed Everything Else** — Place the rest of your seed cards on the table (or on the space line). These cards set up your deck and give you the tools to bring other cards into play during the game. (Note: If any cards tell you to download a card, that means search your draw deck for the appropriate card, and place it on the table.)

Now you're ready to begin the game! Shuffle your draw deck, then draw an opening hand of seven (7) cards. You will alternate turns with your opponent, starting with the first player. There are three steps to each turn:

**Play Cards** — Every turn, you get to play one (1) card as your card play. This can be any card in your hand, as long as you meet the conditions for playing that card. However, there are other ways to play additional cards for free; this means they don't take up your card play.

**Execute Orders** — Once you are done playing cards, you can use any card that you have in play. This includes beaming personnel to and from ships, moving your ships to different locations, attempting missions, or using the game text on the cards you have in play.

**Draw a Card** — When you are done with your turn, you always get to draw one (1) card — this is your card draw. You may play other cards that give you additional card draws, but at the end of each of your turns you get to draw a card.



**Winning the Game** — You win the game when you have earned a total of 100 points and you have completed both a planet mission and a space mission. You attempt missions during the execute orders phase using the personnel, ships and equipment you

have played. You attempt space missions with your crew aboard a ship; you attempt planet missions by beaming an away team down to the mission.

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read the dilemma's text and check to see if you have the dilemma's requirements. If you do, the dilemma is discarded and you continue with the next dilemma. If you do not, you will suffer the effects of the dilemma and follow its instructions. Usually this means that some of your personnel will be stopped (unavailable the rest of this turn) or killed (placed in your discard pile).

When there are no more dilemmas beneath the mission, check your crew or away team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.

**Special Rules** — This starter has missions in both the Alpha Quadrant and the Mirror Quadrant. Moving between them requires you to travel through the Bajoran Wormhole, which you download with The First Stable Wormhole. If your opponent downloads these first, just skip that step and use their Wormholes.

**Conclusion** — These are just the basic quick start rules for *First Edition*. For the complete rules, visit the official website of The Continuing Committee at [www.trekcc.org](http://www.trekcc.org). There you can find the extended rules, more cards you can print (for free) and add to your decks, and players in your area of the world so you can play more often!

THE CONTINUING COMMITTEE

ARTICLES  
FORUMS  
RULES  
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The Star Trek CCG Community lives on at  
[WWW.TREKCC.ORG](http://WWW.TREKCC.ORG)

3

35

Any M crew

Treachery + Transporter Skill x2 + ENGINEER + CUNNING>32 OR Ezri OR The Intendant OR Smiley +

### Conduct Crossover Operation

**Bajor Region • Near Derna:** Seek and retrieve resources from opposite quadrant.

Treachery + Transporter Skill x2 + ENGINEER + CUNNING>32 OR Ezri OR The Intendant OR Smiley

Any M crew may attempt mission.

35

3

33 V

3

30

Treachery x2 + OFFICER + STRENGTH>30 OR

### Enlistment Drive

**Remote colony:** Recruit troops for conflict between the Alliance and the rebels.

Diplomacy x2 + Leadership + INTEGRITY>30 OR Treachery x2 + OFFICER + STRENGTH>30

30 M

3

34 V

4

40

Any Away team

Anthropology x2 + Archeology x2 + (Honor OR Treachery)

### Historical Research

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

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

Any Away Team may attempt mission.

40

4

24 V

3

30

Geology + Transporter Skill

Solving player's ships are RANGE +1.

### Mine Dillithium

**Halkan Planet:** Replenish dillithium supply from world conquered decades ago.

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

30 M

3

25 V

3

30

SECURITY + Treachery + Navigation

### Secure Supply Lines

**Tellarite cargo lane:** Re-establish Terran Empire trade route.

SECURITY + Treachery + Navigation

30 M

3

41 V

3

35

ENGINEER + Navigation + Physics + SCIENCE

### Study Rare Phenomenon

**Compression anomaly:** Evaluate subspace abnormality for possible transwarp applications.

ENGINEER + Navigation + Physics + SCIENCE

35

3

22 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

EVENT

STAR TREK DEEP SPACE NINE

### RAKTAJINO

The stimulating Klingon coffee is a staple of Jadzia Dax's morning routine. She isn't awake until she's had her first cup.

Plays to make a unique personnel attributes +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. Discard event.

28 V

EVENT

STAR TREK DEEP SPACE NINE

### RAKTAJINO

The stimulating Klingon coffee is a staple of Jadzia Dax's morning routine. She isn't awake until she's had her first cup.

Plays to make a unique personnel attributes +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. Discard event.

28 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



## INTERRUPT

STAR TREK  
DEEP SPACE NINE



### 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.

22 V



## OBJECTIVE

STAR TREK  
DEEP SPACE NINE



### REAP ALL THE GLORY

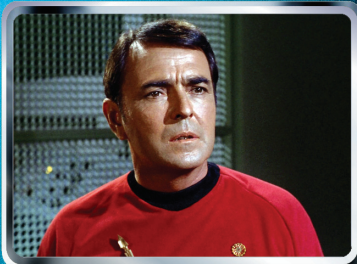
Seeds or plays on your space mission; it may be attempted by your crew with at least four **♠** personnel. Your **♠** ships here are **SHIELDS +2**. When you solve mission with such a crew, score 5 points and relocate objective to table; your **♠** ships are attributes all +1.

50 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** 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 Security 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 Bredahl

STAR TREK



### SCIENCE

Typical Terran bodyguard aboard the *I.S.S. Enterprise*. Assisted Chief Navigator Chekov's attempt to assassinate James Tiberius Kirk.

• **Treachery** • **Navigation** • **Assassination Plot**  
• If present, Chief Navigator Chekov is an assassin.

INTEGRITY 3 CUNNING 5 STRENGTH 7

38 V



Crewman Peart

STAR TREK



### MEDICAL

Representative of Terran medical assistants throughout the Empire. Occasional bodyguard of James Tiberius Kirk. Dealer of illicit art forms.

• **Exobiology** • **Smuggling**

INTEGRITY 5 CUNNING 6 STRENGTH 8

39 V



**Crewman Wilson** *STAR TREK*

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**SCIENCE**

Typical crewman on the *U.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**

45 V

Ensign Caggiano

STAR TREK

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OFFICER

Typical Terran member of Security Chief Sulu's department aboard the *I.S.S. Enterprise*. Assisted efforts to improve the agony booth's pain quotient.

Computer Skill Geology Bodyguards

INTEGRITY 5 CUNNING 6 STRENGTH 7

41 V

**Ensign Chagwiza** *STAR TREK*

**ENGINEER**

Typical Terran technician aboard the *U.S.S. Enterprise*.  
Manned the bridge engineering station in 2267.  
Appreciates the low mortality rate of his section.

Navigation      Transporter Skill

**INTEGRITY** 4      **CUNNING** 7      **STRENGTH** 6

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**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**

Ensign Kjolholm

STAR TREK

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**SECURITY**

Typical Terran security guard often assigned to the phaser control room on the *I.S.S. Enterprise*. Loyal to Security Chief Sulu. Confronted Mr. Scott in 2267.

Treachery Youth Tactical Scan  
 Your **OFFICER** personnel present add Leadership.

INTEGRITY 3 CUNNING 6 STRENGTH 7



**Farrell** *STAR TREK*

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**SECURITY**

Trusted bodyguard of James Tiberius Kirk. Terran who helped identify plundered alien artifacts. Has an uncle who works in espionage. Wary of Hooak.

Archaeology • Geology • Greed • Physics

Your personnel present add V.I.P.

**INTEGRITY** 4 **CUNNING** 6 **STRENGTH** 7

**Haadok** *STAR TREK*

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**SECURITY**

First Officer Spock's Vulcan bodyguard aboard the *U.S.S. Enterprise*. Perplexed by his captain's aberrant, illogical behavior in 2267. Tolerates Farrell.

Law  
 Mindmeld  
 Biology  
 Vulcan Nerve Pinch  
 Anthropology

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

45 V

**James Tiberius Kirk** *STAR TREK*

**OFFICER**

The ruthless *Captain Kirk* took command of the *U.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   Archaeology

INTEGRITY 3   CUNNING 8   STRENGTH 8

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**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

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**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

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**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**

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**Minister Tharn** *STAR TREK™*

**V. I. P.**

Halkan ethically compelled to preserve the pacifist ways of his people by refusing Terran demands to mine their dilithium. *Tharn* led the Halkan Council.

● At ●: Honor x2, INTEGRITY +1  
 ● At ●: Anthropology, Diplomacy, Leadership

INTEGRITY **8**    CUNNING **7**    STRENGTH **2**

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**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. 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

**DILEMMA** *STAR TREK THE NEXT GENERATION*



**A BAD END**

Shot in the chest by the Lenarians, Jean-Luc Picard's life was left hanging in the balance due to the damage his artificial heart received.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 Biology.

2 V

**DILEMMA** *STAR TREK THE NEXT GENERATION*



**A GOOD DAY TO LIE**

Duras, Son of Ja'rod, constructed a web of lies to hide his father's treacherous actions at Khitomer. Worf and his cha'Dlch eventually uncovered the truth.

To get past requires 3 Diplomacy **OR** 3 Treachery. If a Treachery personnel in play, opponent may then download Duras to anywhere at this location.

3 V

**DILEMMA** *STAR TREK*



**ANCIENT COMPUTER**

Control systems degrade over time. The Oracle of the People, a computer that guided the asteroid-like *Yonada* for millennia, required repairs after experiencing a malfunction.

Cannot get past unless 2 Computer Skill **OR** 3 SCIENCE **OR** 3 ENGINEER present.

4 V

**DILEMMA** *STAR TREK DEEP SPACE NINE*



**CHULA: THE CHANDRA**

"Allamaraine, count to four. Allamaraine, then three more. Allamaraine, if you can see. Allamaraine, you'll come with me."

One person (random selection) continues, along with all crew or Away Team members who have at least one attribute number matching that personnel. Others are "stopped."

2 V

**DILEMMA** *STAR TREK*



**CLIMBING THE RANKS**

Chief Navigator Chekov attempted to advance his standing on the *I.S.S. Enterprise* by assassinating James Tiberius Kirk, who had himself eliminated Captain Pike.

Kills the highest STRENGTH OFFICER personnel present who does not have Leadership. To get past requires STRENGTH>24 remaining.

3 V

**DILEMMA** *STAR TREK ENTERPRISE*



**DANGEROUS CLIMB**

Deep underground passages such as those on Xantaras pose a problem for transporters. Without climbing skills, they may also pose a problem to away team personnel.

Unless STRENGTH>40 **OR** 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

2 V

**DILEMMA** *STAR TREK DEEP SPACE NINE*



**DIGNITARIES AND WITNESSES**

The bitterness of defeat and the exultation of triumph have taught many leaders a great lesson: they must preserve in peace what they have won in war.

To get past requires INTEGRITY>20 and an Admiral **OR** STRENGTH>30 and a General **OR** CUNNING>20 and 3 Leadership **OR** STRENGTH>20 and a Maje.

4 V



# DILEMMA

STAR TREK  
THE NEXT GENERATION



## DON'T LET IT END THIS WAY

Two assassins boarded *Kronos One*, slaughtering any crew in their path and fatally wounding Chancellor Gorkon. Gorkon's final words begged Kirk to continue the peace initiative.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 SECURITY.

7 V

# DILEMMA

STAR TREK  
THE NEXT GENERATION



## ENSURE THEIR SILENCE

Valeris eliminated her co-conspirators, Burke and Samna. "The first rule of assassination: kill the assassins."

One personnel (random selection) is killed. If opponent's infiltrator attempting, two more personnel (random selection) are killed and one such infiltrator (owner's choice) is exposed.

6 V

# DILEMMA

STAR TREK  
THE NEXT GENERATION



## FLIM-FLAM ARTIST

The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

Your opponent may immediately draw a card. To get past requires Diplomacy and 2 Computer Skill OR Law and CUNNING>32 (CUNNING>50 if this is a mission).

6 V

# DILEMMA

STAR TREK



## FRIENDLY FIRE

Only a seasoned leader can prevent disaster during tense situations.

Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.

7 V

# DILEMMA

STAR TREK



## HISTORY REPEATS ITSELF

The Melkotians, a race of xenophobic telepaths, could project powerful hallucinations into the minds of trespassers in their territory, drawn from the historical images in their minds.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has Anthropology, all of them are "stopped."

9 V

# DILEMMA

STAR TREK



## IT'S GREEN

The crew of the *Starship Enterprise* used distraction to regain control of their ship from the Kelvans. Mr. Scott, in fine naval tradition, put his stash of alcoholic beverages to good use.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has ENGINEER, all of them are "stopped."

10 V

# DILEMMA

STAR TREK  
VOYAGER



## JUSTICE OR VENGEANCE

Tuvok performed a mindmeld with Lon Suder hoping to give a sense of order, but received homicidal rage in return.

Unless 2 SECURITY and Anthropology OR Honor, Exobiology, and INTEGRITY>32, opponent chooses: kills one Treachery personnel (random selection) OR kills two personnel (random selection).

11 V

# DILEMMA

STAR TREK  
FIRST CONTACT



## MAGLOCK

Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.

9 V

# DILEMMA

STAR TREK  
DEEP SPACE NINE



## OCCUPATIONAL HAZARDS

In politics, mysterious gifts should be handled with care. A bottle of poisoned kanar may have no effect on Vorta but would have been fatal to Tekeny Ghemor.

Unless 2 Greed OR 2 Treachery OR CUNNING>45, one personnel (random selection) is killed.

14 V



# DILEMMA

STAR TREK  
NEMESIS



## PICKING UP THE PIECES

Parts of B-4's assembly were found strewn across the Kolaran system. Many planetary scans were required to locate all of the positronic signatures.

To get past requires Geology or Computer Skill. All such personnel are "stopped," but if two or more present, one must continue (random selection).

13 V

# DILEMMA

STAR TREK  
THE NEXT GENERATION



## UNORTHODOX PRESERVATION

Facing the impending loss of the Boralan people and culture due to atmospheric dissipation, Nikolai Rozhenko circumvented the Prime Directive to try and save them.

To get past requires 2 Anthropology OR a personnel with OFFICER and Empathy OR a staffed ship with a Holodeck here.


19 V

# DOORWAY

STAR TREK  
VOYAGER



## ALTERNATE UNIVERSE DOOR

Place one on table during the seed phase. Door is now open, allowing your  icon cards to enter play.  
OR Stock in deck and use as follows:  
Plays to nullify one Revolving Door or Subspace Schism. (Discard doorway.) OR Allows one ship to pass through Q-Net. (Discard doorway.) OR Nullify one Temporal Rift, and return doorway to your hand.


20 V

# DOORWAY

STAR TREK  
VOYAGER



## TEMPORAL MICRO-WORMHOLE

Seeds or plays on table. Your  Personnel and Equipment cards may report for duty. Once per game, you may download Space-Time Portal (or nullify its report with crew) OR download Dr. Telek R'Mor. Once each turn (twice per game), you may report a personnel aboard your ship regardless of affiliation, then discard doorway; for rest of game, that personnel may mix with your other affiliations.





10 V

# DOORWAY

STAR TREK  
DEEP SPACE NINE



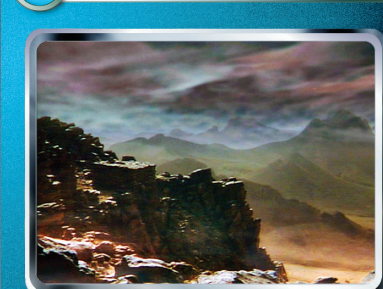
## THE FIRST STABLE WORMHOLE

Seeds on table. You may download Bajoran Wormhole(s) (even from outside the game). When your ship travels through Bajoran Wormhole, you may discard a card from hand to download Wormhole Navigation Schematic (even from discard pile). Your  missions are span -1 for your  ships. Doubles point boxes of your File Mission Report (for  missions) and Rescue Personnel (if Away Team on a  planet).

15 V

# OUTPOST

STAR TREK  
DEEP SPACE NINE



Hidden enclave and meeting place for the Terran rebels of the mirror universe.

Seed one OR build where you have a  ENGINEER. May be seeded or built at Terran Hideout if no headquarters there.

## OUTPOST

SHIELDS 28


35 V

# INCIDENT

STAR TREK  
DEEP SPACE NINE



## CALL FOR REINFORCEMENTS

Seeds or plays on table. Once per game, in place of your normal card play, you may download a  ship. Once per game, in place of your normal card play, you may fully repair your ship if you have a matching facility (or compatible Nor) in play.




43 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  
DEEP SPACE NINE



## NEW ARRIVALS

Seeds on table. Once each turn, you may play a  personnel you do not already have in play for free. End of each turn, you may draw an extra card. Discard incident if you play more than one personnel for free on any turn.

45 V





## INCIDENT

STAR TREK  
DEEP SPACE NINE



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### THE ART OF DIPLOMACY



Seeds or plays on table. Your **M**, **R**, 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



## OBJECTIVE

STAR TREK  
DEEP SPACE NINE



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### ASSIGN SUPPORT PERSONNEL



Seeds or plays on table. (Unique.) Your "support personnel" (those who have exactly two skills, but no special skills) may report aboard your compatible ships that have two or more staffing icons. Once each turn, you may discard objective to download a "support personnel" (once per game per Personnel card title) to your matching ship that has two or more staffing icons, or to your matching facility.

26 V



## OBJECTIVE

STAR TREK



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### FEAR WILL KEEP THEM IN LINE



Seeds or plays on a **M** mission. In place of your normal card draw, you may download Agony Booth or an Agonizer to your **R** ship here. Each of your **R** ships with an Agony Booth are attributes all +1. When you solve mission, score bonus points equal to your total WEAPONS from staffed **R** ships at this mission (limit 15 points), then discard objective.

31 V



## DOORWAY

STAR TREK  
DEEP SPACE NINE



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### 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).

12 V



## DOORWAY

STAR TREK  
DEEP SPACE NINE



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### BAJORAN WORMHOLE



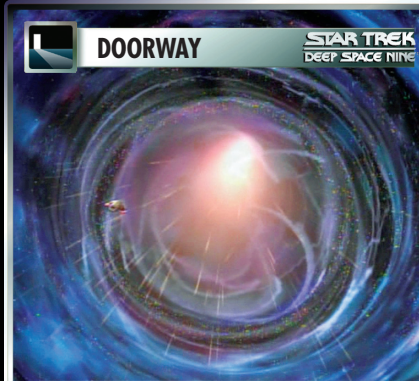
Requires two Bajoran Wormhole cards; each inserts into a spaceline to create a location (span 1). Play one in Alpha Quadrant (Bajor Region); download the other to Gamma Quadrant. Limit one per quadrant. While in play, any ship may move from one end to the other, then is "stopped."  
**OR** Plays at any time to nullify any card which is closing or destroying Bajoran Wormhole (discard doorway).

12 V



## DOORWAY

STAR TREK  
DEEP SPACE NINE



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### 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