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*"A dream that became
 a reality and spread
 throughout the stars..."*

Over the course of the last fifty years, *Star Trek* has told some amazing stories, and that's the focus of *Star Trek 50: First Edition*. You won't find a single personnel or ship in this product, but you will find eighteen (18) new dilemmas, incidents, objectives, and more designed to capture some of Trek's most famous moments. Celebrate five decades of wonder with *Star Trek 50: First Edition*.

Star Trek 50th Anniversary — September 8th, 1966 was the dawn of an era as the first episode of *Star Trek* hit the airwaves. Now, fifty years later, we celebrate the continuing phenomenon that is *Star Trek* with a trio of new boutique-style expansions for *First Edition*, *Second Edition*, and *Tribbles*. Featuring brand new cards from iconic moments across five series and ten movies, these collections capture the wonder and excitement of space, the final frontier. Live long and prosper!



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
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PLAYER LOCATOR

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



STAR TREK 50: FIRST EDITION

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DILEMMA

STAR TREK
THE FIRST FRONTIER



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A PASSIONATE VULCAN

50

Banished from Vulcan, Sybok urged people to face their pain and draw strength from it.

Unless Mindmeld and Anthropology present, opponent may download (or relocate) Sybok here and may download Release This Pain onto one of your personnel present (random selection). Discard dilemma.

1 V

DILEMMA

STAR TREK
INSURRECTION



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ATTACK OF THE DRONES

50

The Son'a used transporter drones to forcibly relocate anyone interfering with their harvest of metaphasic radiation.

Opponent may download up to three Transporter Drones to this planet. Three personnel (random selection) face the Drones as if in personnel battle, then are stopped; lose 3 points for each personnel captured.

2 V

DILEMMA

STAR TREK
THE VOYAGE HOME



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EXACT CHANGE

50

Admiral Kirk and Captain Spock found their progress on 20th century Earth slowed by obscure and archaic financial practices.

To get past requires exactly 50 CUNNING from all Away Team members. May nullify by stopping two personnel (opponent's choice) until end of next turn.

3 V

DILEMMA

STAR TREK
THE SEARCH FOR SPOCK



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JOL YICHU'I

50

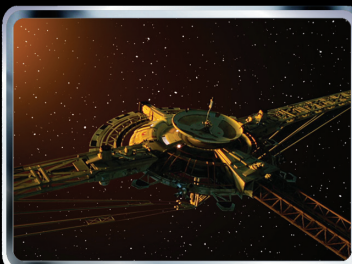
With the Genesis Planet collapsing, Admiral Kirk impersonated Krige in order to secure his and Captain Spock's escape aboard a Klingon Bird-of-Prey. "Activate beam!"

Unless Anthropology in Away Team and Transporter Skill on your staffed ship in orbit, two personnel (opponent's choice) are killed.

4 V

Amargosa Observatory

STAR TREK
GENERATIONS



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Solar research post. Secretly housed Dr. Tolian Soran's tritium missile project.

50

Plays at Amargosa. Once per game, if your Dr. Tolian Soran is aboard, you may change the direction of The Nexus, then download Tritium Weapon (as if earned).

STATION

SHIELDS 20

5 V

INCIDENT

STAR TREK
DEEP SPACE NINE



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COMBINED TASK FORCE

50

Plays on table; you may download Treaty: Federation/Klingon. Your cards may initiate battle against any non- and non- target. You may only report ships or personnel that are or . Once each turn, one (except or) personnel may report for free OR you may nullify Homefront present with your V.I.P. Nullified if you control a Nor.

6 V

INCIDENT

STAR TREK
ENTERPRISE



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THE WARP FIVE PROGRAM

50

Seeds or plays on Seat of Starfleet. Mission specialists you download may download here. Just after your personnel reports here, you may relocate them to your NX-class ship in the Alpha Quadrant. If the first mission you solve is , score 10 points. Nullified if you have more than one ship (except shuttles) in play.

7 V

INTERRUPT

STAR TREK
THE WRATH OF KHAN



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KHAN!

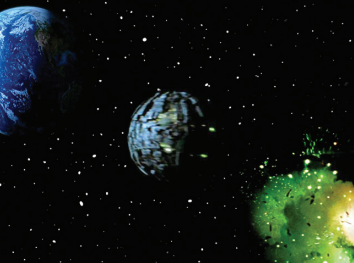
50

"... KHAN!"

Just after an opponent scores bonus points, nullify those points. OR Nullifies The Genesis Effect.

8 V

2



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Battle of Sector 001

Sector 001 Region • Near Earth: Take desperate action to repel relentless adversary.

50

6 personnel

*+25 if your total WEAPONS>24 here.

25*

9 V

4

30

Astrophysics x2 + Stellar Cartography + Physics



Conduct Stellar Research

Amargosa: Perform routine observations of yellow giant star. **50**

Astrophysics x2 + Stellar Cartography + Physics
When seeded, you may download Amargosa Observatory.

30

4

10 V

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2

30

CUNNING>30 OR Archaeology x3

Any Away Team



Investigate Probe Origin

Kataan: Search northern territory for evidence of long-dead settlers. **50**

Kamin + CUNNING>30 OR Archaeology x3

Any Away Team may attempt mission.

30

2

11 V

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2

30

Geology + OFFICER + SECURITY + STRENGTH>34



Supervise Dillithium Mine

Romulus System Region • Remus: Ensure mines operate at peak efficiency. **50**

Geology + OFFICER + SECURITY + STRENGTH>34
When seeded, you may download Process Ore: Mining here.

30

2

12 V

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3

50

Any Crew

Leadership x2 + (Treachery OR Honor) + CUNNING>50
Once per game, may opponent's ship here.



Vanquish Enemy

Mutara Region • Mutara Nebula: Defeat nemesis among starship-debilitating ionized gases. **50**

Leadership x2 + (Treachery OR Honor) + CUNNING>50
Once per game, may opponent's ship here.

Any crew may attempt mission.

50

3

13 V

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OBJECTIVE

STAR TREK
THE MOTION PICTURE



FACILITATE PEACE TALKS **50**

Seeds or plays on Khitomer; download Treaty: Federation/Klingon. Your personnel may attempt mission with the following requirements:
Diplomacy x2 + Leadership x2 + INTEGRITY>40
When you solve, you may download up to two personnel of different affiliations here.

14 V

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OBJECTIVE

STAR TREK



PREPARE LANDING PARTY **50**

Plays on your mission. At start of your first mission attempt here, you may download one SECURITY personnel OR one equipment to Away Team. If three unique personnel with different classifications are present when you solve mission, discard objective to score points and/or draw 3 cards. Nullified if you play (or have played) a non-personnel.

5

15 V

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OBJECTIVE

STAR TREK
THE MOTION PICTURE



REUNITE LEGENDS **50**

Seeds or plays on your outpost. Once per game, you may download a ship here. When your crew completes a mission aboard a ship, if crew included at least seven unique personnel at start of attempt, discard objective to score points.

10

16 V

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OBJECTIVE

STAR TREK
VOYAGER



SET A COURSE FOR HOME **50**

Seeds or plays on Earth. If you have solved two missions, your U.S.S. Voyager may move between any spaceline end and this mission using its full RANGE. Your Away Team of only personnel may attempt this mission with the following requirements:
Navigation x2 + OFFICER x2 + CUNNING>40

17 V

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OBJECTIVE

STAR TREK
THE NEXT GENERATION



THE INNER LIGHT **50**

Seeds or plays on Parvium System; download and seed Ressian Flute here. This mission may be attempted by any crew. When you acquire Ressian Flute, choose a personnel (they are now Kamin). When Kamin helps solve a planet mission, you may download Drought Tree there. (If on Kataan or Kamin is Jean-Luc Picard, double Drought Tree points and they may not be nullified.) (Unique.)

18 V

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