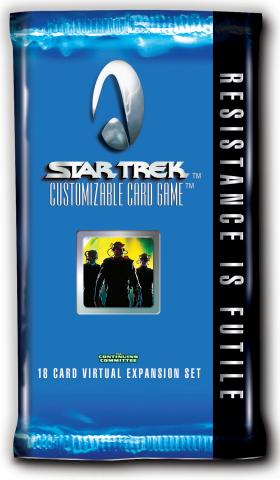
## STARTREK CUSTOMIZABLE CARD GAME-FIRST-EDITION ANCE Design Team Dan Hamman Jason Robinette THE FIRST CONTACT 15TH ANNIVERSARY COLLECTION Thomas Vineberg CONTINUING COMMITTEE 18 ADDITIONAL VIRTUAL CARDS · RELEASED NOVEMBER 2011 · VERSION 1.0

"The line must be drawn here!!"

he Continuing Committee is proud to release Resistance is Futile: The First Contact 15th Anniversary Collection to celebrate the film's 1996 release with eighteen (18) new First Edition cards. It's time to renew the battle to save the Federation: will you help Picard and crew Launch the Phoenix before the Borg manage to disrupt the timeline and Stop First Contact?

Congratulations - The First Edition World Championships were held in Indianapolis. The 2011 First Edition World Champion is: Jeremy Commandeur from California, USA.







Coming Next — Our upcoming expansion will introduce the next generation of opportunities for exploration, profit, and honor to the Alpha Quadrant. Spring (Fall for players in the Southern Hemisphere) 2012 will be a season to remember for new, returning, and long-time *First Edition* players.

## REVISED RULES

**Timeline Disruption** — The existence of time locations makes it possible to conceptually go back in time and alter history in such a way that you change conditions in the present. The effects of timeline disruption vary by event:

"Timeline disrupted in 2063" — If the Borg change history by completing a Stop First Contact or Build Interplexing Beacon objective, the timeline is disrupted and Federation and Starfleet history ceases to exist. Cards which are disrupted include:

- all personnel of Human species.
- all o and affiliation cards (including multi-affiliation cards, regardless of current mode), such as personnel, ships, and facilities.

However, things from other universes or currently time travelling are not affected by this timeline disruption thus, the following cards are protected:

- ullet cards with a M icon.
- cards with an **1** icon (unless they also have a 😂, 🛝, or 🙆 icon).
- cards that have disappeared (e.g. Temporal Rift or Time Travel Pod).
- cards which have lost their affiliation (e.g. Thine Own Self).
- cards at a time location.

Except for cards which are protected, all disrupted cards in play (in any quadrant) and in any player's hand, draw deck, side deck, discard pile, etc., are placed out-of-play. (Reshuffle where appropriate.) If any cards are aboard (or played on) a disrupted ship or facility (but are themselves not disrupted), those cards return to owner's hand.

"Timeline disrupted in 2267" — the effects of this disruption are described on Hero of the Empire.

## RESISTANCE IS FUTILE CARD LIST

DII = 1 - 1 - 2		
DILEMMAS		
Back to Basics	1	V
Contingency Plan	2	V
Crowded Bar		
Definitely Not Swedish	4	V
EQUIPMENT		
Mission Briefing PADD	5	V
EVENTS		
A Willing Companion	6	۷
Adapt: Allocate Resources		
Optimize Drones	8	۷
<b>OBJECTIVES</b>		
Launch the Phoenix	9	۷
Protect Historic Encounter		

PERSONNEL – BORG
Data of Borg 11 V
Six of Ninety-Six 12 V
Twelve of Ninety-Six 13 V
PERSONNEL – FEDERATION
Jae 14 V
Jean-Luc 15 V
Suzanne Dumont 16 V
SHIP - BORG
Queen's Borg Sphere 17 V
SHIP – FEDERATION
U.S.S. Akira 18 V

"I am the beginning; the end; the one who is many. I am the Borg I am the collective.



























































































