

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

HOMEFRONT VI

THE CONTINUING COMMITTEE

48 ADDITIONAL VIRTUAL CARDS · RELEASED MAY 2015 · VERSION 1.0

Design Team

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*"You don't trust me, do you?
I don't blame you.
If there is to be a brave new world,
our generation is going to have
the hardest time living in it."*

The *Star Trek: Customizable Card Game* universe gets a whole lot bigger with *Homefront VI*, the first Core Block expansion built from the ground up with Block play in mind. Forty-eight (48) newly printable cards combining the old with the converted, focused on adding new and exciting dilemmas to the mix.

Coming Soon — In an infinity of parallel universes, one is a dark mirror of our own. There is no prosperity, peace, or long life — only conflict and death. Enemies are everywhere with their own objectives. As war between the Terran Rebellion and the Alliance rages in *Crossover*, ask yourself: which side will you choose?



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 VI CARD LIST

ARTIFACT

Orb of Prophecy and Change 1 V

DILEMMAS

A Bad End 2 V
A Good Day To Lie 3 V
Ancient Computer 4 V
Armus - Sticky Situation 5 V
Crew Advancement 6 V
Don't Let it End This Way 7 V
Frame of Mind 8 V
History Repeats Itself 9 V
It's Green 10 V
Justice or Vengeance 11 V
Lack of Preparation 12 V
Malfunctioning Door 13 V
Occupational Hazards 14 V
Primitive Culture 15 V
Q 16 V
Seismic Quake 17 V
Shields Up! 18 V
Unorthodox Preservation 19 V

DOORWAYS

Alternate Universe Door 20 V
Dyson Sphere Door 21 V
Holding Cell Door 22 V

EVENTS

A Second Chance at Life 23 V
Cellular Peptide Cake 24 V
Defiant Dedication Plaque 25 V
Holo-Projectors 26 V
Line of Defense 27 V
Raktajino 28 V
Where No One Has Gone Before 29 V

FACILITY – BAJORAN

Bajoran Outpost 30 V

FACILITY – BORG

Borg Outpost 31 V

FACILITY – CARDASSIAN

Cardassian Outpost 32 V

FACILITY – DOMINION

Dominion Outpost 33 V

FACILITIES – FEDERATION

Federation Outpost 34 V
Terran Outpost 35 V

FACILITY – FERengi

Ferengi Outpost 36 V

FACILITY – HIROGEN

Hirogen Outpost 37 V

FACILITY – KAZON

Kazon Outpost 38 V

FACILITIES – KLINGON

Klingon Empire Outpost 39 V
Klingon Outpost 40 V

FACILITY – ROMULAN

Romulan Outpost 41 V

FACILITY – VIDIAN

Vidian Outpost 42 V

INCIDENTS

Call for Reinforcements 43 V
Continuing Mission 44 V
New Arrivals 45 V
Reshape the Quadrant 46 V

INTERRUPT

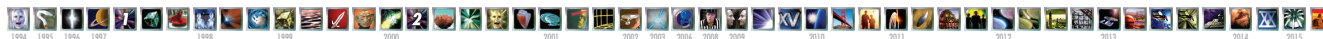
Escape Pod 47 V

OBJECTIVE

Reflection Therapy 48 V

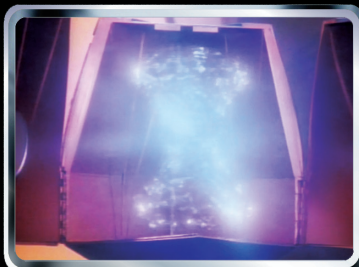


"Prepare to receive instructions."





ARTIFACT

STAR TREK
DEEP SPACE NINE

ORB OF PROPHECY AND CHANGE

Third of the nine mysterious energy vortices called Tears of the Prophets by the Bajorans. Grants visions of the future. Only Orb not stolen by Cardassians during the occupation.

Use as Equipment card. Once each turn, you may glance at the top card of your draw deck. Insert it anywhere within your draw deck if you wish. (Not duplicatable.)

1 V



DILEMMA

STAR TREK
THE NEXT GENERATION

A BAD END

Shot in the chest by the Lenarians, Jean-Luc Picard's life was left hanging in the balance due to the damage his artificial heart received.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 Biology.

2 V



DILEMMA

STAR TREK
THE NEXT GENERATION

A GOOD DAY TO LIE

Duras, Son of Ja'rod, constructed a web of lies to hide his father's treacherous actions at Khitomer. Worf and his cha'Dich eventually uncovered the truth.

To get past requires 3 Diplomacy OR 3 Treachery. If a Treachery personnel in play, opponent may then download Duras to anywhere at this location.

3 V



DILEMMA

STAR TREK



ANCIENT COMPUTER

Control systems degrade over time. The Oracle of the People, a computer that guided the asteroid-like *Yonada* for millennia, required repairs after experiencing a malfunction.

Cannot get past unless 2 Computer Skill OR 3 SCIENCE OR 3 ENGINEER present.

4 V



DILEMMA

STAR TREK
THE NEXT GENERATION

ARMUS — STICKY SITUATION

Armus, a remnant of the Vagrans, engulfed Commander Will Riker in his skin of evil. Only the finesse and negotiation skills of Jean-Luc Picard resulted in his release.

Strongest Away Team member is "stopped" if another personnel present has Diplomacy and CUNNING>7, killed otherwise. Discard dilemma only if any personnel remain.

5 V



DILEMMA

STAR TREK
ENTERPRISE

CREW ADVANCEMENT

In some cultures, such as the Terran Empire, promotions are often achieved by the forced removal of one's superiors.

Opponent names an attribute. Crew or Away Team members with highest printed value of that attribute are "stopped." (In case of ties, "stops" all tied personnel.)

6 V



DILEMMA

STAR TREK
THE NEXT GENERATION

DON'T LET IT END THIS WAY

Two assassins boarded *Kronos One*, slaughtering any crew in their path and fatally wounding Chancellor Gorkon. Gorkon's final words begged Kirk to continue the peace initiative.

Kills half of your "stopped" personnel at this location (your choice, round up). To get past requires 2 SECURITY.

7 V



DILEMMA

STAR TREK
THE NEXT GENERATION

FRAME OF MIND

William T. Riker was tortured using neurosomatic techniques and left unable to tell whether he was in a mental institution or a play set in a mental institution.

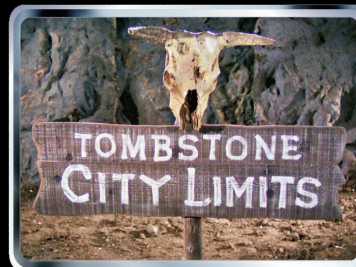
One personnel present (random selection) now becomes Non-Aligned with attributes of 3-3-3 and only two skills (opponent's choice). Cure with 3 Empathy present.

8 V



DILEMMA

STAR TREK



HISTORY REPEATS ITSELF

The Melkotians, a race of xenophobic telepaths, could project powerful hallucinations into the minds of trespassers in their territory, drawn from the historical images in their minds.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has Anthropology, all of them are "stopped."

9 V

DILEMMA

STAR TREK



IT'S GREEN

The crew of the *Starship Enterprise* used distraction to regain control of their ship from the Kelvans. Mr. Scott, in fine naval tradition, put his stash of alcoholic beverages to good use.

Randomly select three personnel (or six personnel if more than nine personnel present). If any of those personnel has ENGINEER, all of them are "stopped."

10 V

DILEMMA

STAR TREK VOYAGER



JUSTICE OR VENGEANCE

Tuvok performed a mindmeld with Lon Suder hoping to give a sense of order, but received homicidal rage in return.

Unless 2 SECURITY and Anthropology OR Honor, Exobiology, and INTEGRITY>32, opponent chooses: kills one Treachery personnel (random selection) OR kills two A personnel (random selection).

11 V

DILEMMA

STAR TREK ENTERPRISE



LACK OF PREPARATION

An Away Team that is unprepared to complete its mission will undoubtedly experience delays. Mission progress may be impossible until additional personnel arrive.

Non-Borg: Cannot get past (lose 10 points) unless you could have met mission requirements at start of attempt. Borg: Must have B, G, and R personnel to proceed.

12 V

DILEMMA

STAR TREK THE NEXT GENERATION



MALFUNCTIONING DOOR

After a Gatherer raid in 2366, the superior strength of the Soong-type android Data was needed to force open a sealed compartment and rescue the wounded survivors.

To get past requires a Soong-Type android OR STRENGTH>27 from up to four personnel.

13 V

DILEMMA

STAR TREK DEEP SPACE NINE



OCCUPATIONAL HAZARDS

In politics, mysterious gifts should be handled with care. A bottle of poisoned kanar may have no effect on Vorta but would have been fatal to Tekeny Ghemor.

Unless 2 Greed OR 2 Treachery OR CUNNING>45, one personnel (random selection) is killed.

14 V

DILEMMA

STAR TREK ENTERPRISE



PRIMITIVE CULTURE

First contact requires caution, subterfuge, or force. In the Mirror Universe, Terran aggression could cause first contact situations to go disastrously wrong.

To get past, requires 3 Vulcans OR Anthropology and CIVILIAN OR Vorta and 4 Jenn'Hadar OR 2 Tal Shiar OR 2 Obsidian Order OR Acquisition and 2 Greed OR 6 Klingons OR 4 Borg.

15 V

DILEMMA

STAR TREK VOYAGER



Q

Incorigible, extra-dimensional member of the Q Continuum, a race of omnipotent beings. Q exhibits a child-like petulance and sense of playfulness.

Unless 2 Leadership and INTEGRITY>60, stops crew or Away Team. Discard dilemma.

16 V

DILEMMA

STAR TREK THE NEXT GENERATION



SEISMIC QUAKE

Artificially-induced tremors on Ventax II led the natives to believe the end of their world was nigh. Geordi La Forge and the science team stationed there proved otherwise.

One Away Team member (random selection) is "stopped" if opponent's score is odd, killed otherwise. Cannot get past (shuffle back into seed cards here) unless Geology present.

17 V

DILEMMA

STAR TREK THE MOTION PICTURE



SHIELDS UP!

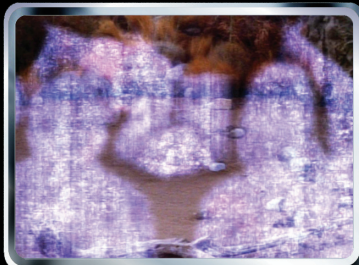
When unknown threats appear, priority is immediately placed on defensive systems and evasive actions.

To get past, "stop" a SECURITY personnel (random selection). If that personnel has Astrophysics or Stellar Cartography or Navigation, randomly select two additional personnel to be "stopped."

18 V



DILEMMA

STAR TREK
THE NEXT GENERATION

UNORTHODOX PRESERVATION

Facing the impending loss of the Boraalan people and culture due to atmospheric dissipation, Nikolai Rozhenko circumvented the Prime Directive to try and save them.

To get past requires 2 Anthropology **OR** a personnel with OFFICER and Empathy **OR** a staffed ship with a Holodeck here.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

19 V



DOORWAY

STAR TREK
VOYAGER

ALTERNATE UNIVERSE DOOR

Place one on table during the seed phase. Door is now open, allowing your icon cards to enter play.

OR Stock in deck and use as follows:

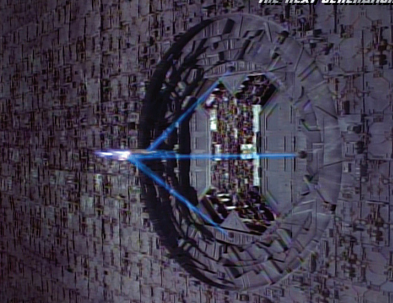
Plays to nullify one Revolving Door or Subspace Schism. (Discard doorway.) **OR** Allows one ship to pass through Q-Net. (Discard doorway.) **OR** Nullifies one Temporal Rift, and return doorway to your hand.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

20 V



DOORWAY

STAR TREK
THE NEXT GENERATION

DYSON SPHERE DOOR

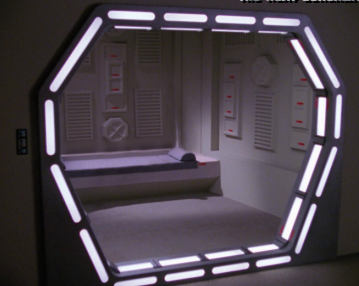
Place one atop Dilemma side deck (up to 13 dilemmas) during the seed phase. Dilemma side deck is now open and in play (immune to cards which close doorways). You may seed dilemmas. Dilemmas you download must come from here (ignoring cards that prevent downloading). When opponent seeds Empok Nor, you may download and seed up to three dilemmas related to Empok Nor beneath station from here.

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21 V



DOORWAY

STAR TREK
THE NEXT GENERATION

HOLDING CELL DOOR

Seeds (during facility phase) or plays on your ship or facility (except a Nor). Adds a Brig. **OR** Downloads Brainwash, Interrogation or Torture to a captive in your Brig, if you have Tal Shiar, Obsidian Order, Resistance or Section 31 (or a personnel who has SECURITY and Treachery) present; discard doorway or place atop draw deck. **OR** Nullifies any card closing another Holding Cell Door; discard doorway.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

22 V



EVENT

STAR TREK
THE NEXT GENERATION

A SECOND CHANCE AT LIFE

Q gave Jean-Luc Picard the opportunity to change the reckless mistakes of his youth and live a life free from danger.

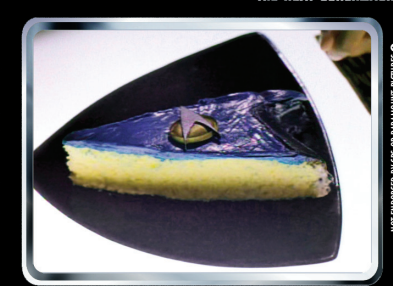
Discard a non-personnel card from hand to report a personnel from your discard pile. Discard event.

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

23 V



EVENT

STAR TREK
THE NEXT GENERATION

CELLULAR PEPTIDE CAKE

With mint frosting.

Plays on table. At any time, you may return an opponent's Event to hand (except if , a Treaty, or immune to Kevin Uxbridge). Then return this card to hand and discard an Event **OR** Discard event.

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24 V



EVENT

STAR TREK
DEEP SPACE NINE

DEFIANT DEDICATION PLAQUE

To maintain morale after the loss of the U.S.S. Defiant in 2375, Starfleet granted special dispensation to change its successor's name from U.S.S. Sao Paulo to U.S.S. Defiant.

Plays on table. Each of your ships with its matching commander aboard is RANGE +2, or +3 if ship is Defiant class. (Not cumulative. Captain's Order.)

NOT ENDORSED BY CBS OR PARAMOUNT PICTURES

25 V



EVENT

STAR TREK
DEEP SPACE NINE

HOLO-PROJECTORS

The holographic projector at the center of the Yaderan settlement founded by Rurigan is an example of planet-based interactive holographic technology.

Plays on a planet mission. cards may exist on this planet.

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26 V



EVENT

STAR TREK
DEEP SPACE NINE

LINE OF DEFENSE

The threat of continued Dominion advances caused Starfleet to commit many ships and resources to the protection of Federation territory.

Plays on table. Your ships are SHIELDS +3 while at missions with matching affiliation icons.

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27 V

EVENT

STAR TREK
DEEP SPACE NINE



RAKTJINO

The stimulating Klingon coffee is a staple of Jadzia Dax's morning routine. She isn't awake until she's had her first cup.

Plays to make a unique personnel attributes +2 until end of turn OR shuffle the bottom three personnel and/or ships from your discard pile into your draw deck. Discard event.

28 V

EVENT

STAR TREK
THE NEXT GENERATION



WHERE NO ONE HAS GONE BEFORE

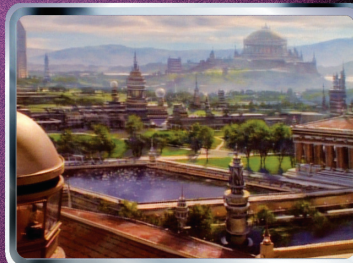
The Traveler transcends space with thought. Took the U.S.S. Enterprise to Galaxy M-33, then to an even greater extragalactic distance.

Plays on table. Allows all your ships to leave one end of the spaceline and enter the other end.

29 V

Bajoran Outpost

STAR TREK
DEEP SPACE NINE



The Bajoran homeworld is Bajor. The Bajorans establish outposts throughout their territory.

Seed one OR build where you have a Bajoran ENGINEER.

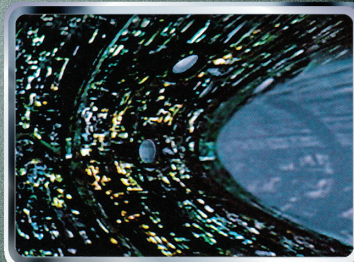
OUTPOST

SHIELDS 30

30 V

Borg Outpost

STAR TREK
FIRST CONTACT



IDENTIFICATION: BORG OUTPOST

TASK: Construct Borg vessels. Disseminate resources.

Seed one at any mission with no affiliation icons OR build at such a mission (or at an assimilated planet) where you have a Borg ENGINEER. Transwarp Network Gateway

OUTPOST

SHIELDS 48

31 V

Cardassian Outpost

STAR TREK
DEEP SPACE NINE



Cardassia Prime is the homeworld of the Cardassians. The Cardassian Union establishes outposts throughout its territory.

Seed one OR build where you have a Cardassian ENGINEER.

OUTPOST

SHIELDS 32

32 V

Dominion Outpost

STAR TREK
DEEP SPACE NINE



The homeworld of the Founders of the Dominion is shrouded in mystery. The Dominion establishes outposts throughout its territory.

Seed one OR build where you have a Dominion ENGINEER.

OUTPOST

SHIELDS 30

33 V

Federation Outpost

STAR TREK
THE NEXT GENERATION



Earth is a member of the United Federation of Planets. The Federation establishes outposts throughout its territory.

Seed one OR build where you have a Federation ENGINEER.

OUTPOST

SHIELDS 30

34 V

Terran Outpost

STAR TREK
DEEP SPACE NINE



Hidden enclave and meeting place for the Terran rebels of the mirror universe.

Seed one OR build where you have a ENGINEER. May be seeded or built at Terran Hideout if no headquarters there.

OUTPOST

SHIELDS 28

35 V

Ferengi Outpost

STAR TREK
DEEP SPACE NINE



Ferenginar is the rainy, soggy homeworld of the highly capitalistic Ferengi people. The Ferengi Alliance establishes outposts throughout its territory.

Seed one OR build where you have a Ferengi ENGINEER.

OUTPOST

SHIELDS 30

36 V



Hirogen Outpost

STAR TREK
VOYAGER



For 100,000 years, the nomadic Hirogen have hunted prey, establishing outposts throughout their territory.

Seed one at a mission or any mission with no affiliation icons **OR** build at such a mission where you have a Hirogen ENGINEER. Has a Holodeck. Hirogen Hunt



OUTPOST

SHIELDS 34

37 V



Kazon Outpost

STAR TREK
VOYAGER



Since losing its homeworld, the Kazon Collective raids others, establishing outposts throughout its territory.

Seed one at a or location **OR** build at such a location where you have a Kazon ENGINEER. Has no transporters. The Kazon Collective



OUTPOST

SHIELDS 34

38 V



Klingon Empire Outpost

STAR TREK
DEEP SPACE NINE



In the mirror universe, the Klingon Empire is a member of the Klingon/Cardassian Alliance. The Alliance establishes outposts throughout its territory.

Seed one **OR** build where you have a ENGINEER.



OUTPOST

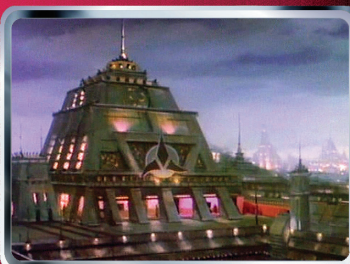
SHIELDS 34

39 V



Klingon Outpost

STAR TREK
THE NEXT GENERATION



The Klingon homeworld is Qo'noS. The Klingon Empire establishes outposts throughout its territory.

Seed one **OR** build where you have a Klingon ENGINEER.



OUTPOST

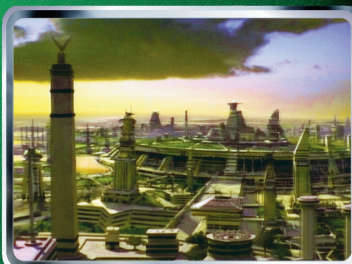
SHIELDS 32

40 V



Romulan Outpost

STAR TREK
THE NEXT GENERATION



Romulus is one of the two homeworlds for the Romulans. The Romulan Star Empire establishes outposts throughout its territory.

Seed one **OR** build where you have a Romulan ENGINEER.



OUTPOST

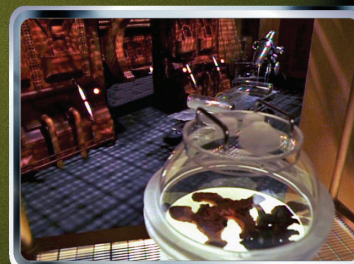
SHIELDS 32

41 V



Vidorian Outpost

STAR TREK
VOYAGER



The Vidian Sodality establishes outposts throughout its territory, often hiding them inside barren planetoids.

Seed one at a or location **OR** build at such a location where you have a Vidian ENGINEER. The Vidian Sodality



OUTPOST

SHIELDS 34

42 V



INCIDENT

STAR TREK
DEEP SPACE NINE



CALL FOR REINFORCEMENTS

Seeds or plays on table. Once per game, in place of your normal card play, you may download a ship. Once per game, in place of your normal card play, you may fully repair your ship if you have a matching facility (or compatible Nor) in play.

43 V



INCIDENT

STAR TREK
THE NEXT GENERATION



CONTINUING MISSION

Seed one on table. You may download one card. Your personnel and ships that have a *Star Trek: The Next Generation* or *Star Trek Generations* property logo gain (even if not in play). Once each turn, when you play a personnel with four or fewer icons (and no), you may draw a card. Discard this incident if you play (or have played) a non- personnel or ship.

44 V



INCIDENT

STAR TREK
DEEP SPACE NINE



NEW ARRIVALS

Seeds on table. Once each turn, you may play a personnel you do not already have in play for free. End of each turn, you may draw an extra card. Discard incident if you play more than one personnel for free on any turn.

45 V



INCIDENT

STAR TREK
DEEP SPACE NINE



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RESHAPE THE QUADRANT



Seed one on table. You may download one card. Your Nors, personnel, and ships that have a *Star Trek: Deep Space Nine* property logo gain (even if not in play). Discard incident if you play (or have played) a non- personnel or ship.

46 V



INTERRUPT

— STAR TREK —
ENTERPRISE™



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ESCAPE POD



Most vessels carry escape pods to save the crew in an emergency. In 2153, Jonathan Archer used one on a Klingon vessel to escape his captors.

Plays on ship being destroyed. Escape pod saves entire crew. Unseen by enemy ships, crew remains in pod until personnel rescued. Discard after rescue.

47 V



OBJECTIVE

STAR TREK
THE NEXT GENERATION



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REFLECTION THERAPY



Plays on any personnel (except Suna) if you have Treachery>Honor present. Changes one regular skill to any other regular skill. Any player may cure with 3 Empathy present. **OR** Plays on and captures an opposing personnel affected by Frame of Mind. (If rescued, discard objective.) On a later turn, you may download Brainwash or Interrogation to replace (discard) this objective.

48 V