“Long live the Empire.”

The Continuing Committee is proud to bring you The Terran Empire—a sixty-two (62) card First Edition virtual expansion. Celebrate the birth of the Imperials in the Mirror Quadrant with the final expansion in the Mirror Block. Players will have many options in the dark alternate universe. Follow a lowly member of the crew through promotions and deception until they become Emperor (or Empress), or perhaps take command of a futuristic starship and use it to dominate the spacialine. Use the tools around you before they disappear, and try to get by with limited resources in your hand. The Mirror Quadrant is not a place for the faint of heart!

**RULES**

**Emperor, Empress** — These terms are equivalent.

**Homeworld** — If both players play different personas of a mission and one is a Homeworld, both missions are considered to be a Homeworld.

**Start of Turn Actions** — A player may choose the order of their start of turn actions.

**Coming Soon** — Continue the exploration of the 22nd century as the Continuing Committee presents the first set in the Starfleet Block. MACOs and bold Klingon justice will be the focus of the first set, with Vulcans not far behind!

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**THE TERRAN EMPIRE CARD LIST**

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After years of oppression by their Terran colleagues, the powerful threat of the Starship Defiant incited many within the Empire to rise up. Choose one personnel in crew or Away Team for each Dissident your opponent has in play. Your opponent chooses up to two of those personnel to be killed.

Many cultures have elaborate ceremonies. Jean-Luc Picard used the ja’chuq, a lengthy recitation of victories, to delay the selection of a new Klingon High Council leader. To get past, two personnel in crew or Away Team with the highest STRENGTH and one additional personnel with highest remaining CUNNING are stopped.

Faced with time-consuming repairs, Chief Engineer Tucker was initially unaware that the sabotage was due to a suggestion implanted in his mind by Commander T’Pol. Randomly stops half of crew (round down). If opponent has no cards in hand, those personnel are killed instead. Nullify with a personnel with Mindmeld and Treachery.

While Dr. Farallon’s exocomps proved useful as tools, their potential sentience led to conflict over whether they should be sacrificed to save humanoid lives. Opponent may draw a card for each present. To get past requires an (your choice, discarded) OR Cybernetics and 2 Law OR 4 ENGINEER OR Exocomp.

Reliance on automation can be dangerous. In 2268, shipboard tests of the M-5 multitronic unit with a skeleton crew resulted in the unit defending itself with deadly force. If ship has any attribute > number of personnel in crew, kills a unique personnel (random selection) for each of this ship’s staffing icons. Mission continues.

What constitutes a winning hand in fizzbin depends on the day of the week and whether it’s dark outside. It’s one of the few card games that requires its own glossary. Seeds or plays on table. Players need an additional 10 points to win the game. Nullified if any player has solved or scouted three or more missions. (Cumulative.)

Keeping her powers secret, Amanda Rogers protected the crew of the U.S.S. Enterprise from minor mishaps. A crisis in engineering ultimately forced her to reveal herself. Seeds or plays on table. Nullify a non-([H]) interrupt; if you have any cards in hand, place that interrupt atop owner’s draw deck. Discard event.

Although Starfleet regulations normally prohibit a starship commander from leading away missions, a captain can ignore such directives if it suits their interests or experience. Plays on table. While you have no cards in hand, if the matching commander of a ship you have in play helps solve a mission, score 5 points. (Captain’s Order.)
LOYAL SUBORDINATE
Although junior officers can be impulsive and exuberant, a commanding officer relies on their quick reactions for timely protection.

Plays on table. While you have no cards in hand, your personnel cannot be captured or killed by opponent's dilemmas; stopped instead.

SECURITY DRILLS
In times of crisis, those who wear the uniform have to be prepared for any contingency.

Plays on table. Name a skill (or two skills if you have no cards in hand). Your and MACO personnel may use 2 SECURITY as the named skill(s).

TECHNICAL WIZARDRY
With help from Geordi La Forge, Jean-Luc Picard was able to steal Ardra's magic tricks, revealing her fraud and rendering the "mythical being" powerless.

Plays on table. While you have no cards in hand, your events are immune to Kevin Uxbridge.

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TERRAN FLAGSHIP: PREDATOR
The capture of the technologically sophisticated Starship Defiant significantly advanced the Terran Empire.

Plays on your unique, non-ship at a Mirror Quadrant location. Ship gains Engine and , attributes all +4, replaces each staffing icon with , and once per game may nullify a dilemma here (if at a mission).

CONFLICT

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CONFLICT
INCIDENT

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

19 V

RADIATION MONITORING

Seeds or plays on table. Discard a card from hand to make your ship attributes +1 until the start of your next turn (limit +3). Also, while you have no cards in hand, you may ignore your opponent’s Containment Field when using a on your personnel.

21 V

WATCH DOG

Plays on table if you have three personnel in play. Once each turn, you may play a with a countdown for free. Place any cards drawn at the end of your turn face down beneath this incident. At the start of your turn, take all cards from beneath this incident into hand. While you have cards in hand, your personnel lose their first-listed skill. (Unique.)

20 V

UFP: ONE SMALL STEP

Plays on table. Your personnel may attempt non-homeworld missions. While all your personnel are and the same affiliation, each of your personnel (and ships) are CUNNING (or RANGE) +1. OR Seeds or plays on a time location. Any ship may move between this time location and another time location in the same quadrant with a matching year by using 4 RANGE.

4

Archaeology + Exobiology + Geology + SCIENCE + CUNNING>37

OR

any artifact with “Vulcan” in title or lore

Vulcan:
Repatriate historic object to reliquary on the Vulcan homeworld.

40

Archeology + Exobiology + Geology + SCIENCE + CUNNING>37

OR

any artifact with “Vulcan” in title or lore

2

SECURITY + Exobiology + Geology + Treachery

* –5 points if opponent’s 3 MEDICAL here.

Janus VI:
Subdue menacing life-forms disrupting mining operations on resource-rich planet.

Incapacitate Inhabitants

30*

SECURITY + Exobiology + Geology + Treachery

* –5 points if opponent’s 3 MEDICAL here.

2

Betrayed Biosphere

Mool IV: Destabilize independent Terran colony reliant on artificial habitat.

30

Geology + OFFICER + ENGINEER x2

* +5 points if opponent’s objective in play.

Monitor Population

Sector 001 Region • Earth:
Conduct covert cultural research on former Starfleet homeworld.

Anthropology + SCIENCE + Treachery x2

30

Monitor Population

Sector 001 Region • Earth:
Conduct covert cultural research on former Starfleet homeworld.

Anthropology + SCIENCE + Treachery x2

30

Spatial interphase: Covertly monitor former incursion site for further transdimensional incidents.

Observe Spatial Coordinates

SECURITY + Navigation + CUNNING>30

* +5 points if ship has Cloaking Device.

30*

SECURITY + Navigation + CUNNING>30

* +5 points if ship has Cloaking Device.

30*

30

Sabotage Biosphere

Mool IV: Destabilize independent Terran colony reliant on artificial habitat.

Geology + OFFICER + ENGINEER x2

* +5 points if opponent’s objective in play.
Unsanctioned Attack

Dissident-controlled space: Bypass chain of command to coordinate strike on adversaries.

Treachery x2 + CUNNING>35 + discard one personnel

Objectives:

Assert Authority
Seeds on table. If, at the end of your turn, your staffed ship with a unique personnel aboard is at a mission opponent seeded (or a mission), objective complete (once per game): Place objective in point area, place a copy of the unique personnel (the Contender) beneath objective from outside the game, draw a card, and you may download Betray Captain.

Betray Captain
Plays on table if your Asset Authority complete. If, at the end of your turn, your ship is at your unique mission with its matching commander and the Contender aboard, kill that commander; objective complete (once per game): Place objective in point area, the Contender is now the matching commander of that ship, draw two cards, and you may download Consolidate Power.

Consolidate Power
Plays on table if your Betray Captain complete. If you just won a battle involving at least two of your ships and the Contender, objective complete (once per game): Place objective in point area, the Contender is now an Admiral, your ship the Contender is aboard is attributes all +2, draw three cards, and you may download Declare New Sovereign.

Declare New Sovereign
Plays on table if your Consolidate Power complete. When the Contender helps solve a matching homeworld, objective complete (once per game): Place objective in point area, the Contender is now an Emperor (or Empress), and once each turn you may stop that personnel to either draw four cards OR download a personnel.

Dr. Cochrane
First Terran to make contact with an alien species, Zefram Cochrane likes rum, country music, guns, and women in uniform. Demanded a statue.

CIVILIAN
ENGINEER x2
Computer Skill
Astrophysics
Treachery
Zefram Cochrane's Shotgun
INTEGRITY 5 CUNNING 5 STRENGTH 6

V.I.P.
Treachery x2
Law
Leadership
Greed
INTEGRITY 3 CUNNING 6 STRENGTH 4

Carri

Haon Obst
Typical humanoid slave laborer reporting to Slar. His knowledge of alien cultures and anatomy did little to aid the reverse engineering of the Starship Defiant.

CIVILIAN
ENGINEER x2
Computer Skill
Astrophysics
Exobiology
Anthropology
INTEGRITY 8 CUNNING 7 STRENGTH 6

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CIVILIAN
ENGINEER x2
Computer Skill
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Zefram Cochrane's Shotgun
INTEGRITY 5 CUNNING 5 STRENGTH 6

V.I.P.
Treachery x2
Law
Leadership
Greed
INTEGRITY 3 CUNNING 6 STRENGTH 4

Admiral Black
Typical military leader. Briefly served as president of the Imperial Commission for Loyalty. Terran commander of the I.S.S. Avenger.

CIVILIAN
ENGINEER x2
Computer Skill
Astrophysics
Treachery
Zefram Cochrane's Shotgun
INTEGRITY 5 CUNNING 5 STRENGTH 6

V.I.P.
Treachery x2
Law
Leadership
Greed
INTEGRITY 3 CUNNING 6 STRENGTH 4
**Crewman Gham**
Type: Officer
Card Type: Officer

- **Music**
- **Computer Skill**
- **Exobiology**

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

**OFFICER**

Typical Andorian dissident serving aboard the I.S.S. Avenger. Sensor specialist and aspiring pilot. He enjoys old stories of the Andorian Imperial Guard.

**Crewman Terev**
Type: Officer
Card Type: Officer

- **Music**
- **Computer Skill**
- **Exobiology**

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

**OFFICER**

Typical Tellarite once suspected of being late for his duty shift. Became a dissident after spending time in the agony booth. Misses singing in the mud bath.

**Crewman Seval**
Type: Science
Card Type: Science

- **Computer Skill**
- **Biology**
- **Exobiology**

**INTEGRITY** 6  **CUNNING** 8  **STRENGTH** 7

**SCIENCE**

Idealist and mentor to Commander T'Pol. Seval thought he was too old to become a revolutionary Vulcan dissident. Commanded the I.S.S. Avenger.

**Ensign Guerrero**
Type: Science
Card Type: Science

- **Smuggling**
- **Stellar Cartography**

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

**SCIENCE**

Representative of junior science officers seeking out new worlds and civilizations to conquer. Obsessive collector of rare gemstones.

**Ensign Kelby**
Type: Engineering
Card Type: Engineering

- **Computer Skill x2**
- **Transporter Skill**
- **Meditation**

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

**ENGINEER**


**Private Brown**
Type: Security
Card Type: Security

- **Biology**
- **Archaeology**
- **Leadership**

**INTEGRITY** 6  **CUNNING** 6  **STRENGTH** 8

**SECURITY**

One of many Terran soldiers. Considered a career in the sciences before becoming a MACO. Distracts his non-Terran comrades, particularly Vulcans.

**Private Palmer**
Type: Officer
Card Type: Officer

- **Youth**
- **Stellar Cartography**

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

**OFFICER**

Representative of female MACO soldiers who worked closely with Major Reed and Sergeant Mayweather.

**Sergeant Mayweather**
Type: Security
Card Type: Security

- **Anthropology**

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

**SECURITY**

Opportunistic sergeant romantically involved with Commm Officer Sato. Travis Mayweather is a MACO and bodyguard to Commander Archer.

**Major Reed**
Type: Security
Card Type: Security

- **Biology**
- **Exobiology**
- **Anthropology**

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

**ENGINEER**

Enthusiastic major, MACO, and opportunistic assassin. Second officer Malcolm Reed is largely credited with the creation of the agony booth.

**Sergeant Gham**
Type: Officer
Card Type: Officer

- **Archeology**
- **Stellar Cartography**

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

**OFFICER**

Representative of junior science officers seeking out new worlds and civilizations to conquer. Obsessive collector of rare gemstones.

**Crewman Soval**
Type: Science
Card Type: Science

- **Computer Skill**
- **Biology**
- **Exobiology**

**INTEGRITY** 6  **CUNNING** 8  **STRENGTH** 7

**SCIENCE**

Idealist and mentor to Commander T'Pol. Soval thought he was too old to become a revolutionary Vulcan dissident. Commanded the I.S.S. Avenger.

**Crewman Gham**
Type: Officer
Card Type: Officer

- **Music**
- **Computer Skill**
- **Exobiology**

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

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- **Computer Skill**
- **Exobiology**

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

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Type: Science
Card Type: Science

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- **Biology**
- **Exobiology**

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Idealist and mentor to Commander T'Pol. Seval thought he was too old to become a revolutionary Vulcan dissident. Commanded the I.S.S. Avenger.

**Ensign Guerrero**
Type: Science
Card Type: Science

- **Smuggling**
- **Stellar Cartography**

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

**SCIENCE**

Representative of junior science officers seeking out new worlds and civilizations to conquer. Obsessive collector of rare gemstones.

**Ensign Kelby**
Type: Engineering
Card Type: Engineering

- **Computer Skill x2**
- **Transporter Skill**
- **Meditation**

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

**ENGINEER**


**Private Brown**
Type: Security
Card Type: Security

- **Biology**
- **Archaeology**
- **Leadership**

**INTEGRITY** 6  **CUNNING** 6  **STRENGTH** 8

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One of many Terran soldiers. Considered a career in the sciences before becoming a MACO. Distracts his non-Terran comrades, particularly Vulcans.

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Card Type: Officer

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- **Stellar Cartography**

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

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Type: Security
Card Type: Security

- **Anthropology**

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

**SECURITY**

Opportunistic sergeant romantically involved with Commm Officer Sato. Travis Mayweather is a MACO and bodyguard to Commander Archer.
61 V
2155 Earth:
After attacking San Francisco, Emperess Sato moved her throne to Kyoto.

22nd-Century Japan
Seeds or plays on table; download Imperial Palace here; any players may download UFP: One Small Step. Native to this timeline: all cards, personnel, and equipment. Non-cards are excluded from battle here.

62 V
2155 Spatial Interphase:
Site of concealed Tholian base used to study mysterious vessel.

Vintaak Drydock Station
Seeds on table; download Starship Defiant here from outside the game, uncontrolled. Any player may beam personnel from their ship here aboard Starship Defiant. May be commanded by unopposed Away Team with 2 ENGINEER, OFFICER, SECURITY and STRENGTH>50 aboard. At the end of each of your turns, flip this card over.

62* V
2268 Spatial Interphase:
Weakened area of space where universes overlap.

Vintaak Disappearance Site
Any player’s ship with a Tractor Beam, 4 SCIENCE, and CUNNING>40 aboard may commandeer Starship Defiant here. At the end of each of your turns, flip this card over.

63 V
I.S.S. Avenger
Admiral’s ship, NX-09. Captained by Admiral Black in the Empire’s fight against the rebellion and later commanded by Crewman Sowel in the strike back.

64 V
I.S.S. Enterprise NX-01
Prototype Terran flagship commanded by Captain Forrest. Later captained by Commander Archer.

65 V
Attributes all +1 for each aboard (limit 4).

66 V
Suliban Cloaking Device

67 V
Constitution Class
RANGE 6 WEAPONS 6 SHIELDS 5

68 V
Tactic
ATTACK bonus +2 if you have a Starfleet ship firing. Hit = . Direct hit = .

69 V
Phase Cannons
RANGE –1 WEAPONS –2 SHIELDS –1 HULL –35%

70 V
xA at a mission.

71 V
Sergeant Moreno

72 V
Imperial Interceptor

73 V
Terran Assault Class
RANGE 6 WEAPONS 5+X SHIELDS 5

74 V
Attack

75 V
Defense

76 V
Casualties: randomly kills one personnel (on a Nor, one personnel at site of opponent’s choice).
**RANGE** –1
**WEAPONS** –2
**SHIELDS** –1
**HULL** –25%

**Casualties:** randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

**ATTACK** bonus +2 if you have a Starfleet ship firing.

Hit = 

Direct hit = 

---

**RANGE** –1
**WEAPONS** –2
**SHIELDS** –1
**HULL** –35%

**ATTACK** 60 V

**DEFENSE** 1

**Casualties:** randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

---

**RANGE** –1
**WEAPONS** –2
**SHIELDS** –1
**HULL** –25%

**Casualties:** randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

**ATTACK** bonus +2 if you have a Starfleet ship firing.

Hit = 

Direct hit = 

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**HULL** –35%

**Casualties:** randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

**ATTACK** 60 V

**DEFENSE** 1

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**RANGE** –1
**WEAPONS** –2
**SHIELDS** –1
**HULL** –25%

**Casualties:** randomly kills one personnel (on a Nor, one personnel at site of opponent's choice).

**ATTACK** bonus +2 if you have a Starfleet ship firing.

Hit = 

Direct hit = 