

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

# HOMEFRONT II

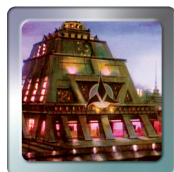
THE CONTINUING COMMITTEE

54 ADDITIONAL VIRTUAL CARDS • RELEASED AUGUST 2011 • VERSION 1.0

**Design Team**  
Jason Robinette  
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*"Captain, there's no need to mince words: in space, all warriors are cold warriors."*

**E**nhance your favorite decks with the new and returning favorite cards in *Homefront II*, a new *First Edition* reprint expansion that provides tricks for almost every deck. This expansion brings fifty-four (54) new, converted, and reprint cards to the virtual environment, including nine dilemmas, over two dozen "free" reporting personnel, and several very hard to get cards.



**Congratulations** – *First Edition* Continental Championships have been held in Sydney, San Diego, and Vienna. Here are the 2011 *First Edition* Champions for each continent:  
Australia: Greg Dillon  
North America: Stephen Lee  
Europe: Sebastian Kirstein

**Coming Next** – Fifteen years ago, one of the greatest Star Trek films ever created made its debut. This November, celebrate its release with the *First Contact Anniversary Collection*, a *First Edition* boutique product honoring the landmark film!



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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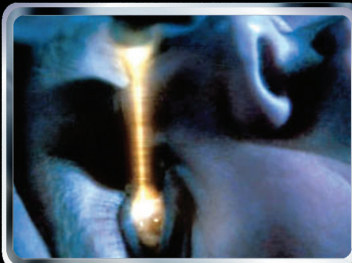
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## DILEMMA

STAR TREK  
DEEP SPACE NINE



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### CARDASSIAN PROCESSING

Whether preparing captives for interrogation, trial, torture, incarceration, punishment, or other purposes, Cardassian methods are well-established.

Unless Diplomacy, Honor, Transporter Skill, and CUNNING>30 OR Law, SECURITY, and STRENGTH>40, one personnel is captured (random selection).

1 V



## DILEMMA

— STAR TREK —  
ENTERPRISE



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### DANGEROUS CLIMB

Deep underground passages such as those on Xantoras pose a problem for transporters. Without climbing skills, they may also pose a problem to away team personnel.

Unless STRENGTH>40 OR 2 Geology and CUNNING>20 present, kills one Away Team member (random selection).

2 V



## DILEMMA

STAR TREK II  
THE WRATH OF KHAN



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### DEDICATION TO DUTY

Starship work is hazardous. When danger arises, one must place the good of the crew ahead of one's own life.

One unique personnel is "stopped" (random selection). Choose one: kill that personnel OR opponent may draw cards equal to the number of on that personnel. Mission continues.

3 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



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### DIGNITARIES AND WITNESSES

The bitterness of defeat and the exultation of triumph have taught many leaders a great lesson: they must preserve in peace what they have won in war.

To get past requires INTEGRITY>20 and an Admiral OR STRENGTH>30 and a General OR CUNNING>20 and 3 Leadership OR STRENGTH>20 and a Maje.

4 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



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### FORSAKEN

The Prophets would not respond to Kai Winn's prayers despite her zeal. Dukat, in his lust for power, twisted her rejection to the service of the Pah-Wraiths.

To get past requires 2 Honor OR 2 Treachery. Each Honor or Treachery personnel that helps overcome this dilemma is placed on the bottom of owner's draw deck.

5 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



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### FOUNDER SECRET

Tales of changelings became a thing of legend in many cultures. Conflict with "Solids" drove them to become secretive, skilled infiltrators, and talented locksmiths.

To get past requires a changeling OR Interphase Generator OR Croden's Key OR CUNNING>40 and any tricorder OR STRENGTH>70 OR four drones OR Breen CRM114.

6 V



## DILEMMA

STAR TREK  
THE NEXT GENERATION



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### FRACTURED TIME

In 2370, Data suggested Worf would be able to use an inverse warp field to restore the barriers between quantum realities. Thankfully, Mr. Data was correct, in every reality.

Nine personnel (random selection) continue. Place out-of-play all other personnel in this crew or Away Team.

7 V



## DILEMMA

STAR TREK  
THE NEXT GENERATION



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### GOMTUU SHOCK WAVE

Although some creatures have intricate greeting rituals, others will defend themselves violently at the first sign of danger.

Unless 2 Diplomacy and INTEGRITY>32 OR Empathy and INTEGRITY>35 present, all undocked ships at this location are damaged and relocated one location toward far end of spaceline.

8 V



## DILEMMA

STAR TREK  
DEEP SPACE NINE



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### 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.

9 V





## DOORWAY

STAR TREK  
VOYAGER



### TEMPORAL MICRO-WORMHOLE

Seeds or plays on table. Your Personnel and Equipment cards may report for duty. Once per game, you may download Space-Time Portal (or nullify its report with crew) **OR** download Dr. Telek R'Mor. Once each turn (twice per game), you may report a personnel aboard your ship regardless of affiliation, then discard doorway; for rest of game, that personnel may mix with your other affiliations.

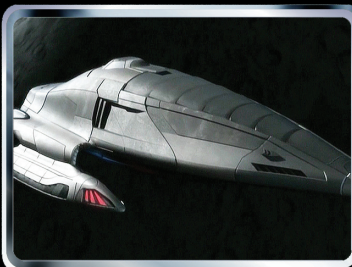
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10 V



## EQUIPMENT

STAR TREK  
VOYAGER



### ABLATIVE ARMOR

Early 25th-century technology brought from an alternate future to the year 2377 by Admiral Janeway. It allowed her shuttle to withstand Korath's attack.

While aboard your ship or facility, opponent's ATTACK total must be more than double that ship or facility's DEFENSE total to score a hit, and more than triple to score a direct hit.

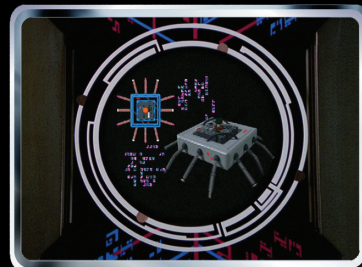
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11 V



## EQUIPMENT

STAR TREK  
VOYAGER



### BORG NANOPROBES

Tiny microscopic machines used to repair, maintain, and assimilate new Borg drones. A single drone may contain thousands or even millions of nanoprobes.

Once per turn, where present, may abduct and assimilate one personnel just stunned by your drone **OR** nullify a Species 8472-related dilemma (except Gravimetric Distortion).

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12 V



## EQUIPMENT

STAR TREK  
DEEP SPACE NINE



### GOLD-PRESSED LATINUM

Currency used in trade across the Alpha Quadrant. Available in slips, strips, bars, and bricks. The luxuriant Ferengi Nagal Residence even has latinum-plated waste extraction fixtures.

Once each turn, on a Trading Post, homeworld or Quark's Bar, you may discard two Latinum (one if your Acquisition present) to download a non-Latinum Equipment card there.

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13 V



## EVENT

STAR TREK  
DEEP SPACE NINE



### ASSASSINATION PLOT

General Chang, Admiral Cartwright, and others conspired to derail the Federation-Klingon peace process by assassinating key leaders on both sides.

Name a skill. Kill an opposing personnel (random selection) with that skill present with your assassin. Return your assassin to owner's hand. Discard event.

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14 V



## EVENT

STAR TREK  
DEEP SPACE NINE



### HQ: WAR ROOM

From patrol logs to casualty reports, all information concerning Dominion and Cardassian war efforts in the Alpha Quadrant came through one room.

Plays on a homeworld. Your OFFICER, SECURITY, Leadership and Resistance personnel of same affiliation as that homeworld are CUNNING +2 and STRENGTH +2.

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15 V



## EVENT

STAR TREK  
INSURRECTION



### ISOMAGNETIC DISINTEGRATOR

Shoulder-mounted large-caliber energy weapon. Fires a large purple bolt. Primarily used against aerial targets. Not to be confused with a Tetron Pulse Launcher.

Plays on table. Shuffle your hand into your discard pile, then exchange your discard pile for your draw deck. Draw four cards (may not be converted to downloads). Discard event.

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16 V



## EVENT

STAR TREK  
THE NEXT GENERATION



### MASAKA TRANSFORMATIONS

In 2370, the D'Arsey archive transferred multiple mythical personalities into Data, including the sun goddess Masaka.

Plays on any player. That player must shuffle entire hand, place on bottom of draw deck, then draw the same number of cards from the top. Discard event after use.

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17 V



## EVENT

STAR TREK  
ENTERPRISE



### SPACE BOOMER

Some crave the adventure and mystique of deep space. They desire to explore the stars, navigate uncharted systems, and go boldly where no man has gone before.

Plays on your personnel with Navigation x2 or Stellar Cartography x2. While aboard a matching ship, if you have completed a mission, that ship is RANGE +3.

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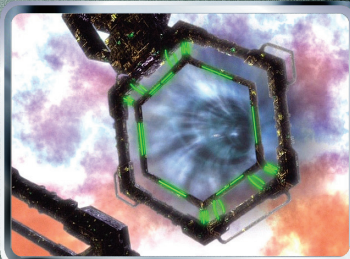
18 V





## Transwarp Hub

STAR TREK  
VOYAGER



IDENTIFICATION: TRANSWARP HUB

Task: Dispatch Borg vessels throughout the galaxy.

Seeds or plays at any nebula. Once each turn, your ship may move from here to any Transwarp Network Gateway, or vice versa.



## OUTPOST

SHIELDS 68

19 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE



### BRIBERY

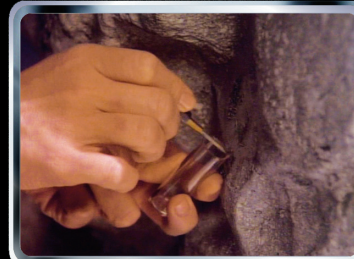
Seeds or plays on table. Once each turn, your Smuggling or Greed personnel may discard one of your Gold-Pressed Latinum present to add icon to your mission there (except Ferenginar) until end of your next turn **OR** to prevent one entire point loss of up to 9 points just incurred there (discard incident) **OR** to release (and relocate to that personnel) one of your personnel held captive there.

20 V



## INCIDENT

STAR TREK  
THE NEXT GENERATION



### DIG

Plays on your non- Archaeology personnel to place any one card in your discard pile beneath your draw deck, then draw a card (or two cards if Jean-Luc Picard or an Archaeology x2 personnel present) **OR** discard the top card of your deck to place any other card from your discard pile atop draw deck **OR** discard a card from hand to take any one card from your discard pile into hand. After any use, discard incident.

21 V



## INCIDENT

STAR TREK  
DEEP SPACE NINE



### DIPLOMATIC CONTACT

Plays on your non- personnel with Diplomacy and Treachery. Once each turn, you may discard a non-personnel card from hand to place a personnel from your discard pile on top of your deck. If that personnel is the same affiliation as this personnel, discard incident.

22 V



## INCIDENT

STAR TREK  
THE NEXT GENERATION



### SERVICE THE COLLECTIVE

Seeds or plays on table. Whenever your current objective targets either a homeworld **OR** your mission that has an affiliation icon matching your counterpart there, your Borg are not restricted from probing on same turn they complete scouting. Also, while a personnel you've assimilated as a counterpart is on your ship, that ship is WEAPONS and SHIELDS +4 against counterpart's former affiliation(s).

23 V



## INTERRUPT

STAR TREK  
THE NEXT GENERATION



### COLD WARRIORS

"Captain, there's no need to mince words: in space, all warriors are cold warriors."

Plays when facing a dilemma. Your personnel with Treachery x2 gain Diplomacy and Law until end of turn. **OR** Nullifies Ankari "Spirits".

24 V



## INTERRUPT

STAR TREK  
DEEP SPACE NINE



### SHAPE-SHIFT

The Founders manipulate their expanding empire using their ability to appear in many forms. It has proven invaluable to their success.

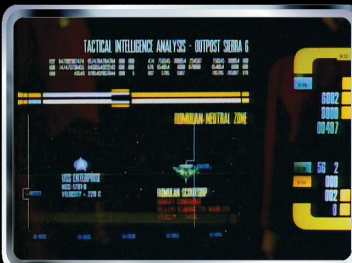
Allows your Founder in play to morph into a different Founder (exchange it with one in hand **OR** discard it to download one there). (Immune to Amanda Rogers.)

25 V



## INTERRUPT

STAR TREK  
THE NEXT GENERATION



### TACTICAL SCAN

Long range sensor data is often used to project and anticipate the tactics of an adversary.

Glance at the top three cards of any Battle Bridge side deck for twenty seconds. **OR** Play one at start of battle to name a tactic. No player may play that tactic this battle.

26 V



## OBJECTIVE

STAR TREK  
DEEP SPACE NINE



### COUNCIL OF WARRIORS

Plays on your mission showing less than 30 points (or on Qo'noS), if unattempted. Nullified if you play (or have played) Scan, Full Planet Scan, or a non-Klingon personnel. If you solve by end of your next turn, place objective in point area: place here all ships your ships destroy in battle and all personnel your Klingons kill in personnel battle to score points equal to WEAPONS or STRENGTH printed on card.

27 V





Ranjen Koral

STAR TREK  
DEEP SPACE NINE



### SCIENCE

Student of B'hala, the lost Bajoran city. Former Prylar promoted to the rank of Ranjen to serve as minister overseeing the excavation project.

• Anthropology • Archaeology x2 • Computer Skill  
▼ Dig

INTEGRITY 6 CUNNING 6 STRENGTH 4

28 V



Teero Anaydis

STAR TREK  
VOYAGER



### CIVILIAN

Former Vedek exiled from the Vedek Assembly. Member of the Maquis. Abused his medical knowledge to experiment with mind control.

• Treachery • Exobiology • MEDICAL  
• Anthropology • Computer Skill

INTEGRITY 3 CUNNING 9 STRENGTH 7

29 V



Winn Adami

STAR TREK  
DEEP SPACE NINE



### V.I.P.

Kai of Bajor formerly known as Vedek Winn. Won her post through ambitious political maneuvering. Fairly successful as a negotiator.

• Diplomacy • Leadership • Law  
• Treachery ▼ Diplomatic Contact

INTEGRITY 3 CUNNING 8 STRENGTH 2

30 V



Four of Nine

STAR TREK  
VOYAGER



IDENTIFICATION: HEURISTICS DRONE  
Task: Secondary adjunct of unimatrix zero one.  
Biological Distinctiveness: Humanoid; Species 571.

• Computer Skill • Honor • MEDICAL  
• Once each turn, may place one drone present beneath draw deck, then download another.

INTEGRITY 7 CUNNING 5 STRENGTH 5

31 V



Evek

STAR TREK  
DEEP SPACE NINE



### OFFICER

Harsh interrogator who excels in extracting confessions from Maquis terrorists. Gul. Patrols the Badlands as captain of the *Vetar*.

• SECURITY • Diplomacy • Leadership  
• If you hold a captive, gains Biology and Law.

INTEGRITY 6 CUNNING 6 STRENGTH 7

32 V



Ocett

STAR TREK  
THE NEXT GENERATION



### OFFICER

Dogged rival of Nu'Daq, Galathon, and the crew of the U.S.S. *Enterprise* in the pursuit of the DNA program. Female gul in command of the *Bralek*.

• SCIENCE • Archaeology • Exobiology  
• Navigation • Treachery ▼ Dig

INTEGRITY 4 CUNNING 7 STRENGTH 6

33 V



Toran

STAR TREK  
DEEP SPACE NINE



### OFFICER

Ambitious brute sent as an assassin to kill political dissidents in 2370. Rose to the rank of Gul. Not to be confused with the commander of Outpost 61.

• Treachery x2 • Astrophysics • Diplomacy  
• Physics ▼ Assassination Plot

INTEGRITY 3 CUNNING 6 STRENGTH 7

34 V



Founder Agitator

STAR TREK  
DEEP SPACE NINE



### SECURITY

Changeling assassin posing as a sculpture at the Federation-Romulan Antwerp Conference. Planted a bomb that killed 27 attendees.

• Treachery x2 • Physics x2  
▼ Assassination Plot

INTEGRITY 2 CUNNING 8 STRENGTH 8

35 V



Founder Leader

STAR TREK  
DEEP SPACE NINE



### V.I.P.

Changeling leader of the Dominion. Had no intention of surrendering her forces under any circumstances for fear that would endanger the Great Link.

• Treachery x2 • Leadership • Exobiology  
• SCIENCE • Law ▼ Shape-shift

INTEGRITY 3 CUNNING 9 STRENGTH 8

36 V



 Odo

STAR TREK  
DEEP SPACE NINE



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SECURITY

The Great Link's savior, the changeling Odo became a Founder to save his people and secure peace at the close of the Dominion War.

- SECURITY Leadership Honor Law
- Computer Skill Anthropology Exobiology

INTEGRITY 8 CUNNING 7 STRENGTH 9

37 V



Admiral Janeway

STAR TREK  
VOYAGER



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V.I.P.

In an alternate future where *Voyager* had remained lost for 23 years, Janeway decided to travel back and guide her younger self to a faster route home.

- SCIENCE ENGINEER Leadership
- Computer Skill Physics Ablative Armor

INTEGRITY 7 CUNNING 9 STRENGTH 3

38 V



Ambassador Sarek

STAR TREK  
COMPREHENSIVE



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V.I.P.

Vulcan ambassador. Assigned Spock to negotiate peace with Gorkon. Yielded to Klingon due process in Admiral Kirk and Dr. McCoy's trial for murder.

- Diplomacy x2 Mindmeld Law
- Any Federation treaty

INTEGRITY 9 CUNNING 10 STRENGTH 7

39 V



Andrea Brand

STAR TREK  
THE NEXT GENERATION



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V.I.P.

Academy Superintendent during the Nova Squadron incident in 2368. Promoted to rear admiral prior to accepting the post. A formidable woman.

- Leadership x2 Navigation Law
- Transporter Skill

INTEGRITY 6 CUNNING 7 STRENGTH 3

40 V



Brunt

STAR TREK  
DEEP SPACE NINE



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V.I.P.

Liquidator with the Ferengi Commerce Authority. Rude. Arrogant. Corrupt. Despised and envied by Ferengi everywhere. Strives to ruin Quark.

- FCA x2 Treachery x2 Navigation Law
- Greed Computer Skill Writ of Accountability

INTEGRITY 2 CUNNING 8 STRENGTH 5

41 V



Grand Nagus Gint

STAR TREK  
DEEP SPACE NINE



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V.I.P.

The first Grand Nagus. Credited with writing the Rules of Acquisition. Appeared in Quark's dream; looked a lot like Rom. Told Quark the Rules were a marketing ploy.

- Greed x2 Acquisition Law
- Archaeology Bribery Any card

INTEGRITY 4 CUNNING 9 STRENGTH 1

42 V



Chancellor Gowron

STAR TREK  
DEEP SPACE NINE



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V.I.P.

Beginning with his invasion of Cardassia in 2372, Gowron became increasingly prideful and paranoid. Nearly destroyed the Empire in his quest for glory.

- Leadership x2 Anthropology Law
- HQ: War Room Council of Warriors

INTEGRITY 6 CUNNING 8 STRENGTH 9

43 V



Chang

STAR TREK  
COMPREHENSIVE



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OFFICER

Gorkon's Chief of Staff in 2293, General Chang is a powerful and vocal advisor to the High Council. Commander of the *I.K.S. Kla'Diyus*.

- SECURITY x2 Leadership Treachery x2
- Law Cold Warriors

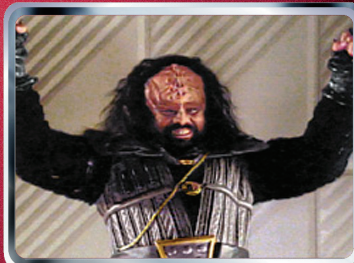
INTEGRITY 2 CUNNING 7 STRENGTH 7

44 V



Nu'Daq

STAR TREK  
THE NEXT GENERATION



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OFFICER

Tenacious rival of Ocett and Jean-Luc Picard in pursuit of the DNA program. Commanded the *I.K.S. Maht'H'a* on behalf of the High Council.

- Archaeology Exobiology Leadership
- Navigation Treachery Dig

INTEGRITY 4 CUNNING 6 STRENGTH 8

45 V





Alidar Jarok

STAR TREK  
THE NEXT GENERATION

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## OFFICER

Conscientious admiral who defected to the Federation in 2366. Disinformed by Romulan High Command. Neither a butcher nor a hero.

SECURITY Leadership Navigation  
Tactical Scan OR Life-form Scan

INTEGRITY 4 CUNNING 7 STRENGTH 6

46 V



Karina

STAR TREK  
DEEP SPACE NINE

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## SCIENCE

Intelligence analyst who posed as a diplomat on Deep Space 9 for a briefing on the Dominion. She questioned Kira Nerys' friendship with "the Founder" Odo.

Tal Shiar Physics Treachery  
Transporter Skill

INTEGRITY 3 CUNNING 6 STRENGTH 5

47 V



Ruwon

STAR TREK  
DEEP SPACE NINE

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## SECURITY

Intelligence analyst sent to retrieve information on the Dominion threat. Secretly commanded the *Kilhra* to destroy Deep Space 9.

Exobiology Tal Shiar Leadership  
Treachery Diplomacy

INTEGRITY 3 CUNNING 6 STRENGTH 6

48 V



Selveth

STAR TREK  
DEEP SPACE NINE

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## ENGINEER

Tal Shiar pilot aboard the *Serrala*. She distrusts Cardassians, but willing to work with them to eliminate the threat posed by the Dominion.

Navigation Geology Tal Shiar  
Treachery Astrophysics

INTEGRITY 4 CUNNING 6 STRENGTH 5

49 V



Senator Letant

STAR TREK  
DEEP SPACE NINE

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## V.I.P.

Romulan military strategist. He studied, and grudgingly approved, Benjamin Sisko's plan for an attack on the Dominion shipyards at Chin'toka.

SECURITY Stellar Cartography  
Computer Skill x2 Attack Pattern Delta

INTEGRITY 5 CUNNING 8 STRENGTH 6

50 V



Tal'Aura

STAR TREK  
NEMESIS

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## V.I.P.

Impatient senator and political dissident. Contempt for Hiren's bureaucracy led her to become an assassin for Shinzon. Consorts with high-ranking officers.

Diplomacy Biology Computer Skill  
Treachery x2 Geology Assassination Plot

INTEGRITY 1 CUNNING 7 STRENGTH 4

51 V



Burrows

STAR TREK  
ENTERPRISE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## OFFICER

Diagnostic tech on the *NX-01*. Has a keen sense of hearing. Trained with Lt. Reed to become a bodyguard.

Computer Skill Astrophysics Transporter Skill  
May volunteer for random selections (if applicable).

INTEGRITY 6 CUNNING 5 STRENGTH 6

52 V



Charles Tucker III

STAR TREK  
ENTERPRISE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## 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

53 V



Travis Mayweather

STAR TREK  
ENTERPRISE

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

## OFFICER

Space boomer born aboard the *ECS Horizon*. Joined Starfleet to travel as far – and as fast – as he could. Enjoys ancient gangster stories.

Navigation x2 Astrophysics Geology  
Transporter Skill Space Boomer

INTEGRITY 6 CUNNING 7 STRENGTH 6

54 V