



One hundred and thirty-one cards. The Intendant, the Terran Empire, the Klingon/Cardassian Alliance, the Horta, Spock with a goatee...

*"See you on the other side."*

## NEW RULES


**Mirror Universe** — The mirror universe is represented by the new Mirror Quadrant. (The normal universe is represented by the Alpha, Gamma, and Delta Quadrants.) Cards that are physically in one universe (on a spaceline) do not affect cards in the opposite universe. For example, if an Assimilate Homeworld objective is completed on Cardassia Prime, it does not affect mirror-universe Cardassians; if completed on Bajor in the mirror universe, it does not affect normal-universe Bajorans.

Timeline disruption in one universe does not affect cards in the opposite universe.

Some cards refer to "opposite quadrant;" the Alpha Quadrant is the opposite of the Mirror Quadrant, and vice versa.

**Mirror versions of personas** — A personnel who has a **bold italic** persona name in its lore, and a mirror quadrant icon, is a *mirror version*, not a true version, of that persona. You may have both in play at the same time. Regular version(s) of a persona are called the *opposites* of the mirror version, and vice versa. For example, the mirror universe personnel Mr. Quark is the opposite version of both Quark and Quark Son of Keldar, and he does not qualify as a Quark unless the reference is to "any Quark." (Opposite versions may not replace each other using the persona replacement rule.)

## NEW ICONS

 **Terran Empire** — This icon indicates Terrans (and their allies) from the mirror universe. It includes 23<sup>rd</sup>-century personnel as well as the 24<sup>th</sup>-century "remnants" of the Terran Empire known as the Terran Rebellion. It is a *special staffing icon*, and also has uses defined by cards in this expansion set.

 **Klingon/Cardassian Alliance** — This icon indicates members of the dominant mirror universe power in the 24<sup>th</sup> century. It is a *special staffing icon*, and also has uses defined by cards in this expansion set.

  **Mirror Quadrant** — These icons follow the same quadrant rules as the corresponding icons for the Gamma Quadrant.

## NOTES AND CLARIFICATIONS

**Downloading Artifacts** — When a card specifically downloads an artifact (e.g., James Tiberius Kirk has a special download icon for the Tantalus Field), that artifact is used as if earned.


\* **Enigma icon** — This symbol represents things whose nature is mysterious or unexplained, such as the Borg Queen and the mirror universe version of Vic Fontaine. Each player may have only one copy of each enigma card in play at any time. However, such cards are neither unique nor universal, and thus are not affected by cards that specifically affect unique or universal cards.

**Multidimensional Transport Device** — This device may be beamed along with the personnel it is affecting, or left behind.

**Navigate Plasma Storms** — This objective's probe result applies to each Badlands Region where there is a ship. Thus, for example, any facility in the mirror Badlands Region is not affected by a flare-up or maelstrom unless there is a ship there.

**Pooling skills** — This phrase (e.g., on the new Blood Screening card) refers to two or more personnel combining their skills together for a dilemma, mission, etc.

**Regent Wort** — When Regent Wort assigns a new matching commander to a ship, this supersedes the ship's previous matching commander, if it had one. (The assigned personnel must match the ship's affiliation.)

**Terran Rebellion HQ** — When this facility is in play at the Search for Rebels mission location, that location becomes a homeworld for all Federation cards with a  Terran Empire icon, and thus may be targeted by cards such as Assimilate Homeworld and Gold-Pressed Latinum.

**The Art of Diplomacy** — This incident allows your personnel to use 2 Treachery as if it were 1 Diplomacy, and two personnel with 1 Treachery each may work together to do so. For example, two personnel who have Treachery and another who has Treachery x2 can work together to provide 2 Diplomacy (and if any of those personnel are mission specialists, this counts as using their skill to meet a mission requirement for the Assign Mission Specialists objective). However, a personnel may not use their skill as Treachery *and* Diplomacy at the same time.

**STAR TREK**  
CUSTOMIZABLE CARD GAME™