

**STAR TREK** CUSTOMIZABLE CARD GAME FIRST EDITION  

# PRE-WARP PACK

  
**THE CONTINUING COMMITTEE**  
18 ADDITIONAL VIRTUAL CARDS • RELEASED JUNE 2017 • VERSION 1.0

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*“With proper discipline,  
anything’s possible.”*

**J**oin us in seeking Kolinahr with the *Pre-Warp Pack*, an expansion previewing the all-new Vulcan affiliation. With these eighteen (18) new *First Edition* cards, you’ll be able to unify the Vulcan species across all of time and space into one exciting deck. Enjoy this exclusive preview of Vulcans with the *Pre-Warp Pack*!

**The Vulcans** — This new affiliation is made up of Vulcans from before the founding of the Federation. Represented by a stylized IDIC icon, Vulcans are very factually intelligent; so smart, most of their ships have regular skills! But they were also stubborn and meddlesome, which is represented with their abilities.

**Coming Soon** — Hungry for more Vulcans? Don’t worry your pointed ears, as the rest of this affiliation will be hot on the heels of this preview. You’ll find enough logic, infinite diversities, and green blood to go around later this Summer when the Vulcans make their full debut!



EST. 2007

**THE CONTINUING COMMITTEE**

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)

## PRE-WARP PACK

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## EQUIPMENT

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## VULCAN PADD



Standard Vulcan Personal Access Display Device for computerized information.

Your personnel present are CUNNING +2. Allows one of your personnel present to add a skill from your ship's special equipment here. (May re-select once each turn.)

71 P



## EQUIPMENT

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## VULCAN PHASER



Handheld phased energy weapon from the 22nd century. Standard issue amongst Vulcan security, although many prefer to use the traditional lipra.

Vulcan use only. Each of your personnel present is STRENGTH +2. (Cumulative.)

72 P



## EVENT

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## ESPIONAGE: VULCAN ON KLINGON



The Vulcan High Command maintained a watchful eye on the military capabilities of the aggressive and adversarial Klingon Empire.

Plays on any Klingon mission. Your Vulcan personnel may now attempt this mission. Discard after mission completed.

73 P



## EVENT

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## ESPIONAGE: VULCAN ON STARFLEET



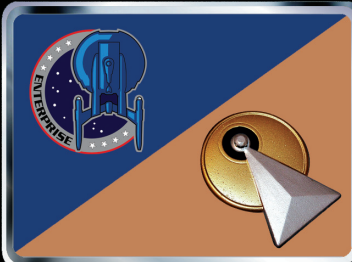
The Vulcan High Command uses its influence with other governments to gather intelligence on them, as with its advisory role in the Starfleet Warp Five Program.

Plays on any Starfleet mission. Your Vulcan personnel may now attempt this mission. Discard after mission completed.

74 P



## EVENT

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## TREATY: STARFLEET/VULCAN



Prior to the formation of the Federation, the Vulcan High Command allied with Starfleet to advise on its tentative early footsteps into deep space.

Seeds or plays on table. Your Starfleet and Vulcan affiliations recognize this treaty. They can now mix and cooperate.

75 P



## Vulcan Outpost

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Vulcan is the homeland of the highly logical Vulcan people. The Vulcan High Command established outposts throughout its territory.

Seed one OR build where you have a ENGINEER.



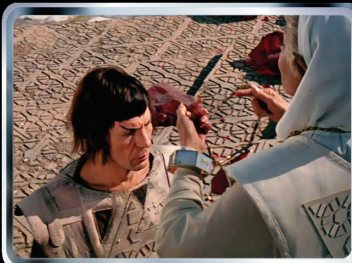
## OUTPOST

SHIELDS 30

76 P



## INCIDENT

— STAR TREK —  
THE MOTION PICTURE™

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## KOLINAH



Seeds or plays on Vulcan. Your Vulcan cards may mix and cooperate (regardless of affiliation) and may use Vulcan ships and facilities. Once each turn, if you do not have Protect the Timeline in play, one personnel may report for free. Twice each turn, your personnel and ships may move between here and 2154 Vulcan. Discard incident if you play (or have played) any non-Vulcan personnel.

77 P



## INCIDENT

— STAR TREK —  
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## VULCAN DATABASE



Plays on your ship or Vulcan Lander; ship gains one of the following skills as special equipment: ENGINEER, MEDICAL, Anthropology, Astrophysics, Biology, Computer Skill, Exobiology, Geology, Physics, or Stellar Cartography. If a Vulcan aboard, may re-select skill once each turn. OR Plays to draw 2 cards (limit 4) for each of your ships in play with a skill as special equipment.

78 P



3

30

SCIENCE x2 + Stellar Cartography x2  
OR ENGINEER + Astrophysics x2 + Honor

## Excite Dark Matter



**Robinson Nebula:** Illuminate concentrated dark matter using metreon particle bombardment.



SCIENCE x2 + Stellar Cartography x2  
OR ENGINEER + Astrophysics x2 + Honor



30

3

79 P



Delvok

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### SECURITY

Representative of Syrranite dissidents. Part-time bodyguard. Struggled to maintain emotional control while performing his own musical compositions.

Geology Astrophysics Biology  
Music

INTEGRITY 5 CUNNING 6 STRENGTH 6

80 P

Sanye

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### SCIENCE

One of many Vulcans trained in the field of science. Served on the D'kyr in 2152. Worked as a cook in his family's plomeek soup kitchen.

SCIENCE

INTEGRITY 7 CUNNING 7 STRENGTH 7

81 P

Sopek

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### OFFICER

Typical Vulcan captain. V'Shar agent working for the High Command. Spied on by Shran. Led a rescue mission on Condan. Often patrols the Klaestron sector.

V'Shar Leadership Diplomacy  
Computer Skill

INTEGRITY 7 CUNNING 7 STRENGTH 8

82 P

Soval

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### V.I.P.

Vulcan ambassador to Earth. Has liaised between the High Command and many alien nations. Thought it was "a mistake" to return Klaang to Qo'noS alive.

Diplomacy Law Leadership x2  
Anthropology Team of Ambassadors

INTEGRITY 5 CUNNING 9 STRENGTH 7

83 P

Strom

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### MEDICAL

Typical Vulcan doctor. Attended an Interspecies Medical Exchange conference on Dekendi III. Diagnosed T'Pol from residue on a PADD.

Exobiology SCIENCE Computer Skill  
Vulcan PADD

INTEGRITY 6 CUNNING 8 STRENGTH 7

84 P

T'Lam

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### SECURITY

Typical Vulcan High Command security advisor. She contacted T'Pol in 2152 regarding the fugitive Menos. Expert in the Vulcan martial art *sus mahna*.

Computer Skill Transporter Skill

INTEGRITY 5 CUNNING 7 STRENGTH 8

85 P

T'Pol

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### SCIENCE

Vulcan aide to Soval. She thinks humans are not yet ready for space exploration. Tasked by the High Command to act as Jonathan Archer's first officer.

Stellar Cartography Computer Skill x2  
Anthropology Vulcan Tricorder Vulcan Database

INTEGRITY 6 CUNNING 8 STRENGTH 8

86 P

Valrik

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### ENGINEER

Representative of subspace geometry consultants. Vulcan who observed the early NX Program tests on Earth. He later joined the Syrranites as a dissident.

Astrophysics Stellar Cartography Diplomacy  
Warp Core Breach (tripling requirements).

INTEGRITY 6 CUNNING 8 STRENGTH 5

87 P

D'kyr

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### D'KYR CLASS

22nd-century mainstay of the Vulcan fleet. Combat cruiser tasked to ferry Phlox and T'Pol home after Enterprise was temporarily recalled in 2152.

Tractor Beam, SCIENCE

RANGE 7 WEAPONS 7 SHIELDS 7

88 P