



STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

FEDERATION STARTER DECK

THE CONTINUING COMMITTEE

RELEASED JUNE 2018 • VERSION 2.0

Welcome to the *First Edition Star Trek Customizable Card Game*, a universe of endless possibilities. With this pre-constructed Federation starter deck, you will take command of the U.F.P. in your quest to explore the galaxy and win the game!

To set up your deck, first you'll want to cut out all the cards and separate them into the different groups listed in the Deck List. Slide each card in front of a physical card and then into a sleeve, and you're ready to go.

FEDERATION DECK LIST

MISSIONS (6)

- 1x Assist Damaged Vessel
- 1x Avert Solar Implosion
- 1x Botanical Research
- 1x Host Metaphasic Shield Test
- 1x Investigate Destruction
- 1x Salvage Borg Ship

DRAW DECK (32) EVENT

- 1x Cowboy Diplomacy

INCIDENT

- 1x Get It Done

PERSONNEL

- 1x Alyssa Ogawa
- 1x Anhaica
- 1x Barron
- 1x Beverly
- 1x Daniel Kwan
- 1x Data
- 1x Deanna Troi
- 1x Dr Christopher
- 1x Geordi La Forge
- 1x Herbert
- 1x Jean-Luc Picard
- 1x Kosinski
- 2x Lian T'su
- 1x Lieutenant Ballard
- 2x Lopez
- 1x Martin
- 1x Seth Mendoza
- 1x Spock
- 1x William T Riker
- 1x Warf
- 1x Aaron Connor
- 1x Korai
- 1x Sunad
- 1x Vash
- 1x Vekor

SHIPS

- 1x U.S.S. Enterprise
- 2x U.S.S. Oberth

SEED DECK (22)

DILEMMAS

- 1x A Bad End
- 1x Antedean Assassins
- 1x Armus – Sticky Situation
- 1x Chula: The Chandra
- 1x Devastating Communique
- 1x Diplomatic Intervention
- 1x Do You Smell Something Burning?
- 1x Flim-Flam Artist
- 1x Friendly Fire
- 1x Invidium Leak
- 1x It's Green
- 1x Lack of Preparation
- 1x Linguistic Legerdemain
- 1x Maglock
- 1x Nagilum: Test Subjects
- 1x New Essentialists
- 1x Subspace Shock Wave
- 1x Trilithium Raid

FACILITY

- 1x Federation Outpost

INCIDENTS

- 1x Attention All Hands
- 1x Continuing Mission

OBJECTIVE

- 1x Assign Mission Specialists

*"Let's see
what's out there.
Engage."*

QUICK START RULES

First, determine who will go first by any random method. Then, you'll enter the seed phase to set up the game — you seed cards in three steps:

Seed Missions — Shuffle your missions into a stack face down in front of you. Starting with the first player, alternate placing missions on the table in a single space line. When you place a new mission, it can go on either end.

Seed Dilemmas — Place a dilemma combo (see below for suggested combos) under each opponent's mission, making sure to match the type of dilemmas to the mission type. Make sure the first dilemma of the combo is touching the table.

RECOMMENDED DILEMMA COMBOS

- | | |
|------------------------------------|-----------------------------|
| 1. Flim-Flam Artist | 1. Diplomatic Intervention |
| 2. Do You Smell Something Burning? | 2. Armus – Sticky Situation |
| 3. A Bad End | 3. New Essentialists |
| <hr/> | |
| 1. Lack of Preparation | 1. Antedean Assassins |
| 2. Chula: The Chandra | 2. Linguistic Legerdemain |
| 3. Friendly Fire | 3. Trilithium Raid |
| <hr/> | |
| 1. Nagilum: Test Subjects | 1. Subspace Shock Wave |
| 2. Devastating Communique | 2. It's Green |
| 3. Maglock | 3. Invidium Leak |

Seed Everything Else — Place the rest of your seed cards on the table (or on the space line). These cards set up your deck and give you the tools to bring other cards into play during the game. (Note: If any cards tell you to download a card, that means search your draw deck for the appropriate card, and place it on the table.)

Now you're ready to begin the game! Shuffle your draw deck, then draw an opening hand of seven (7) cards. You will alternate turns with your opponent, starting with the first player. There are three steps to each turn:

Play Cards — Every turn, you get to play one (1) card as your card play. This can be any card in your hand, as long as you meet the conditions for playing that card. However, there are other ways to play additional cards for free; this means they don't take up your card play.

Execute Orders — Once you are done playing cards, you can use any card that you have in play. This includes beaming personnel to and from ships, moving your ships to different locations, attempting missions, or using the game text on the cards you have in play.

Draw a Card — When you are done with your turn, you always get to draw one (1) card — this is your card draw. You may play other cards that give you additional card draws, but at the end of each of your turns you get to draw a card.



Winning the Game — You win the game when you have earned a total of 100 points and you have completed both a planet mission and a space mission. You attempt missions during the execute orders phase using the personnel, ships and equipment you have played. You attempt space missions with your crew aboard a ship; you attempt planet missions by beaming an away team down to the mission.

When you begin a mission attempt, start by revealing the bottom dilemma beneath the mission (the dilemma closest to the table). Read the dilemma's text and check to see if you have the dilemma's requirements. If you do, the dilemma is discarded and you continue with the next dilemma. If you do not, you will suffer the effects of the dilemma and follow its instructions. Usually this means that some of your personnel will be stopped (unavailable the rest of this turn) or killed (placed in your discard pile).

When there are no more dilemmas beneath the mission, check your crew or away team; if you still have the mission requirements, then you complete the mission! You score points equal to the value of the mission, and you can continue your turn.

Conclusion — These are just the basic quick start rules for *First Edition*. For the complete rules, visit the official website of The Continuing Committee at www.trekcc.org. There you can find the extended rules, more cards you can print (for free) and add to your decks, and players in your area of the world so you can play more often!

ARTICLES
FORUMS
RULES
CARD IMAGES
TOURNAMENTS
PLAYER LOCATOR

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

3

55

Leadership + SECURITY + Treachery + Physics
ships may report with crew (limit 2) here.

Assist Damaged Vessel

Demilitarized Zone Region • Shipping lane:
Aid vessel involved in Maquis attack.

Leadership + MEDICAL + Biology + ENGINEER +
no ships here

35

3 22 V

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3

55

Anthropology + Leadership + OFFICER + Honor +
STRENGTH>38 OR James T. Kirk + Jean-Luc Picard

Avert Solar Implosion

Veridian III: Prevent annihilation of inhabited star system by deranged scientist.

Anthropology + Leadership + OFFICER + Honor +
STRENGTH>38 OR James T. Kirk + Jean-Luc Picard

35

3 37 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

2

30

SCIENCE + MEDICAL + CUNNING>35
Atmospheric Ionization may seed here.

Botanical Research

Unexplored planet: Gather plant life for medical research from planet with highly ionized atmosphere.

SCIENCE + MEDICAL + CUNNING>35
Atmospheric Ionization may seed here.

30

2 15 V

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4

40

Diplomacy + ENGINEER + Navigation + SCIENCE
When you solve, may download Metaphasic Shields here.

Host Metaphasic Shielding Test

Veytan: Test revolutionary shield design within star's superdense corona.

Diplomacy + ENGINEER + Navigation + SCIENCE
When you solve, may download Metaphasic Shields here.

40

4 39 V

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3

30

Stellar Cartography + Diplomacy + OFFICER
OR Navigation + SECURITY + Treachery

Investigate Destruction

Neutral Zone Region • Science Station Delta-05: Seek cause of missing outposts.

Stellar Cartography + Diplomacy + OFFICER
OR Navigation + SECURITY + Treachery

30

3 41 V

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

3

35

Astrophysics + ENGINEER + MEDICAL + Computer Skill
Your Borg ships may report with crew here.

Salvage Borg Ship

Argolis Cluster Region • Small Moon: Study wreckage and crew member of lost scout.

Astrophysics + ENGINEER + MEDICAL + Computer Skill
*+10 if a card in play.

35*

3 44 V

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EVENT

STAR TREK THE NEXT GENERATION

COWBOY DIPLOMACY

Spock undertook a personal mission to reconcile ancient enemies Romulus and Vulcan. Starfleet took a dim view of his rash actions.

Once per game, plays (for free) to score points if your Diplomacy personnel is on a planet mission opponent seeded.

5

16 V

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INCIDENT

STAR TREK THE NEXT GENERATION

GET IT DONE

Plays on table. Once each turn, you may place two cards from hand on the bottom of your deck to choose: make a unique personnel attributes +2 until end of turn OR make a ship RANGE +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. After any use, discard incident OR discard a card from hand. (Captain's Order.)

26 V

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Alyssa Ogawa

STAR TREK THE NEXT GENERATION

MEDICAL

Nurse Alyssa Ogawa is a medical assistant and friend to Dr. Beverly Crusher.

Biology

INTEGRITY 7 CUNNING 6 STRENGTH 4

8 V

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Anhaica

SECURITY

Typical human settler on Dorvan V. He joined the Maquis after the colony was passed to Cardassian control following the *U.S.S. Enterprise* visit in 2370.

Archaeology

Geology

Astrophysics

ENGINEER, Physics (if with).

INTEGRITY 5

CUNNING 7

STRENGTH 6

Barron

CIVILIAN

Typical civilian researcher studying pre-warp civilizations throughout Federation space. Supervised an anthropological study on Mintaka III.

Anthropology

Archaeology

Geology

INTEGRITY 6

CUNNING 6

STRENGTH 4

Beverly

MEDICAL

While hosting an experimental metaphasic shield test, Beverly Crusher took on the roles of diplomat, detective, coroner, and test pilot.

Diplomacy

Law

Navigation

Exobiology

Starfleet Type II Phaser

INTEGRITY 7

CUNNING 8

STRENGTH 5

Daniel Kwan

ENGINEER

½ Neapen, ½ human representative of Starfleet engineers. Inherited his empathic sense from his mother. Formerly served at Utopia Planitia Yards.

Physics

Empathy

INTEGRITY 7

CUNNING 6

STRENGTH 6

Data

OFFICER

Pinocchio-like in his desire, the Soong-type android would gladly trade his superior abilities to be human. Learning to whistle "Pop Goes the Weasel."

Computer Skill

Astrophysics

ENGINEER

When reported, selects Anthropology, Physics, or Navigation.

INTEGRITY 7

CUNNING 12

STRENGTH 12

Deanna Troi

OFFICER

Ship's counselor and occasional ambassador. ½ Betazoid, ½ human. Formerly romantically involved with William T. Riker as his *imzadi*.

Empathy

Honor

Anthropology

Intuition

Diplomacy

Life-form Scan

INTEGRITY 7

CUNNING 7

STRENGTH 4

Dr. Christopher

SCIENCE

Subspace theoretician and husband of T'Pol. Invited to participate in a metaphasic shield test. Doubted Dr. Reyga's new technology.

SCIENCE

INTEGRITY 6

CUNNING 8

STRENGTH 4

Geordi La Forge

OFFICER

Conn officer of the *U.S.S. Enterprise* in 2364. Son of two Starfleet officers. Blind at birth, he has used the VISOR to see since the age of five.

At : Navigation, Astrophysics, Stellar Cartography

At : ENGINEER, Physics, Computer Skill

INTEGRITY 7

CUNNING 7

STRENGTH 6

Herbert

ENGINEER

Representative transporter officer aboard the *U.S.S. Enterprise*. He held the rank of ensign in the early years of the flagship's mission.

Transporter Skill

Biology

Stellar Cartography

INTEGRITY 6

CUNNING 7

STRENGTH 6

Jean-Luc Picard *STAR TREK THE NEXT GENERATION*



OFFICER

Rescued Borg counterpart. After returning to his command of the *U.S.S. Enterprise*, Picard developed a violent vendetta against the Borg.

Leadership x2 Archaeology Navigation
While on your ship, WEAPONS and SHIELDS +4 against.

INTEGRITY 8 CUNNING 8 STRENGTH 7

19 V

Kosinski *STAR TREK THE NEXT GENERATION*



ENGINEER

Arrogant engineer believed to have improved engine performance on several ships in 2364. Finds problem solving highly therapeutic.

Computer Skill Physics SCIENCE
Stellar Cartography X=4 when facing a dilemma.

INTEGRITY 5 CUNNING 9-X STRENGTH 5

61 V

Lian T'su *STAR TREK THE NEXT GENERATION*



OFFICER

Typical relief operations officer in the 24th century. Relishes the chance to explore new frontiers. Originally considered a security career.

Navigation Transporter Skill Astrophysics

INTEGRITY 7 CUNNING 6 STRENGTH 5

62 V

Lian T'su *STAR TREK THE NEXT GENERATION*



OFFICER

Typical relief operations officer in the 24th century. Relishes the chance to explore new frontiers. Originally considered a security career.

Navigation Transporter Skill Astrophysics

INTEGRITY 7 CUNNING 6 STRENGTH 5

62 V

Lieutenant Ballard *STAR TREK THE NEXT GENERATION*



SCIENCE

Typical scientist and teacher in the *U.S.S. Enterprise's* primary school. She expressed concern to Data about Lal's ability to fit in.

Exobiology Physics

INTEGRITY 7 CUNNING 6 STRENGTH 5

67 P

Lopez *STAR TREK THE NEXT GENERATION*



SECURITY

Representative of talented junior security officers aboard the *U.S.S. Enterprise*. Assigned to compile the duty roster for his department.

Biology Honor Federation PADD

INTEGRITY 7 CUNNING 6 STRENGTH 7

63 V

Lopez *STAR TREK THE NEXT GENERATION*



SECURITY

Representative of talented junior security officers aboard the *U.S.S. Enterprise*. Assigned to compile the duty roster for his department.

Biology Honor Federation PADD

INTEGRITY 7 CUNNING 6 STRENGTH 7

63 V

Martin *STAR TREK THE NEXT GENERATION*



MEDICAL

One of many staff doctors assigned to the *U.S.S. Enterprise*. Took charge of sickbay in 2368 after Beverly Crusher was incapacitated.

Exobiology Computer Skill

INTEGRITY 7 CUNNING 6 STRENGTH 6

64 V

Seth Mendoza *STAR TREK THE NEXT GENERATION*



V.I.P.

One of many ambassadors serving in the Federation Diplomatic Corps. Distant relative of Earth politician. Gambler and poker player.

Anthropology Diplomacy Law

INTEGRITY 6 CUNNING 6 STRENGTH 5

65 V

U.S.S. Oberth

OBERTH CLASS

Class of small ships often used for scientific missions. Named for 20th century rocket scientist Hermann Oberth.

Tractor Beam

RANGE 6
WEAPONS 4
SHIELDS 7

40 V

U.S.S. Oberth

OBERTH CLASS

Class of small ships often used for scientific missions. Named for 20th century rocket scientist Hermann Oberth.

Tractor Beam

RANGE 6
WEAPONS 4
SHIELDS 7

40 V

Federation Outpost

Earth is a member of the United Federation of Planets. The Federation establishes outposts throughout its territory.

Seed one **OR** build where you have a Federation **ENGINEER**.

OUTPOST
SHIELDS 30

11 V

INCIDENT

ATTENTION ALL HANDS

Seeds or plays on table. Once each turn, your personnel (except an android, hologram, or) that you do not already have in play may report (for free) aboard your matching outpost. Once per game, in place of your normal card play, you may download a ship to your matching outpost.

ERRATA

INCIDENT

CONTINUING MISSION

Seed one on table. You may download one card. Your personnel or ships that have a *Star Trek: The Next Generation* or *Star Trek Generations* property logo gain (even if not in play). Once each turn, when you play a personnel with four or fewer icons (and no) , you may draw a card. Discard this incident if you play (or have played) a non- personnel or ship.

ERRATA

OBJECTIVE

ASSIGN MISSION SPECIALISTS

Seeds or plays on table. You may download to one of your outposts up to two different mission specialists (personnel whose only skill is a regular skill) that you do not already have in play. Also, while in play, each of your mission specialists scores 5 points whenever they use their skill to meet a mission requirement. You may voluntarily discard objective at start of any of your turns. (Unique.)

18 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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A BAD END



Shot in the chest by the Lenarians, Jean-Luc Picard's life was left hanging in the balance due to the damage his artificial heart received.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 Biology.

2 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ANTEDEAN ASSASSINS



In 2365, two Anteadeans planned to bomb the conference on Pacifica. Without Lwaxana Troi's help, Starfleet would not have learned their robes were lined with explosive ultrinium.

To get past, one Anthropology **OR** Empathy personnel (opponent's choice) must be "stopped." Nullify with a personnel who has either 2 Anthropology **OR** 2 Empathy.

2 V



DILEMMA

STAR TREK
THE NEXT GENERATION

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

ARMUS — STICKY SITUATION



Armus, a remnant of the Vagrans, engulfed Commander Will Riker in his skin of evil. Only the finesse and negotiation skills of Jean-Luc Picard resulted in his release.

Strongest Away Team member is "stopped" if another personnel present has Diplomacy and CUNNING>7, killed otherwise. Discard dilemma only if any personnel remain.

5 V



DILEMMA

STAR TREK
DEEP SPACE NINE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

CHULA: THE CHANDRA



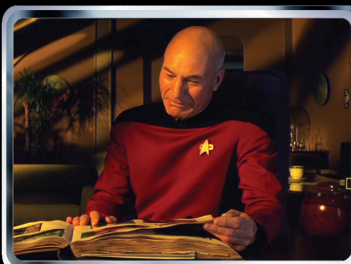
"Allamaraine, count to four. Allamaraine, then three more. Allamaraine, if you can see. Allamaraine, you'll come with me."

One person (random selection) continues, along with all crew or Away Team members who have at least one attribute number matching that personnel. Others are "stopped."

2 V



DILEMMA

STAR TREK
GENERATIONS

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

DEVASTATING COMMUNIQUE



Following the tragic news of the deaths of his brother and nephew, Jean-Luc Picard retreated to the seclusion of his quarters to mourn.

One personnel (opponent's choice) is "stopped" until end of your next turn. May be nullified by Subspace Interference.

4 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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2 DIPLOMATIC INTERVENTION



The Federation often sends expert negotiators to defuse volatile situations before they spiral out of control.

Opponent may download up to two ambassadors to planet; they cannot be battled this turn. Place on mission. To solve mission, you must have more Diplomacy here than opponent.

3 V



DILEMMA

STAR TREK
GENERATIONS

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

DO YOU SMELL SOMETHING BURNING?



Caught in the Nexus, where time had no meaning, James T. Kirk forgot he had been cooking Ktarian eggs for breakfast.

"Stops" half of your Away Team (random selection, round down). Nullify with a cook, ANIMAL, or Lure of the Nexus. Mission continues.

5 V



DILEMMA

STAR TREK
THE NEXT GENERATION

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FLIM-FLAM ARTIST



The universe is full of hucksters, charlatans, swindlers, confidence men, and Ferengi.

Your opponent may immediately draw a card. To get past requires Diplomacy and 2 Computer Skill **OR** Law and CUNNING>32 (CUNNING>50 if this is a mission).

6 V



DILEMMA

STAR TREK



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2 FRIENDLY FIRE



Only a seasoned leader can prevent disaster during tense situations.

Unless 2 Leadership and 2 SECURITY present, kills one personnel (random selection); place dilemma on this mission (or this Empok Nor); it cannot be attempted or scouted.

7 V

DILEMMA

STAR TREK
THE NEXT GENERATION



INVIDIUM LEAK

A broken container of invidium disrupted the U.S.S. Enterprise's systems in 2366 before it was rendered inert by Geordi La Forge and Reginald Barclay.

Cannot get past unless crew has 3 ENGINEER OR a personnel with CUNNING>7 and MEDICAL OR a personnel with CUNNING>7 and Physics.

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6 V

DILEMMA

STAR TREK



IT'S GREEN

The crew of the Starship Enterprise used distraction to regain control of their ship from the Kelvans. Mr. Scott, in fine naval tradition, put his stash of alcoholic beverages to good use.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has ENGINEER, all of them are "stopped."

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10 V

DILEMMA

STAR TREK
ENTERPRISE



LACK OF PREPARATION

An Away Team that is unprepared to complete its mission will undoubtedly experience delays. Mission progress may be impossible until additional personnel arrive.

Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt. Borg: Must have and personnel to proceed.

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12 V

DILEMMA

STAR TREK
DEEP SPACE NINE



X LINGUISTIC LEGERDEMAIN

Sarda's contract with Quark allowed him to proposition his employees. The provision was hidden on page 21, subsection 12, paragraph D.

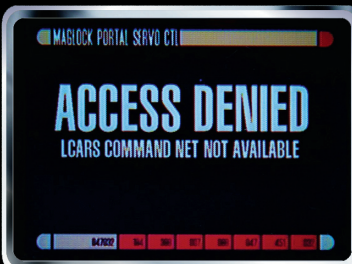
Unless Anthropology and Exobiology present, X=1+number of affiliation icons on this mission with no matching personnel present; place on mission; it cannot be attempted.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

5 V

DILEMMA

STAR TREK
FIRST CONTACT



MAGLOCK

Magnetic security seals protecting hazardous areas sometimes employ triple-release safety latches. In unfamiliar environments, they can be difficult to operate properly.

To get past, crew must have at least 3 OFFICER with STRENGTH>5 each.

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5 V

DILEMMA

STAR TREK
THE NEXT GENERATION



3 NAGILUM: TEST SUBJECTS

To learn about death, Nagilum attempted to obtain information on it through experimenting on the crew of the U.S.S. Enterprise.

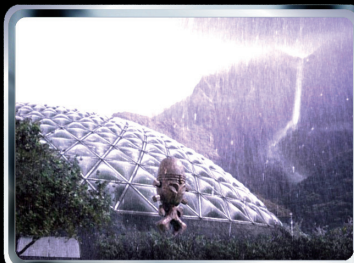
Place on ship. Now and start of each turn, kills one crew member (random selection). Cure with 2 SCIENCE, Diplomacy, and Physics OR Auto-Destruct Sequence.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

1 V

DILEMMA

STAR TREK
DEEP SPACE NINE



NEW ESSENTIALISTS

In 2373, Mr. Lubitsch, Mr. Hopkins, Mr. Marshall, and other New Essentialists sabotaged Risa's weather modification network causing a great deal of trouble in paradise.

Unless INTEGRITY>40 and 2 Honor OR CUNNING>40 and 2 Treachery present, place one non-Borg Away Team member (random selection) atop draw deck. Nullify with Jamaharon.

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11 V

DILEMMA

STAR TREK
GENERATIONS



SUBSPACE SHOCK WAVE

On Stardate 9521.6, the U.S.S. Excelsior monitored a "minor incident" on the Klingon moon Praxis.

Ship is damaged and two crew members are killed (random selection) unless a Navigation personnel who has CUNNING>7 aboard. Discard dilemma.

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17 V

DILEMMA

STAR TREK
GENERATIONS



TRITIUM RAID

In 2371, after Lursa and B'Etor stole tritium from a Romulan outpost, the Romulans came looking for it at the Amargosa observatory.

Opponent may download up to two Romulans to a facility at this location (or up to six if facility is a station). To get past requires 2 ENGINEER and STRENGTH>40.

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10 V