

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

HOMEFRONT V

THE CONTINUING COMMITTEE

18 ADDITIONAL VIRTUAL CARDS • RELEASED DECEMBER 2013 • VERSION 1.0

Design Team

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"This will shortly become a leading center of commerce and scientific exploration."

Expand the power of your Nors with *Homefront V*, an eighteen (18) card virtual expansion featuring reprints of all of the physical Site cards. These sites will fuel the Nors in all your decks for years to come!

RULES

The following are excerpts from the rules regarding sites. For the full rules, please see the Glossary available at trekcc.org.

Beaming — Because dropping a large space station's SHIELDS to permit beaming is risky, you are not allowed to beam cards (except tribbles) to, from, or within a Nor unless a card allows it.

Site — A card type representing rooms and other areas inside a Nor where personnel can report for duty; and docking areas where ships can report for duty. Each Site card states what kind of cards may report there.

Your seed deck may include up to six sites, which seed for free during the facility seed phase (even if the Nor seeded in an earlier phase). Any site may play during the play phase, using your normal card play.

All sites added to each station are arranged side-by-side in a straight line next to that station. Each site indicates which level of the station it belongs to (Ops Module, Promenade, Habitat Ring, or Docking Ring), and the sites must be kept together on the table in this order (from left to right). When placing a site on the table, you may insert it between other sites, as long as you obey this grouping system.

By default, sites are "unique per station." That is, each station is limited to one of each kind of site card. However, some sites are ♠ universal and thus may exist in multiple on each station.

Walking — Your personnel aboard a Nor may move ("walk") from site to site, individually or as a group, and they may carry Equipment cards with them. Move the personnel or group along the row of sites, one site at a time, until they reach their destination. (They must actually "pass by" each site in turn; they do not relocate from site to another.) They may walk along more than one site each turn; however, as soon as they stop at any site, for any reason, they may not walk again that turn (although they may perform other actions, such as boarding a ship docked there).

Entering or exiting from a docked ship is not "walking."



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

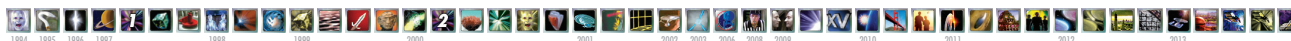


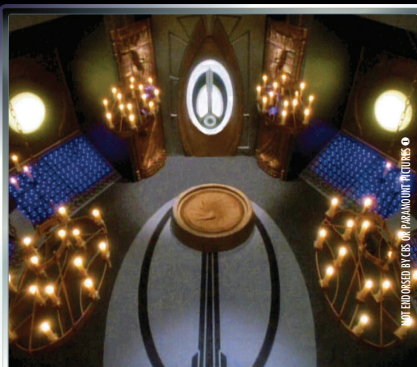
HOMEFRONT V CARD LIST

SITES

Bajoran Shrine	1 V
Cargo Bay	2 V
Commander's Office	3 V
Docking Pads	4 V
Docking Ports	5 V
Docking Pylons	6 V
Garak's Tailor Shop	7 V
Guest Quarters	8 V
Holosuite	9 V

Infirmary	10 V
Ops	11 V
Ops: Mirror Universe	12 V
Ore Processing Unit	13 V
Promenade Shops	14 V
Quark's Bar	15 V
Science Lab	16 V
Security Holding Cell	17 V
Security Office	18 V





BAJORAN SHRINE

Prylars, Vedeks, and Kais may report here. Once each turn, any player who has a Prylar, Vedek, or Kai unopposed here with any other Bajoran may "conduct services": discard one card from hand, place bottom card of discard pile beneath draw deck or out-of-play, then draw one card (or two if any Orb artifact is present). *Unless station is under or control, Shrine is suspended and may be destroyed by any personnel using a disruptor at an adjacent site.*

1 V

Deep Space 9 | Ops Module | Promenade | Habitat Ring | Docking Ring

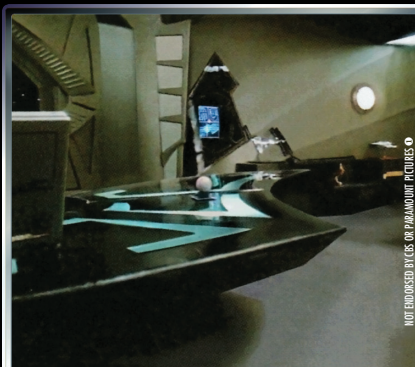


CARGO BAY

Smuggling, Acquisition, and Navigation personnel may report here (or download here in place of a normal card play; player draws no cards that turn). Once each turn, if a freighter, transport, or ship's crew member completes a "cargo run" (brings a non-weapon Equipment card here from another facility), for each mission passed (except starting and ending locations) owner may draw a card or download a Gold-Pressed Latium here. (Once per game per Equipment card title.)

2 V

Any Nor | Ops Module | Promenade | Habitat Ring | Docking Ring



COMMANDER'S OFFICE

Once each turn, any player who has a matching OFFICER unopposed here may, in place of one card draw, download to hand one *Captain's Order* card. Matching OFFICER personnel may file mission reports here. This site is always the "innermost" site of any Nor (may not separate Ops from any other site).

3 V

Any Nor | Ops Module | Promenade | Habitat Ring | Docking Ring



DOCKING PADS

Any ship with no staffing requirements may report, dock (land) and undock (take off) here if ship is compatible with station's affiliation **OR** crew includes a V.I.P. **OR** player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Player controlling station may, once per game, download Establish Landing Protocols. Capacity: 6 ships. Tractor Beam.

4 V

Any Nor | Ops Module | Promenade | Habitat Ring | Docking Ring



DOCKING PORTS

Any ship with fewer than three staffing icons may report, dock and undock here if ship is compatible with station's affiliation **OR** crew includes a V.I.P. **OR** player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Freighters and transports report for free here. Capacity: 9 ships. Tractor Beam.

5 V

Any Nor | Ops Module | Promenade | Habitat Ring | Docking Ring



DOCKING PYLONS

Any ship with fewer than five staffing icons may dock and undock here if ship is compatible with station's affiliation **OR** crew includes a V.I.P. **OR** player controlling ship has a Computer Skill personnel present at this site unopposed (just before undocking, that personnel may board ship). Ships may not report here but may repair here. Capacity: 6 ships. Tractor Beam.

6 V

Any Nor | Ops Module | Promenade | Habitat Ring | Docking Ring



GARAK'S TAILOR SHOP

Obsidian Order personnel may report here (for free if any Garak). Once each turn, any player who has a personnel unopposed here who has both Obsidian Order and Treachery may glance at top card of opponent's draw deck. Also, any player who doesn't control station but has Obsidian Order unopposed here may report Cardassian personnel and Cardassian-compatible Equipment cards here.

7 V

Terok Nor **OR** DS9 | Ops Module | Promenade | Habitat Ring | Docking Ring

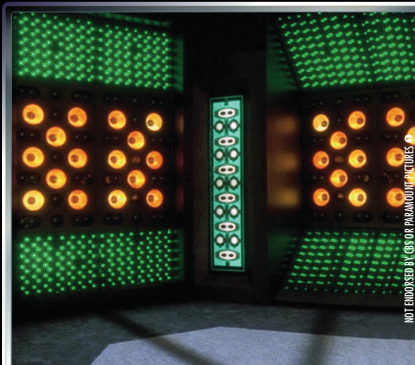


GUEST QUARTERS

If unoccupied, any non-Borg V.I.P. may report here regardless of affiliation. Once each turn, any player who has a V.I.P. unopposed here may, in place of one card draw, draw two cards and place one of them beneath draw deck. (Not cumulative.)

8 V

Any Nor | Ops Module | Promenade | Habitat Ring | Docking Ring

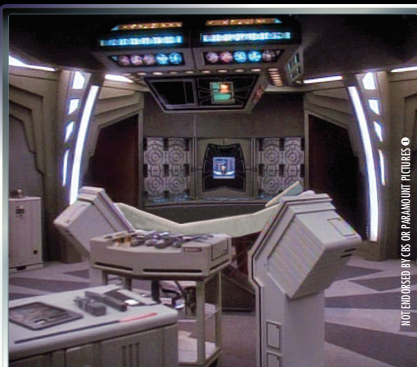


HOSUITE

This site must be placed adjacent to Quark's Bar (or another Holosuite). Has a Holodeck. Holoprogram cards may be played here (limit one; station controller may discard it during their turn). Equipment cards and compatible personnel may report here, and may be transferred directly to/from owner's ship docked at this station.

9 V

Terok Nor **OR** DS9 | Ops Module | Promenade | Habitat Ring | Docking Ring



INFIRMARY

Compatible MEDICAL-classification personnel, MEDICAL-related Equipment cards and I.P. Scanner may report here. Once each turn, any MEDICAL personnel unopposed here may "revive" a personnel present who was disabled by a Hypospray (revived personnel is no longer disabled). Matching MEDICAL personnel may file mission reports here.

10 V

Any Nor

Ops Module | Promenade | Habitat Ring | Docking Ring



OPS

Compatible OFFICER-classification personnel may report here. Any player may, in place of their normal card play, download to an unopposed site on this station one card which may play there (if reporting a ship or personnel, must be of matching affiliation); player draws no cards that turn. Any Computer Skill personnel unopposed here may commandeer station.

11 V

Any Nor

Ops Module | Promenade | Habitat Ring | Docking Ring



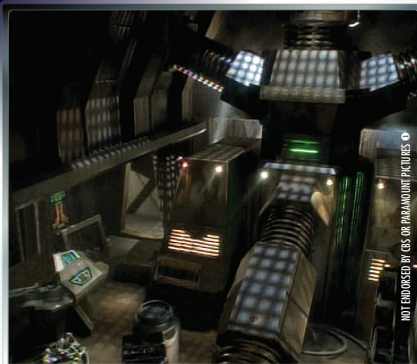
OPS: MIRROR UNIVERSE

Cards with same or icon as this Nor are considered to match its affiliation for purposes related to its sites. Compatible OFFICER-classification personnel may report here. Any player may, in place of their normal card play, download to an unopposed site on this station one card which may play there (if reporting a ship or personnel, must be of matching affiliation); player draws no cards that turn. Any Computer Skill personnel unopposed here may commandeer station.

12 V

Any Nor

Ops Module | Promenade | Habitat Ring | Docking Ring



ORE PROCESSING UNIT

Compatible ENGINEER-classification personnel and ENGINEER-related Equipment cards may report here. If Automated Security System on Ops at this station, personnel may not move to here from an adjacent site, or vice versa.
This unit does not process ore when station is under Federation or Bajoran control.

13 V

Any Nor

Ops Module | Promenade | Habitat Ring | Docking Ring



PROMENADE SHOPS

Non-Borg CIVILIAN personnel may report here regardless of affiliation. Any player who has a non-Borg personnel present may probe:
 : Shopping. Draw probe card.
 : Brawl. Must immediately initiate a personnel battle (if opposed by non-Borg) at this site.

14 V

Any Nor

Ops Module | Promenade | Habitat Ring | Docking Ring



QUARK'S BAR

Morn and Ferengi may report here. Once each turn, a bartender, a dabo girl, a waiter, any Quark or any Rom may report here for free (or download here in place of a normal card play; player draws no cards that turn). Any player who has Morn unopposed here may draw an additional card at end of each turn. Any player who kills any waiters or dabo girls here in battle must discard two cards for each. Ferengi ships may report, dock, undock and repair at this Nor.

15 V

Terok Nor DS9

Ops Module | Promenade | Habitat Ring | Docking Ring



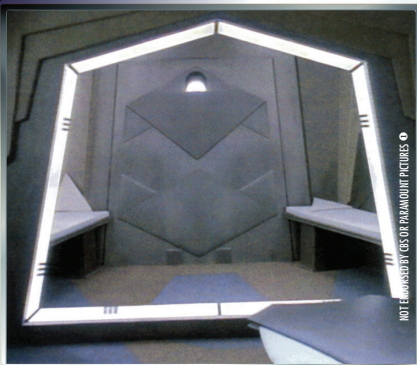
SCIENCE LAB

Compatible SCIENCE-classification personnel, SCIENCE-related Equipment cards, I.P. Scanner and PADDs may report here. Once each turn, if station at a mission and player who controls station has a SCIENCE personnel unopposed here, that player may scan bottom seed card under the mission. Matching SCIENCE personnel may file mission reports here.

16 V

Any Nor

Ops Module | Promenade | Habitat Ring | Docking Ring



❖ SECURITY HOLDING CELL

Has a Brig. Once each turn, player who controls station may download Brainwash, Interrogation or Torture to a captive held in this Brig if that player has a Tal Shiar, Obsidian Order, Resistance or Section 31 personnel (or a personnel who has SECURITY and Treachery) unopposed here.

17 V

Any Nor

Ops Module | Promenade | Habitat Ring | Docking Ring



SECURITY OFFICE

Compatible SECURITY-classification personnel and hand weapons may report here. Whenever a personnel battle was just initiated on this station, any player's personnel here, if one has SECURITY, may move there (if possible) and join the battle. Matching SECURITY personnel may file mission reports here.

18 V

Any Nor

Ops Module | Promenade | Habitat Ring | Docking Ring