

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION ENTERPRISE COLLECTION REMASTERED

THE CONTINUING COMMITTEE

18 ADDITIONAL VIRTUAL CARDS • RELEASED OCTOBER 2018 • VERSION 1.0

"I hope nobody is in a big hurry to get home. Starfleet seems to think that we're ready to begin our mission."

Twelve years ago, humanity's first steps into the galaxy made their debut in *First Edition* with the *Enterprise Collection*. Over the years, much has changed with the Starfleet affiliation but the importance of these first eighteen (18) cards hasn't faded. Now, with the release of the *Enterprise Collection Remastered*, these classic cards get new life with updated icons, game text, and high resolution images for a new era of *First Edition*. Your Starfleet decks will never look better!

Remastered Expansions — *Enterprise Collection Remastered* introduces a new type of virtual expansion called remastered. A remastered expansion won't include new cards, but will contain new printings of existing cards. In a way, this is a form of errata, but treated with more fanfare, glass, and polish than usual. When cards are reprinted in a remastered expansion, they become the primary version of the original card, just like an errata would. The original cards will be kept available for reference, but when using any cards from the original collection, the versions from *Enterprise Collection Remastered* are the preferred versions for Organized Play.



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



ENTERPRISE COLLECTION REMASTERED CARD LIST

EQUIPMENT

Starfleet Phaser Pistol 1 V

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FACILITY — STARFLEET

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Ethan Novakovich 8 V

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Jeremy Lucas 10 V

Jonathan Archer 11 V

Malcolm Reed 12 V

Maxwell Forrest 13 V

Phlox 14 V

T'Pol 15 V

SHIP — STARFLEET

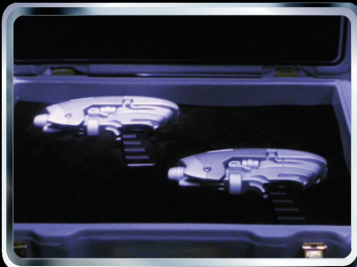
Enterprise 17 V

TACTIC

T'Pol/Soong Maneuver 18 V



EQUIPMENT

— STAR TREK —
ENTERPRISE

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STARFLEET PHASER PISTOL



They have two settings, stun and kill. It would be best not to confuse them.

Starfleet use only. Each of your personnel present is STRENGTH +2 (or +3 if that personnel has SECURITY). (Cumulative.)

1 V



EVENT

— STAR TREK —
ENTERPRISE

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REVISIONIST HISTORY



One might meet an unfortunate end if the timeline were to be altered.

Seeds or plays on table. Once each turn (thrice per game), you may discard a card from hand to search your discard pile for an Event and take it into hand.

2 V



EVENT

— STAR TREK —
ENTERPRISE

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TEMPORAL SHIFTING



Time travel can afford the user certain abilities that might not be available to those native to the current time.

Plays on a player. That player must choose to either discard three cards from hand or discard one card. If that player discards an Event card, he/she may draw up to four cards. Discard event.

3 V



Seat of Starfleet

— STAR TREK —
ENTERPRISE

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The place that started it all. Changed the galaxy as we know it.

Seeds or plays on 2154 Earth. Once per turn, one personnel may report for free here. (Not duplicatable.)
▼ UFP: One Small Step



HEADQUARTERS

SHIELDS 38

4 V



Charles Tucker III

— STAR TREK —
ENTERPRISE

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OFFICER



Self-taught chief engineer of *Enterprise*. Best friend and confidant to Jonathan Archer. From Panama City, Florida. Enjoys pecan pie.

ENGINEER Honor Computer Skill x2
Diplomacy Transporter Skill x2 ▼ Any tricorder

INTEGRITY 7 CUNNING 7 STRENGTH 7

5 V



Elizabeth Cutler

— STAR TREK —
ENTERPRISE

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SCIENCE



Hard working scientist, gourmet cook, and amateur bartender. Always eager to be selected for special assignments.

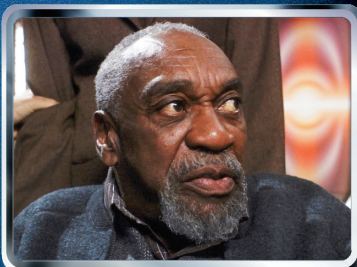
Biology Exobiology Geology
May volunteer for random selections (if applicable).

INTEGRITY 6 CUNNING 5 STRENGTH 4

6 V



Emory Erickson

— STAR TREK —
ENTERPRISE

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V.I.P.



Inventor of the transporter and father figure to Jonathan Archer. Dreams big. Honorary president of the Association of Transporter Technicians.

ENGINEER Transporter Skill x3 Physics
Computer Skill x2

INTEGRITY 7 CUNNING 9 STRENGTH 2

7 V



Ethan Novakovich

— STAR TREK —
ENTERPRISE

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SCIENCE



Tends to leave jobs quickly. Tried working as a cook, bartender, waiter, fan club president, and even a student senator before joining Starfleet.

Biology Computer Skill Physics

INTEGRITY 5 CUNNING 5 STRENGTH 6

8 V



Hoshi Sato

— STAR TREK —
ENTERPRISE

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OFFICER



Communications officer on board *Enterprise*, NX-01. Didn't want to come along, but after listening to some Klingon, she felt motivated.

Music Anthropology ▼ Hail
May nullify Female-related dilemmas where present.

INTEGRITY 8 CUNNING 7 STRENGTH 5

9 V

Jonathan Archer — STAR TREK: ENTERPRISE™

OFFICER

Captain of *Enterprise*, NX-01. Leaped into deep space to make the future quantifiably better for all mankind.

● Honor ● Diplomacy ● Navigation ● Leadership x2
 ● Anthropology ✕ Porthos ✕ Captain's Log

INTEGRITY 8 CUNNING 7 STRENGTH 8

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Maxwell Forrest —STAR TREK— ENTERPRISE™

V.I.P.

Respected admiral. Friend of Sovat. Sent the crew of *Enterprise* out into the final frontier to go where no man had gone before.

● **SECURITY** ● **Leadership x2** ● **Astrophysics**
 ▼ **Any NX-class ship**

INTEGRITY 8 CUNNING 7 STRENGTH 5

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T'Pol — STAR TREK — ENTERPRISE

OFFICER

Female Vulcan first officer of *Enterprise*, NX-01. Finds humans to be fascinating. Dislikes the smell of dogs.

● **SCIENCE** ● **Mindmeld** ● **Diplomacy**
 ● **Leadership** ● **Anthropology**
 ▼ **Any Interrupt with "Vulcan" in title or gametext**

INTEGRITY 8 **CUNNING** 7 **STRENGTH** 8

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Travis Mayweather

— STAR TREK —
ENTERPRISE™



OFFICER

Crack pilot aboard *Enterprise*, NX-01. Itching to get into deep space. Loves the sweet spot.

★

Red

★

Green

★

Blue

● Honor

● Navigation x2

● Once every turn, may nullify Full Planet Scan.

● Diplomacy

● Computer Skill

● Astrophysics

INTEGRITY 7

CUNNING 7

STRENGTH 6



Enterprise

— STAR TREK —
ENTERPRISE™





NX CLASS

Legendary prototype designed for deep space travel.
 Commanded by Jonathan Archer. First Starfleet vessel to
 bear the name that would symbolize Starfleet's elite.



Attributes all +1 for each  aboard
 (limit 5).

RANGE

6

WEAPONS

4

SHIELDS

5

17 V

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TACTIC — STAR TREK — ENTERPRISE

T'POL/SONG MANEUVER

ATTACK 0	ATTACK bonus +3 and DEFENSE bonus +2 if you have an <i>NX</i> -class ship firing. Hit = ♠♥♦♣. Direct hit = ♠♥♦♣♠♥♦♣.
DEFENSE 2	

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Burn and Turn: until the end of your next full turn, this ship may not move to a mission where an opponent has a ship.

RANGE -2 WEAPONS -1 SHIELDS -1