

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

# HOMEFRONT IV

THE CONTINUING COMMITTEE

27 ADDITIONAL VIRTUAL CARDS • RELEASED AUGUST 2013 • VERSION 1.0

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

The *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.



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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### OBJECTIVE

Assimilate Homeworld . . . . . 27 V



**EVENT**

**STARTING OVER**

Kathryn Janeway offered the disconnected drone Seven of Nine a new life free from the Borg Collective and the chance to rediscover her humanity as Annika Hansen.

Discard your hand, then draw the same number of cards. If you have a Borg personnel in play, draw two extra cards. (No draws may be converted to downloads.) Discard event.

1 V

**EVENT**

**UNSTABLE MATRIX**

David Marcus used dangerously unpredictable protomatter to build the Genesis Device, inadvertently dooming the Genesis Planet.

Seeds on Genesis. If mission complete, you may lose points (discard event) to convert to a space mission. (Immune to Kevin Uxbridge.)

-5

2 V

**EVENT**

**Access Relay Station**

**Callinon VII:** Analyze automated subspace relay station for information on the Dominion.

**OFFICER + SCIENCE + ENGINEER + Computer Skill x2 + CUNNING>34**

35

3 V

**EVENT**

**Acquire Illicit Explosives**

**Bajor Region • Bajor System:** Purchase bilitrium from Klingon outcasts for delivery to Bajoran insurgents.

**Physics + CIVILIAN + Treachery OR Physics + Smuggling**

25

4 V

**EVENT**

**Attack at Rare Phenomenon**

**Compression anomaly:** Ambush enemy ship while it conducts delicate research.

**ENGINEER + Leadership + Computer Skill + SECURITY**

35

5 V

**EVENT**

**Battle Reconnaissance**

**Northwest Passage Region • Borg wreckage:** Investigate unusual bio-readings.

**ENGINEER + Computer Skill + Transporter Skill + STRENGTH>32**

Any crew may attempt mission.

35

6 V

**EVENT**

**Clash at Chin'toka**

**Chin'toka Region • Defense perimeter:** Battle over strategically significant system.

**ENGINEER + Navigation + two leaders + CUNNING>36**

35

7 V

**EVENT**

**Collect Omicron Particles**

**Nucleogenic cloud:** Harvest rare substance for use as replacement power source.

**ENGINEER + Leadership + Astrophysics + Navigation** Adjacent missions are span -1.

35

8 V

**EVENT**

**Destroy Iconian Gateway**

**Vandros IV:** Permanently close ancient portal held by renegade Jem'Hadar.

**ENGINEER + Leadership + Physics + STRENGTH>34**

35


9 V



2

30\*

MEDICAL + Exobiology + Computer Skill  
\*Points do not count when Harvester Virus in play.



### Eliminate Virus

T'Lani III: Return to analyze and destroy last traces of deadly nanobiogenic weapon accidentally re-released.

MEDICAL + Exobiology + Computer Skill  
\*Points do not count when Harvester Virus in play.

30\*

2

10 V

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4

35

Stellar Cartography + Navigation x2 + (Geology OR Leadership)



### Evade Dominion Squadron

Kuiper belt: Maneuver among icy comet fragments during hot pursuit.

Stellar Cartography + Navigation x2 + CUNNING>34 + (Geology OR Leadership)

35

4

11 V

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4

35

Geology + CUNNING>42 + (Biology + Exobiology + SCIENCE OR SECURITY + Transporter Skill + Treachery)



### Genesis Planet

Mutara Region • Genesis: Study final collapse of unstable and formerly forbidden planet.

Geology + CUNNING>42 + (Biology + Exobiology + SCIENCE OR SECURITY + Transporter Skill + Treachery)

35

4

12 V

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3

35

ENGINEER + Exobiology + Navigation + SECURITY  
When you solve, restores RANGE of all ships in region.



### Investigate Derelict

Delphic Expanse Region • Wrecked D'Kyr: Study remains of antique Vulcan ship.

ENGINEER + Exobiology + Navigation + SECURITY  
When you solve, restores RANGE of all ships in region.

35

3

13 V

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2

30\*

Diplomacy + Leadership x2 + STRENGTH>37 + no  
\*+5 if this is your first completed mission.



### Investigate Maquis Activity

Demilitarized Zone Region • Volan III: Confer with colonial leaders about recent tensions.

Diplomacy + Leadership x2 + STRENGTH>37 + no  
\*+5 if this is your first completed mission.

30\*

2

14 V

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4

35

Stellar Cartography + Navigation x2 + Physics OR OFFICER + Leadership + SECURITY + STRENGTH>36



### Navigate Argolis Cluster

Argolis Cluster Region • Protostar cluster: Engage enemy near vital sensor array.

Stellar Cartography + Navigation x2 + Physics OR OFFICER + Leadership + SECURITY + STRENGTH>36

35

4

15 V

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3

30

ENGINEER + Honor + Navigation + INTEGRITY>30  
Solving player may initiate battle against.



### Protect the Escapees

Olmerak rendezvous point: Defend civilian government from Klingon patrols.

ENGINEER + Honor + Navigation + INTEGRITY>30  
Solving player may initiate battle against.

30

3

16 V

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3

30

ENGINEER x2 + OFFICER  
When you solve, download a facility here.



### Renovate Starbase

Berengaria VII: Refurbish outpost established in the earliest days of space exploration.

ENGINEER x2 + OFFICER  
When you solve, download a facility here.

30

3

17 V

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4

30

OFFICER + ENGINEER x2 + Acquisition  
Solving player's D'Kora-class ships are RANGE +1.



### Resupply Marauder

Clandestine base: Restock Ferengi vessels for operations in adjacent sectors.

OFFICER + ENGINEER x2 + Acquisition  
Solving player's D'Kora-class ships are RANGE +1.

30

4

18 V

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4

Navigation x2 + Honor + OFFICER + CUNNING>35

30

**Search and Rescue**

**Badlands Region • Class-M Planetoid:** Search for officer kidnapped from Deep Space 9 by Maquis.

Navigation x2 + Honor + OFFICER + CUNNING>35

30

4

19 V

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3

Biology + ENGINEER + SECURITY + STRENGTH>42

40

**Signal for Rescue**

**Desolate world:** Quickly repair damaged communication system; call for help.

Biology + ENGINEER + Computer Skill + SECURITY + STRENGTH>42

40

3

20 V

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5

Navigation x2 + Stellar Cartography x2

25

Any crew

**Study Badlands**

**Badlands Region • Plasma Storms:** Chart region of intense plasma activity.

Navigation x2 + Stellar Cartography x2

Any crew may attempt mission.

25

5

21 V

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3

ENGINEER + Navigation + Physics + SCIENCE

35

**Study Rare Phenomenon**

**Compression anomaly:** Evaluate subspace abnormality for possible transwarp applications.

ENGINEER + Navigation + Physics + SCIENCE

35

3

22 V

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3

Biology + MEDICAL + OFFICER + STRENGTH>36

35

**Surgery Under Fire**

**Ajilon Prime:** Assist with triage of heavy combat casualties.

Biology + MEDICAL + OFFICER + STRENGTH>36

35

3

23 V

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3

Navigation + Stellar Cartography + Diplomacy + SCIENCE

30

**Survey Star System**

**Planetary system:** Scan uncharted system for inhabited, habitable, and resource-rich worlds.

Navigation + Stellar Cartography + Diplomacy + SCIENCE

30

3

24 V

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2

ENGINEER + Leadership + Physics + Computer Skill + SECURITY + STRENGTH>38

40

**The Siege of AR-558**

**Chin'toka Region • AR-558:** Fight for control of critical communications array.

ENGINEER + Leadership + Physics + Computer Skill + SECURITY + STRENGTH>38

40

2

25 V

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5

Navigation x2 + (CUNNING>24 OR any tricorder) + (Leadership x2 OR hand weapon OR Smuggling)

35

**Verify Evidence**

**Badlands Region • Rendezvous point:** Substantiate reports of information broker working here.

Navigation x2 + (CUNNING>24 OR any tricorder) + (Leadership x2 OR hand weapon OR Smuggling)

35

5

26 V

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OBJECTIVE

STAR TREK THE NEXT GENERATION

**ASSIMILATE HOMEWORLD**

Plays on table. Target both an unassimilated homeworld on spaceline and your matching counterpart. Your Borg may scout that homeworld. If your counterpart is at that spaceline location, you may probe:

- Assimilated:** Place on homeworld. Cards of that affiliation (except cards) may not report to any outpost for rest of game.

40

27 V

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