




*"So, Captain, how long shall we stare at each other across the Neutral Zone?"*

There is no more iconic region of space than *The Neutral Zone*, and now you can explore it with the newest *First Edition* virtual expansion! Featuring fifty-four (54) new 1E cards, *The Neutral Zone* makes Original Series Romulans a fully realized faction for the first time. Or you can build an empire of androids, risk a treaty violation by exploring the zone itself, or cause chaos with a new way to play dilemmas. It all awaits you, if you're brave enough to enter *The Neutral Zone*!

**The Squire's Rules** – This new objective gives players a new way to build and play with dilemmas. Rather than building combos, you can now randomly distribute your dilemmas in exchange for some extra stopping power. The trade-off is that you are limited to only  dilemmas, and no duplicates. This is great for new players!

**Coming Soon** – The galaxy of the 23rd century is a dangerous place. Monstrous enemies, empires big and small, and dangerous, child-like supernatural beings. But soon, the Klingon Empire will make their grand entrance. Will you be prepared to battle them for domination of the galaxy?



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.

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



## THE NEUTRAL ZONE CARD LIST

### DILEMMA

Eminian Disintegration Protocol	1 V
Experience Biji	2 V
M-113 Creature	3 V
Nelvana Trap	4 V
Nuclear Disarmament	5 V
Poor Quality Workmanship	6 V
Shuttle Crash	7 V
Tricarbonate Poisoning	8 V
White Rabbit	9 V

### EVENT

Creatures of Duty	10 V
Shapeshift: Fluidity	11 V
Strategic Sector	12 V

### FACILITY

Earth Outpost	13 V
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### INCIDENT

Community Leader	14 V
Hard-Working, Happy Androids	15 V
Long Live the Empire!	16 V
The Neutral Zone	17 V

### INTERRUPT

Cloaked Maneuvers	18 V
I... Have Had... Enough of You!	19 V
Not Programmed to Respond	20 V

### MISSION

Breach Detection Grid	21 V
Evade Sensors	22 V
Investigate Decaying Radiation	23 V
Provide Purpose	24 V
Study Cybernetic Relics	25 V

### OBJECTIVE

Test for Weakness	26 V
The Squire's Rules	27 V

### PERSONNEL – DOMINION

Shah'Razad	28 V
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### PERSONNEL – FEDERATION

Lt. Stiles	29 V
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### PERSONNEL – NON-ALIGNED

Alice Series	30 V
Andrea	31 V
Barbara Series	32 V
Dr. Brown	33 V
Kirk-Android	34 V
Norman	35 V
Rayna Kapek	36 V
S'Salk	37 V
Stella Mudd	38 V
Sybo	39 V

### PERSONNEL – ROMULAN

Borix	40 V
Centurion Kirk	41 V
Dividius	42 V
Govas	43 V
Mr. Spock	44 V
Praxus	45 V
Ptol	46 V
Pytron	47 V
R'Moog	48 V
Telman	49 V
Veznik	50 V

### PERSONNEL – STARFLEET

Ensign Tamara	51 V
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### SHIP – ROMULAN

Bird-of-Prey, Mk II	52 V
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### SITE

Primary Turbolift	53 V
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### TACTIC

Primary Plasma Weapon	54 V
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