STARTREK CUSTOMIZABLE CARD GAME FIRST-EDITION

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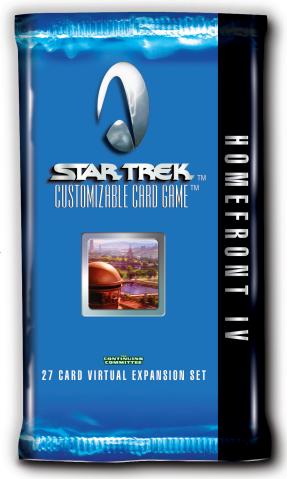
CONTINUING COMMITTEE

27 ADDITIONAL VIRTUAL CARDS · RELEASED AUGUST 2013 · VERSION 1.0

"In this galaxy there's a mathematical probability of three million Earth-type planets. And in the universe, three million, million galaxies like this."

he Star Trek: Customizable Card Game universe gets a whole lot bigger with Homefront IV, the latest core expansion to join the First Edition card pool! Twenty-seven (27) newly printable cards - including two dozen missions - combine the old, the converted, and the new into an exciting collection sure to bring new challenges and new opportunities to your favorite decks.

Coming Next — In late 2013, return to the Bajoran Wormhole and venture beyond with the first expansion of our Deep Space Nine block, featuring new decks and cards based around the Bajorans, Cardassians, and the crew of Deep Space 9.





he 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

HOMEFRONT IV CARD LIST

Starting Over	1	
Unstable Matrix	2	
MISSIONS		
Access Relay Station	3	١
Acquire Illicit Explosives	4	١
Attack at Rare Phenomenon	5	,
Battle Reconnaissance	6	١
Clash at Chin'toka	7	,
Collect Omicron Particles	Q	,

Destroy Iconian Gateway 9 V
Eliminate Virus
Evade Dominion Squadron 11 V
Genesis Planet12 V
Investigate Derelict 13 V
Investigate Maquis Activity14 V
Navigate Argolis Cluster15 V
Protect the Escapees 16 V
Renovate Starbase
Resupply Marauder 18 V
Search and Rescue

Signal for Rescue
Study Badlands 21 V
Study Rare Phenomenon 22 V
Surgery Under Fire
Survey Star System 24 V
The Siege of AR-558 25 V
Verify Evidence 26 V
OBJECTIVE
Assimilate Homeworld 27 V



EVENTS





















































