



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

Experience the power, glory and brutality of the Terran Empire at its peak with this fifty-four (54) card *First Edition* virtual expansion. Travel through time, intimidate worlds, and infiltrate the other side. Will you change the course of history — or find yourself a prisoner in a dark and sinister universe? When you step *Through the Looking Glass*, there may be no going back.

RULES

Infiltration — Some of the cards in this set can give your personnel infiltration icons. If one of your personnel has an infiltration icon which matches an affiliation or faction your opponent is playing, and you move that personnel to one of your opponent's crews or away teams, they may join it. Once there, your infiltrators can choose to join battles and away teams. Their presence can enable the use of a range of infiltration-related cards which interfere with your opponent's plans. But watch out — if your opponent brings the true persona of the person your infiltrator is impersonating to the same crew or away team, the infiltrator is exposed and is now an intruder!

Coming Soon — Step back even further into the Mirror Universe's past, and delve into the events that shaped the Terran Empire. Can you twist the incidents happening around you for personal benefit? Can you take the Empire from a skirmishing local power to the dominant force in the quadrant? Do you have what takes to become Emperor or Empress? Find out in the final expansion in the Mirror Universe Block!



The Continuing Committee is dedicated to not only maintaining the *Star Trek: Customizable Card Game* community and the levels of competition, but exceeding them in scope and in quality.

ARTICLES
FORUMS
RULES
CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

The *Star Trek* CCG Community lives on at
WWW.TREKCC.ORG

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Quark	51 V
Rom	52 V

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Baze	53 V
Minister Tharn	54 V





DILEMMA

STAR TREK
DEEP SPACE NINE



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2

A NEW GAME

After the Ferengi attempted to cheat him at dabo, Fallow introduced Quark to the game of chula.

Opponent may download and seed here up to two Chula dilemmas (except The Chandra or The Game). Place on mission; one personnel (opponent's choice) is excluded from random selections of each Chula dilemma here.

1 V



DILEMMA

STAR TREK
THE NEXT GENERATION



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ALIEN ABDUCTION: TEST SUBJECTS

In 2369, aliens from a tertiary subspace domain abducted crew members from the *U.S.S. Enterprise*. The crew used the holodeck to jog their memories of the incident.

Three personnel (random selection) are held with dilemma atop mission until 2 Physics **OR** a Holodeck and CUNNING>40 present.

2 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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ATTRACTIVE ANTIQUITIES

Quark auctioned off several Gamma Quadrant artifacts in 2369. One valuable item disrupted station operations and was sought by both DS9's crew and wealthy bidders alike.

To get past requires Acquisition and 2 Greed **OR** Honor, OFFICER, SECURITY, and INTEGRITY>20X, where X=number of opponent's Gold-Pressed Latinum in play (limit 3).

3 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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BETWEEN DUTY AND RESPECT

While coordinating the evacuation of the Bajoran moon Jeraddo, Kira Nerys found herself sympathizing with the stubborn former Mullibok.

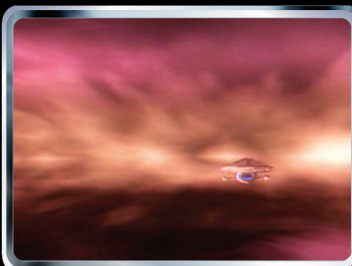
To get past requires Geology, Leadership, and OFFICER **OR** Honor, Archaeology, and SCIENCE (all requirements doubled if 4 or more Bajor Region missions in play).

4 V



DILEMMA

STAR TREK
VOYAGER



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CARETAKER'S WAVE

Causing heavy damage to the ships it encountered, the Caretaker used a displacement wave to bring vessels from all over the galaxy to his array.

Unless Astrophysics and Stellar Cartography **OR** 3 Navigation present, you choose: opponent may **OR** opponent may and/or relocate ship to Caretaker's Array.

5 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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DANGEROUS DERELICT

Neglected facilities often hold hidden dangers. According to standard Cardassian procedure, abandoned facilities like Empok Nor were booby-trapped to deter potential looters.

Opponent may download and seed here up to two Empok Nor-related dilemmas (except Friendly Fire or Ferengi Infestation).

6 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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EXCLUDED

A Vorta scenario shut Romulus out of treaty negotiations. T'Rul's protests terminated her further involvement.

For each affiliation present that does not include a V.I.P., one personnel of that affiliation is discarded (random selection), and others are stopped. Nullified if entire Away Team shares a faction icon. Discard dilemma.

7 V



DILEMMA

STAR TREK
THE NEXT GENERATION



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EXE-Q-TIONER

To save her life in Q's recreation of Sherwood Forest, Vash reluctantly agreed to marry Sir Guy of Gisbourne.

Unless Treachery and INTEGRITY<29 **OR** CIVILIAN and INTEGRITY>49, one personnel (random selection) is killed and opponent re-seeds dilemma under a different unsolved mission.

8 V



DILEMMA

STAR TREK
DEEP SPACE NINE



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LOOKING FOR PAR'MACH

With help from Jadzia Dax and Worf, Quark rehearsed his Klingon seduction techniques, with successful results.

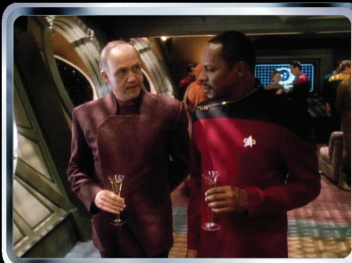
To get past requires a male and a female **OR** OFFICER and CUNNING>60. Opponent may then download and seed here up to two of the following: Distraction, Strange Bedfellows, Brief Romance, or Unexpected.

9 V



DILEMMA

STAR TREK
DEEP SPACE NINE



MISDIRECTION

A changeling disguised as Ambassador Krojensky nearly tricked the crew of the *U.S.S. Defiant* into starting a war.

Unless SECURITY, Exobiology, and any tricorder **OR** Section 31 **OR** Mindmeld **OR** a changeling present, play on table as : Your personnel present with an infiltrator are CUNNING -2.

10 V



DILEMMA

— STAR TREK —
ENTERPRISE



NAUSICAANS: PIRATES

Brutal predators often target unprotected shipping lanes, plundering vulnerable freighters and non-military vessels. Only the most fortunate escape such encounters.

Unless you have 2 Navigation, 3 SECURITY, and STRENGTH > 40 **OR** a Cloaking Device and CUNNING > 40, two personnel (random selection) are killed. Discard dilemma.

11 V



DILEMMA

STAR TREK
THE NEXT GENERATION



Q-UALITY TIME

Honoring his promise not to trouble Picard's ship again, Q took the good captain hostage in a shuttlecraft to ensure his request was heard.

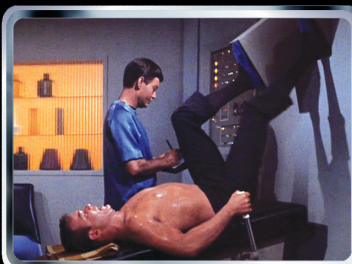
Opponent chooses: they may download and seed here Q-Flash **OR** highest INTEGRITY personnel returns to hand unless 2 Leadership and CUNNING > 30. Discard dilemma.

12 V



DILEMMA

STAR TREK



ROUTINE PHYSICAL

Starfleet protocol requires medical staff to regularly conduct and record physical examinations of starship personnel. Crew members are often reluctant to undergo such procedures.

Stops X lowest STRENGTH personnel (your choice if tie), where X=number of different MEDICAL personnel present. To get past requires 2 Computer Skill remaining.

13 V



DILEMMA

— STAR TREK —
ENTERPRISE



UNEXPECTED

Charles Tucker's experimentation with Xyrrilian granules at Ah'l'en's suggestion led to surprises culinary, romantic and even obstetric.

Unless you have Astrophysics and 2 Exobiology **OR** a female who has MEDICAL, one personnel (random selection, excluding females) is placed atop owner's draw deck.

14 V



EVENT

STAR TREK



HABIT OF DISAPPEARING

James Tiberius Kirk's enemies often vanished mysteriously. Security Chief Sulu had to gather power with care.

Seeds or plays on table. End of each turn, you must discard the top three cards of your draw deck (or one, if you have three personnel in play), then draw a card. (Immune to Kevin Uxbridge.)

15 V



INCIDENT

STAR TREK
VOYAGER



COVERT AGENT

Seeds or plays on table. Opponent may not return a ship to hand if your infiltrator aboard. When opponent reports a personnel or ship to same location as your infiltrator, you may draw a card (once per turn per infiltrator). When a mission attempt or battle begins at same location as your infiltrator, you may download to hand a morph card or an infiltration-related card (once per game per card title).

16 V



INCIDENT

STAR TREK
VOYAGER



FULL COMPLEMENT OF SHUTTLES

Seeds or plays on table. At start of your turn, you may discard a non-personnel card to download to hand a shuttlecraft. Your *Type 9 Shuttlecraft* may report with crew (limit two personnel, each must be to you *U.S.S. Voyager*. At any time (limit twice per game), you may download *Narrow Escape* (even from your discard pile). Your ships are attributes all +3 in if opponent's non- ship in .

17 V



INCIDENT

STAR TREK
DEEP SPACE NINE



GETTING TO KNOW YOU

Plays to draw a card. Then draw an additional card for each different infiltration icon you have in play that does not match any opponent's cards (maximum 3). **OR** Download Insert Undercover Agent. **OR** Plays (for free, once each turn) on an opponent's personnel present with your infiltrator. Your Founders and personnel with any Intelligence add target's regular skills until end of your turn. Discard incident after any use.

18 V



INCIDENT

STAR TREK
DEEP SPACE NINE



GREATER GLORY OF CARDASSIA

Seeds or plays on table. Ore Processing Units on Nor are immune to Reactor Overload if SECURITY aboard. While you have not attempted a mission, your Nor cannot be commandeered. Once per game, if you downloaded a or outpost during your seed phase, you may download 3 cards there (limit one ship) OR A Better Alternative OR Automated Security System.

19 V



INCIDENT

STAR TREK
DEEP SPACE NINE



PROTECT THE TIMELINE

Seeds on a time location. (Unique.) Once each turn, one of your unique personnel reporting here may do so for free. You may not report personnel for free unless native to this timeline or reporting to a ship or facility here. Any ship may time travel between here and corresponding spaceline location (once per turn per ship), then is stopped unless ship or three personnel aboard are native to this timeline.

20 V



INCIDENT

STAR TREK
DEEP SPACE NINE



STATION BRIEFING

Seeds or plays on Commander's Office. No player may commander station unless that player has 2 Leadership unopposed at this site. While your facility commander present: once each turn, your *Captain's Order* or *File Mission Report* may play for free, and any of your personnel may "file a mission report" here.

21 V



INCIDENT

STAR TREK
DEEP SPACE NINE



SUPLANT OPPOSITE

Seeds or plays on table. Your non- personnel with "mirror universe" in lore gain infiltration icons (if or , otherwise , even if not in play; may be exposed by their opposite), and may report as if (once each turn). When reported as your normal card play (or downloaded by Transporter Mixup), such a personnel may gain any skill until end of turn (once per game per card title), and you may draw a card.

22 V



INCIDENT

STAR TREK
DEEP SPACE NINE



VALUABLE PRISONER

Seeds or plays on table. (Unique.) Place on your personnel who is about to be killed; relocate (as a captive) to opponent's crew or Away Team in same quadrant; worth points if rescued. OR Place on an opponent's personnel who is about to be killed; relocate (as a captive) to your crew or Away Team in same quadrant (or to Internment Camp 371); you may download Impersonate Captive or a card.

10

23 V



INTERRUPT

STAR TREK
DEEP SPACE NINE



RENEWED SPIRIT

During the Dominion War, crew morale was often low. In his quest to give his father a baseball card, Jake Sisko lifted everyone's spirits and a new optimism swept through DS9.

Nullifies half of a Combo dilemma. OR Unstops your non- Away Team or your non- ship and crew at your mission (once per game per Mission card title).

24 V



INTERRUPT

STAR TREK



SMOKE AND MIRRORS

In the mirror universe, the crew of the *Starship Enterprise* found it far easier as civilized men to behave as barbarians than for their counterparts to behave as civilized men.

While facing a dilemma, removes classification and all skills from one of your personnel until dilemma resolved, then discard interrupt.

25 V



Archaeology + Transporter Skill + Physics



Research Historic Accident

Halkan Planet: Study notable contact with parallel universe at site of transporter incident.

Archaeology + Transporter Skill + Physics
When seeded, you may download Transporter Mixup.

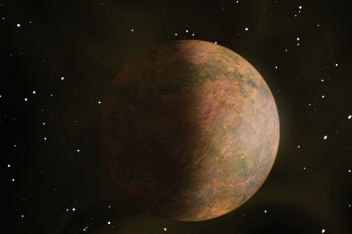


30

26 V



Geology + (Smuggling OR Transporter Skill) + CUNNING>28
Once per game, may download *The Charybdis*.



Seek Illicit Relic

Draken IV: Raid ruins in search of powerful artifact.

Geology + (Smuggling OR Transporter Skill) + CUNNING>28
Dead End here is nullified.

Any Away Team may attempt mission.

20

27 V

Visit Parallel Universe

Anthropology + (Youth OR Greed) + 2 non-M personnel
When seeded, you may download Crossover: An Invitation.

Bojor Region • Near Derna: Seize opportunity to explore alternate reality.

25 M

OBJECTIVE

ASSEMBLE RESCUE TEAM

Seeds or plays on table. Start of each turn, if your unique personnel is a captive, you may download The Emperor's New Cloak OR Prisoner Exchange OR Quark OR Nog OR Leck OR a non-M personnel with "Quark" in lore. Once per game, you may discard objective to score points when your captured personnel is released from a non-Alpha Quadrant location.

10

OBJECTIVE

ASSUME IDENTITY

Seeds or plays on table. If an opponent's non-Borg personnel was just killed, place on your Founder (except Odo Founder) in same quadrant. Founder morphs to impersonate killed personnel. Founder's classification and staffing icon change to those of killed personnel. Founder gains infiltration icon(s) for killed personnel's affiliation(s). May morph back at any time (discard objective).

OBJECTIVE

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 ship here. Each of your ships with an Agony Booth are attributes all +1. When you solve mission, score bonus points equal to your total WEAPONS from staffed ships at this mission (limit 15 points), then discard objective.

31 V

OBJECTIVE

GET BACK

Plays on table. When Transporter Skill aboard, your Transporter Mixup may work "in reverse" (replace personnel with their opposites native to this quadrant). When four unique personnel are replaced in this way, discard objective to score points. OR Plays on a non-M ship docked at a M facility. If ship and non-M crew subsequently dock at a non-M Nor, discard objective to score points (once per game).

10

32 V

OBJECTIVE

IMPERIAL INTIMIDATION

Seeds or plays on your ship. Doubles attribute bonuses to this ship from special skills. End of each turn, if this staffed ship orbiting an unsolved, non-homeworld planet mission, you may probe:

- Intimidation. Draw a card.
- Exploitation. Play a non-personnel.
- Rebellion. Discard a card from hand.

33 V

OBJECTIVE

INSERT UNDERCOVER AGENT

Seeds or plays on table. May discard from table to relocate one of your personnel to an opponent's crew or Away Team which they can infiltrate, and/or download Covert Agent. OR Once per game, place on your personnel with an infiltration icon (unless infiltrating); icon changes to match an opponent's affiliation or faction present; exposed (if infiltrating) when countdown expires.

34 V

Kira Nerys

OFFICER

First officer of DS9. She accidentally entered the mirror universe while commanding the U.S.S. Rio Grande in 2370. Spitting image of the Intendant.

Leadership Navigation Diplomacy Honor
X=3 vs. V Get Back (if in M).

INTEGRITY 7 CUNNING 8 STRENGTH 8+X

35 V

Benjamin Sisko

ENGINEER

Commander of DS9 who twice visited the mirror universe. Briefly romantically involved with Captain Dax and the Intendant. Helped launch the Defiant.

OFFICER Leadership x2 Biology Anthropology
Defiant Dedication Plaque (if in M).

INTEGRITY 7 CUNNING 8 STRENGTH 8

36 V



❖

Crewman Peart

STAR TREK

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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

ENSIGN CAGGIANO *STAR TREK™*

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

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Ensign Chagwiza *STAR TREK*

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ENGINEER

Typical Terran technician aboard the *I.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

42 V


STAR TREK™




SECURITY

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

 Archaeology
  Geology
  Greed
  Physics

 Your
  personnel
  add
  V.I.P.

INTEGRITY
4

CUNNING
6

STRENGTH
7


STAR TREK™




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

 Archaeology
  Geology
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  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 I.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

Julian Bashir

STAR TREK DEEP SPACE NINE

MEDICAL

Genetically enhanced doctor from DS9. Put to work as a slave by Overseer Odo in the mirror universe.

● Biology ● Geology ▼ Phaser Burns (if in M).
 ● Once per game, may steal a hand weapon present.
 ● If with Smiley, both are attributes all +2.

INTEGRITY

7

CUNNING

9

STRENGTH

5

46 V

Lt. Uhura

STAR TREK

OFFICER

Linguist quick to learn the rules of the game in the mirror universe. She distracted Security Chief Sulu.

● Computer Skill ● Youth ● Anthropology ▼ Driven
 ● Once each turn, may nullify a Female-related dilemma.
 ● If in M: Captain Kirk may report here (for free).

INTEGRITY

7

CUNNING

7

STRENGTH

5

47 V

Mr. Scott

STAR TREK

ENGINEER

Wry Scotsman. Mirror universe technology variations were nothing Scotty couldn't handle.

● ENGINEER ● Astrophysics ● Transporter Skill
 ● Computer Skill ▼ Transporter Mixup
 ● If in M: Lt. Uhura may report here (for free).

INTEGRITY

7

CUNNING

8

STRENGTH

7

48 V

Yeoman Vaughn

STAR TREK

MEDICAL

Typical Terran yeoman aboard the I.S.S. Enterprise. Aspires to become a "captain's woman." Organizes shipboard social activities to cultivate allies.

● Youth

INTEGRITY

6

CUNNING

7

STRENGTH

4

49 V

Grand Nagus Zek

STAR TREK DEEP SPACE NINE

V.I.P.

Ferengi who sought new opportunities in the mirror universe. Briefly romantically involved with the Intendant. Counted on Quark to help him.

● Acquisition ● Greed x2 ▼ Maihar'du (if in M or T).
 ▼ Valuable Prisoner ▼ Oo-mox (if with The Intendant).

INTEGRITY

4

CUNNING

6

STRENGTH

2

50 V

Quark

STAR TREK DEEP SPACE NINE

CIVILIAN

Bartender who traveled with Ezri and Rom to the mirror universe in 2375 to rescue Grand Nagus Zek.

● Leadership ● Computer Skill x2 ● Smuggling
 ● Treachery ▼ Assemble Rescue Team
 ● Honor, X=4 (if Ishka, any Nagus, or any Ezri in play).

INTEGRITY

4+X

CUNNING

7

STRENGTH

3

51 V

Rom

STAR TREK DEEP SPACE NINE

ENGINEER

Former waiter on DS9. Husband of Leeta. Worked with Quark to rescue Grand Nagus Zek from the mirror universe. Sabotaged a stolen cloaking device.

● Honor ● Navigation ● Physics
 ● If in M: ENGINEER, SCIENCE, Treachery

INTEGRITY

7

CUNNING

8

STRENGTH

3

52 V

Baze

STAR TREK

CIVILIAN

Halkan council representative in the mirror universe. Derives his wisdom from his people's history of total peace.

● Anthropology ● Archaeology ● Music

INTEGRITY

7

CUNNING

5

STRENGTH

3

53 V

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

INTEGRITY

8

CUNNING

7

STRENGTH

2

54 V