

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

# COLD FRONT

THE CONTINUING COMMITTEE

54 ADDITIONAL VIRTUAL CARDS • RELEASED JANUARY 2018 • VERSION 1.0

## Design Team

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*"But we have reason to believe that the twenty-second century is a front in this cold war. What happens here could affect millennia to come."*

Shadowy threats from across time and space take center stage with *Cold Front*, a new fifty-four (54) card expansion for *First Edition*. With *Cold Front*, you can take on the role of a temporal benefactor, manipulating events in the past towards unknown future goals. Or you can pilot the enigmatic Romulan Empire, the augmented supermen, or dens of thieves and scavengers towards political power, conquest, or the lust for profit. No matter your aim, you'll find something to leverage in *Cold Front*!

**Coming Soon** — As The Continuing Committee enters its 10th year, there's never been a better time to enter - or re-enter - the world of *First Edition*. We'll be releasing a series of new products and expansions in early 2018 designed to help you rejoin the game, or teach it to your friends and family. Share the joy of *First Edition* and expand your power in the universe with all new decks, cards, and more in 2018!



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

CARD IMAGES  
TOURNAMENTS  
PLAYER LOCATOR

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

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# DILEMMA

— STAR TREK —  
ENTERPRISE



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## A CRIME OF PASSION

Manipulated by D'Nesh and her Orion pheromones, Kelby sabotaged the electro-plasma system aboard *Enterprise* as part of Harrod-Sar's attempt to capture the vessel.

Unless a female **ENGINEER** OR a unique male with printed **INTEGRITY**>7 present, opponent may choose a ship here to . Discard dilemma.

1 V

# DILEMMA

— STAR TREK —  
THE NEXT GENERATION



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## ENEMIES OF THE STATE

In 2368, the Romulan government tried to suppress Ambassador Spock's underground movement and its efforts to save the dream of a Romulan-Vulcan unification.

Opponent may download three dissidents to planet. To get past, must have **INTEGRITY** > opponent's **INTEGRITY** from up to the number of opponent's personnel on planet.

2 V

# DILEMMA

— STAR TREK —  
ENTERPRISE



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## NO MENTION OF CRIME

In 2152, Charles Tucker III and Malcolm Reed were deceived by con artists posing as alluring females on Risa. The Vulcan database hadn't warned them of potential criminal activity.

Opponent chooses to capture male with most icons OR stop any two males present. Nullify with four females.

3 V

# DILEMMA

— STAR TREK II —  
THE WRATH OF KHAN



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## PAWNS OF THE MILITARY

In the wrong hands, a new discovery or scientific advancement can be perverted into a dreadful weapon.

If T'Lani III or a biolab in play, opponent may download and seed here up to two of the following: Hyper-Aging, Aphasia Device, or any virus-related dilemma; then place on mission: add 2 **SCIENCE** to requirements of all such dilemmas here.

4 V

# DOORWAY

— STAR TREK —  
ENTERPRISE



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## TEMPORAL BENEFACITOR

Seeds on table. Place a personnel beneath here from outside the game; "Benefactor" in play for uniqueness only. Unique personnel naming (or named by) Benefactor in lore are temporal agents and may use all regular skills on Benefactor. Once each turn, you may place a card from hand beneath draw deck to download (even to hand) a temporal agent-related card and/or Timepod Ring. (Unique.)

5 V

# EVENT

— STAR TREK —  
ENTERPRISE



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## BIGGER ON THE INSIDE

The secrets of a small futuristic ship and the corpse of a presumed temporal agent led Starfleet, Suliban, and Tholian forces to abandon all other priorities in an attempt to secure it.

Plays on a mission if your temporal agent is here or adjacent. Mission may not be attempted or scouted unless 4 OR any Intelligence in crew or Away Team. (Unique.)

6 V

# EVENT

— STAR TREK —  
ENTERPRISE



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## DISRUPTED CONTINUUM

When temporal agent Daniels pulled Jonathan Archer out of a dangerous situation with the Suliban in the 22nd century, it resulted in devastating alterations to the timeline.

Plays on table. Once per game, discard event to nullify a non- dilemma your opponent just revealed; may download and seed a replacement or dilemma.

7 V

# EVENT

— STAR TREK —  
ENTERPRISE



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## EMPRESS

With the firepower of the *Starship Defiant* at her disposal, the former communications officer quickly assumed a new position of power. "You are speaking to Empress Sato."

Plays on your Contender (for free if any Hoshi). Once per game, at the start of your turn, discard event to complete a Contender-related objective (but draw no cards).

8 V

# EVENT

— STAR TREK —  
DEEP SPACE NINE



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## REVOLUTIONARIES

Damar rallied the civilian population of Cardassia, knowing that failure to oppose an enemy as evil and powerful as the Dominion would condemn them all to eternal submission.

Plays on table. Your dissidents may initiate battle against their own affiliation. OR Download two dissident personnel. Discard event.

9 V



# EVENT

— STAR TREK —  
ENTERPRISE



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## ROMULAN MINEFIELD

Many species use mines to deny access to particular areas of space. Cloaked Romulan mines caused significant damage to *Enterprise* in 2152.

Plays between two missions (for free if both are [V] or [D]). Creates a location (span 2). Passing non-[V] ships must stop here for rest of turn or incur damage.

10 V

# EVENT

— STAR TREK —  
DEEP SPACE NINE



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## THE UNRELENTING LUST FOR PROFIT

Outraged by the taxes and social reforms on Ferenginar, Quark declared that his bar would be the last outpost of what had once made Ferenginar great.

Seeds on Quark's Bar or a Trading Post; download 1st Rule of Acquisition or The Ferengi Rules of Acquisition. You may use them at any time on your turn.

11 V

# EVENT

— STAR TREK —  
ENTERPRISE



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## TREATY: ROMULAN/VULCAN

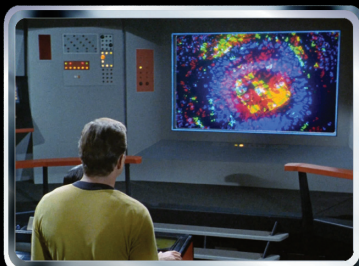
Under the administration of V'Las, a covert alliance existed in 2154 between the Vulcan High Command and Romulan agents with an aim of "reunifying" the two cultures.

Seeds or plays on table (plays for free if you have V'Las in play). Your Romulan and Vulcan affiliations recognize this treaty. They can now mix and cooperate.

12 V

# EVENT

— STAR TREK —



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## "WE ARE THE METRONS"

Having pursued their Gorn adversaries into Metron-controlled space, the crew of the *Starship Enterprise* was forced to resolve their conflict on the Metrons' terms.

Seeds on your mission. If each of your missions has exactly one affiliation icon and all match, all non-[V] cards at this mission have attack restrictions of that affiliation.

13 V

# Cold Station 12

— STAR TREK —  
ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

22nd-century biolab built by Earth and Denobula. Stored hazardous pathogens and genetically enhanced embryos. Commandeered by augments.

Seed one at a [C] or [D] mission. Your [V] cards with "Khan" in title or lore may report here; one may seed here.

## STATION

SHIELDS 18

14 V

# Tellarite Trading Post

— STAR TREK —  
ENTERPRISE



NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

22nd-century depot operated by the Tellarite Mining Consortium. Home away from home for diplomats, hustlers, entrepreneurs, and wanderers.

Seeds or plays at a 2154 [V] location. Ships may dock and repair here (as if an outpost). [V] UFP: One Small Step

## STATION

SHIELDS 26

15 V

# INCIDENT

— STAR TREK —  
ENTERPRISE



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## COMFORT WOMEN

Plays once each turn (for free) on your Gul or Senator present with a female of a different species. For rest of turn, this personnel gains any regular skill; discard incident. [OR] Seeds on Bajor. Your [V] females become [D] dissidents with "Terok Nor" in lore (even if not in play); download a site. [OR] Seeds on Verex III. Your [V] females are considered native to 2154 Time Locations.

16 V

# INCIDENT

— STAR TREK —  
ENTERPRISE



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## FERENGI GAS TRAP

Plays on a [V] location. Opponent's ship here must "bring this card aboard" (place on ship; limit once per game per ship title). Counts down only while on a ship. While on opponent's ship: crew disabled, and ship (if non-[V]) may be targeted by Secondary Market. Nullified if Decontamination is in play, by Disruptor Overload, or with CUNNING>103 here. (Unique.)

17 V

# INCIDENT

— STAR TREK —  
ENTERPRISE



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## HOLOGRAPHIC CAMOUFLAGE

Seeds on table; place here from outside the game up to 7 different non-[V] ships. At the start of your turn, you may place a ship here out-of-play; until start of your next turn: your ships with Holographic Skin have that ship's WEAPONS and add its special equipment, use tactics as if that ship, and damage is replaced with [V] for all hits (score 5 points per hit). Your Outgunned is nullified.

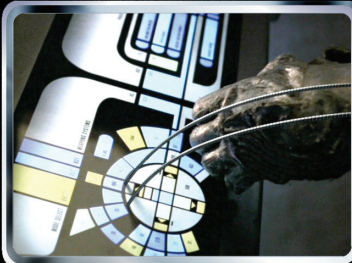
18 V





## INCIDENT

— STAR TREK —  
VOYAGER



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### ONE WITH THE BORG

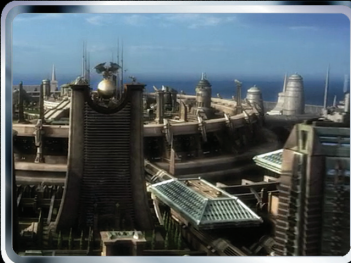
Plays on table. Once per game, when you assimilate an opponent's personnel, place your drone present beneath your draw deck and discard incident to assimilate another of opponent's personnel present (random selection). **OR** Plays on a ship you have assimilated. While your aboard, worth points equal to ship's highest printed attribute.

19 V



## INCIDENT

— STAR TREK —  
ENTERPRISE



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### THE SPIRES OF ROMULUS

Seeds on 2154 Romulus. Your personnel and Remans are considered native, and your downloaded mission specialists may download to here. When your staffed ship's crew solves a mission or wins a battle at a Neutral Zone location, you may relocate that ship to here.

20 V



## INCIDENT

— STAR TREK —  
ENTERPRISE



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### THESE ARE THE VOYAGES

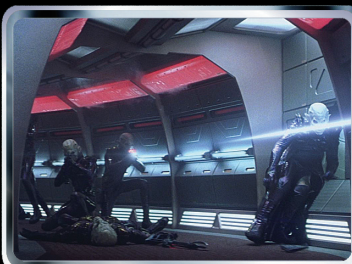
Plays on Devlin System Asteroid Belt. Even if not in play, your non- personnel lose and but add and ; and they (and Chef) add while Continuing Mission in play. In place of your normal card play, you may download Chef. Once each turn, a unique with INTEGRITY>6 may report for free to Chef. If Chef helps solve this mission, you may download U.S.S. Pegasus here.

21 V



## INTERRUPT

— STAR TREK —  
NEMESIS



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### REMAN SACRIFICE

Oppressed by the Romulans for centuries, Reman troops make a vicious and expendable fighting force. They were frequently used as cannon fodder during the Dominion War.

Plays on your Reman. They are sacrificed (die) to draw three cards (once each turn) **OR** to substitute for a personnel present who is about to die.

22 V



## INTERRUPT

— STAR TREK —  
ENTERPRISE



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### TEMPORAL ALMANAC

Jonathan Archer had access to a database of future events and details, left behind by temporal agent Daniels. He rarely used it, fearing the consequences could be disastrous.

Once each turn, if you have a temporal agent at a time location, you may draw two cards **OR** immediately play an event on table for free.

23 V



Diplomacy x2 + Navigation x2 + SECURITY

Any crew

### Inspect Strategic Snare

**Beta Cygni System:** Investigate reports of a detonation in recently reactivated minefield.

**SECURITY + ENGINEER + Treachery + CUNNING>36**  
May opponent's ship that stops here.



40

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4

24 V



## OBJECTIVE

— STAR TREK —  
ENTERPRISE



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### DISTANT CONTROL

Seeds on table. While your Leadership, Empathy, and Treachery present at Drone Control Room, your all-native Away Team present may attempt missions as the crew of your empty Drone-class ship (may not die unless they have Empathy, and may not relocate to spaceline). At the end of any dilemma, if no Empathy remains, attempt ends. You may not re-attempt this turn.

25 V



## OBJECTIVE

— STAR TREK —  
ENTERPRISE



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### HINDER PROGRESS

Seeds or plays on table. When opponent's crew or Away Team fails a mission attempt, if you have a personnel at that mission **OR** a dissident in play with affiliation matching any personnel in the attempt, you may place objective on that mission (limit once per mission): discard objective at end of turn, and score points if mission not solved.

5

26 V



## Chef

— STAR TREK —  
ENTERPRISE



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### CIVILIAN

William T. Riker had a crisis of conscience over the search for the U.S.S. Pegasus. The cook sought guidance from recreations of Starfleet legends.

Your may report where present. Anthropology  
 Twice per game, may download Holodeck Door.

INTEGRITY 7

CUNNING 7

STRENGTH 7

27 V



Data

STAR TREK  
THE NEXT GENERATION

OFFICER

Captain of the *U.S.S. Sutherland* during the Klingon Civil War. Soong-type android who was romantically involved with Tasha Yar and Jenna D'Sora.

Leadership x2

Honor

Physics

Your Tachyon Detection Grid only requires one ship.

INTEGRITY 8

CUNNING 12

STRENGTH 12

28 V

Ezri Dax

STAR TREK  
DEEP SPACE NINE

OFFICER

Trill successor to Jadzia Dax. Counselor who drew on Joran Dax's memories from her symbiont to profile and apprehend a murderer aboard DS9.

SCIENCE

SECURITY

Anthropology

Youth

Music OR Treachery (change at any time).

INTEGRITY 6

CUNNING 8

STRENGTH 5

29 V

Boshar

STAR TREK  
ENTERPRISE

ANIMAL

Targ kept by Antaak since childhood. An early patient of the aspiring surgeon. Faithful pet who would recognize his master even without cranial ridges.

Klingon MEDICAL- and SCIENCE-classification personnel present gain an additional MEDICAL.

INTEGRITY 5

CUNNING 1

STRENGTH 5

30 V

Korath

STAR TREK  
VOYAGER

SCIENCE

Scientist and temporal agent. In an alternate future, he conspired with Admiral Janeway to gain a seat on the High Council. Invented the chrono deflector.

Physics x2

Treachery

Diplomacy

Klingon Intelligence

INTEGRITY 4

CUNNING 9

STRENGTH 6

31 V

Arik Soong

STAR TREK  
ENTERPRISE

MEDICAL

"Father" of many augment embryos from the time of Khan. Skilled doctor and geneticist. Human who traded goods and data with the Orion Syndicate.

Biology x2

Archaeology

Treachery x2

Cybernetics

May release captives here.

INTEGRITY 4

CUNNING 10

STRENGTH 3

32 V

E'Lis

STAR TREK  
ENTERPRISE

MEDICAL

Typical 22nd-century colonist. Humanoid nurse living on a deuterium mining colony. She helped fight off marauding Klingons in 2152.

Leadership

Physics

Exobiology

INTEGRITY 5

CUNNING 7

STRENGTH 5

33 V

Feezal Phlox

STAR TREK  
ENTERPRISE

ENGINEER

Denobulan quantum optics expert. Second wife of Phlox. Made advances toward Charles Tucker III, in keeping with the polyamorous customs of her race.

SCIENCE

Physics x2

Male's Love Interest affects three males (no doubling).

INTEGRITY 7

CUNNING 8

STRENGTH 4

34 V

Jaya

STAR TREK  
ENTERPRISE

CIVILIAN

Typical augment from the time of Khan. She sided with Malik to overthrow Raakin. Helped to rescue her "father" Arik Soong from his Starfleet captors.

ENGINEER

Navigation

Greed

Youth

INTEGRITY 3

CUNNING 9

STRENGTH 9

35 V

Jonathan Archer

STAR TREK  
ENTERPRISE

CIVILIAN

Human captain recruited as a temporal agent by Daniels. Experienced time traveller. Visited 2004 Detroit with T'Pol to destroy a Xindi bioweapon.

OFFICER

Biology

Honor

SCIENCE

Diplomacy

Archaeology

INTEGRITY 8

CUNNING 7

STRENGTH 8

36 V



**Lissan** — STAR TREK — ENTERPRISE



**V.I.P.**

Aenar leader and "speaker." Pacifist who refused to aid in destroying the Romulan drones. Later became a minister in a unified Andorian government.

Leadership • Law • Empathy x2 • Diplomacy  
Your cards may not initiate battle here.

INTEGRITY 8 CUNNING 7 STRENGTH 4

37 V

**N'Rana** — STAR TREK — ENTERPRISE



**OFFICER**

Typical Tarkalean navigator. She encountered an unknown race in 2153 and was partially assimilated as a Borg. Felt compelled to assimilate *Enterprise*.

Astrophysics • Stellar Cartography  
For rest of game, all Nanoprobe Resuscitation gain 3.

INTEGRITY 5 CUNNING 5 STRENGTH 6

38 V

**Parrec-Sut** — STAR TREK — ENTERPRISE



**SECURITY**

Typical Orion serving under Harrod-Sar. Systems specialist aboard the *Devna-Lev*. Overexposure to slave girl pheromones has left him easy to fool.

SCIENCE • Transporter Skill • Computer Skill

INTEGRITY 4 CUNNING 4 STRENGTH 9

39 V

**Raakin** — STAR TREK — ENTERPRISE



**CIVILIAN**

Elder augment from the time of Khan. Kept his siblings alive after Arik Soong's arrest. Romantically involved with Persis prior to her and Malik's betrayal.

Stellar Cartography • Archaeology • Navigation  
Transporter Skill

INTEGRITY 7 CUNNING 8 STRENGTH 11

40 V

**Riaan** — STAR TREK — ENTERPRISE



**MEDICAL**

Talented Akkaali apothecary, even by pre-industrial standards. She discovered the truth about Malurian pollution. Romantically involved with Jonathan Archer.

Biology • SCIENCE • Honor  
Once per game, you may glance at any 4 card.

INTEGRITY 8 CUNNING 7 STRENGTH 4

41 V

**Sarin** — STAR TREK — ENTERPRISE



**SECURITY**

Suliban dissident and former Cabal member turned temporal agent. Genetically-enhanced shape-shifter. She worked with Klaang to expose Silik's plans.

Empathy • Youth • Anthropology  
MEDICAL • Caught Red-Handed

INTEGRITY 8 CUNNING 6 STRENGTH 7

42 V

**Admiral Mendak** — STAR TREK — THE NEXT GENERATION



**OFFICER**

Strategist and student of history. Mendak helped retrieve Selok from deep cover. Strives to emulate military icons like Admiral Valdore, Keras, and Talok.

Exobiology • Leadership • Archaeology  
Treachery • Any 2 OR Romulan espionage card

INTEGRITY 4 CUNNING 7 STRENGTH 7

43 V

**Devanha** — STAR TREK — ENTERPRISE



**ENGINEER**

Representative of Romulan technicians working for the Tal Shiar. Served under Admiral Valdore. He gathered holographic specifications on alien vessels.

Computer Skill • Anthropology • Diplomacy  
Tal Shiar

INTEGRITY 6 CUNNING 6 STRENGTH 5

44 V

**Leodis** — STAR TREK — ENTERPRISE



**MEDICAL**

Physician and bodyguard typical of Reman conscripts. Like many of his race, possesses telepathic abilities and extreme sensitivity to light.

Biology • Transporter Skill • Empathy

INTEGRITY 6 CUNNING 7 STRENGTH 6

45 V



**Olicana** — STAR TREK — ENTERPRISE



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**OFFICER**

Typical 22nd-century Romulan officer. Worked with Nijil in 2154. Specialist in remote astrometric navigation. He disliked their reliance on an Aenar.

• Astrophysics • Navigation • Stellar Cartography  
 • Treachery

INTEGRITY 4 CUNNING 6 STRENGTH 5

46 V

**Talok** — STAR TREK — ENTERPRISE



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**OFFICER**

Romulan operative. Spent years undercover on Vulcan. Served under T'Pol on the Tamed mission. Devious major who conspired with V'Las.

• Tal Shiar • V'Shar • SECURITY • Exobiology  
 ▼ Insert Undercover Agent OR Romulan "Reunification"

INTEGRITY 3 CUNNING 7 STRENGTH 7

47 V

**Venoxis** — STAR TREK — ENTERPRISE



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**SECURITY**

Typical Reman soldier. Aide and bodyguard to Senator Vrax in 2154. Dissident who secretly plotted independence from his Romulan masters.

• SCIENCE • Archaeology • Youth • Once per game, may unstop his Away Team after personnel battle.

INTEGRITY 4 CUNNING 6 STRENGTH 8

48 V

**Escort Vessel** — STAR TREK — DEEP SPACE NINE



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**DEFIANT CLASS**

Federation warship. Mass produced after Miles O'Brien had resolved the kinks in the U.S.S. *Defiant*.

Cannot carry ships aboard except shuttles.

★ ★ Tractor Beam

RANGE 8 WEAPONS 10 SHIELDS 8

49 V

**Cargo Vessel** — STAR TREK — ENTERPRISE



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**GUZAR'FAR CLASS**

Ferengi merchant vessel from the 22nd century. The large cargo capacity resulted in numerous trading partners adopting the design — for a modest fee.

★ ★ Tractor Beam. ● cards have standard attack restrictions here.

RANGE 6 WEAPONS 4 SHIELDS 5

50 V

**Devna-Lev** — STAR TREK — ENTERPRISE



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**MARAAR-CLASS TRANSPORT**

One of many vessels operated as a privateer and slave transport by the Orion Syndicate. Commanded by Harrod-Sar. Battled *Enterprise* in 2154.

★ ★ ▼ Grappler (may use as if ● NX-class).

RANGE 8 WEAPONS 5 SHIELDS 5

51 V

**Bird-of-Prey** — STAR TREK — ENTERPRISE



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**COLIUS CLASS**

Typical cruiser used by the Romulan Star Empire in the 22nd century to patrol the edges of its territory. Mainstay used during the Earth-Romulan War.

★ X=3 if all crew are ● or ●. Cloaking Device, Tractor Beam.

RANGE 5+X WEAPONS 4+X SHIELDS 4+X

52 V

**Raptor Two** — STAR TREK — ENTERPRISE



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**DRONE CLASS**

Second of two prototypes created from modified warbirds. Controlled remotely via telepresence. Carried an advanced multispatial sensor platform.

★ Holographic Skin. May move to Raptor One using full RANGE.

RANGE 8 WEAPONS 2 SHIELDS 5

53 V

**Smugglers' Rendezvous**

2154 Near Nausicaan space: Lawless shipping lane frequented by scum and villainy.

Seeds on table; any player may download Tellarite Trading Post here. Native to this timeline: All ● cards (except M cards). Once per turn, one native personnel reporting here may do so for free. Any player may seed one native ♠ ship here. Any player who seeds or reports cards here may not report cards at other time locations for rest of game.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

54 V

