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All Vulcans Allowed













by Matthew Zinno, Staff Writer

12th September 2017






In June, James Monsebroten (Orbin) [showed you](#) an all-Vulcans deck based around [Kolinahr](#), using only the **Pre-Warp Pack** and earlier cards. I'd like to show you another view of the all-Vulcans deck idea, which uses several cards from the **Live Long and Prosper** set as well.




Like before, we seed Vulcan (here, the [Observe Ritual](#) version, attemptable by ) , and we seed Kolinahr on it. This card will make most of the cards we'll play compatible with each other, even though they will be from both the  and  affiliations (and a few who, if they choose, can switch to  or ). This card would be nullified if we play any personnel who are not Vulcan, but everyone is ... most by species (and half-Vulcans like [Mr. Spock](#) count), but a few only by affiliation. There is one facility in the deck, a seeded [Federation Outpost](#) -- also compatible with all of the Vulcan cards (which includes  personnel and  ships) thanks to Kolinahr.

In this deck we'll also seed the new Vulcan time location, [22nd-Century ShiKahr](#). This allows a free report per turn of a native card, which means any of the (Alpha Quadrant)  personnel or ships. After reporting there, they will need to travel to the spaceline, but Kolinahr has a clause which already permits that. With the time location, we get our choice of the IDIC engines. I've chosen the [High Command](#) flavor, primarily for its [Make It So](#) benefit:  ships are treated the same as  ships, keeping the Make It So in play for future use. For this reason, all five of the possible matching commander pairs are included in the deck. Play the matching pairs when you can, to start using Make It So for [Ready Room Doors](#). You might add other options of Captain's Orders to fetch, but my inclusions are [Defiant Dedication Plaque](#) (since the printed ship RANGES top out at 7) and Reed Alert (to fetch more matching commanders). If a Ready Room Door gets drawn, it can fetch [Solkar](#).






Other seeds set up some further useful abilities. [Quark's Isolinear Rods](#) can fetch  "["Trip" Tucker](#), who gets an early [Neuropressure Massage](#) for increased drawing ability. [Assign Mission Specialists](#) fetches the two Vulcan targets,  [Taurik](#) and  [Sanye](#). [Spacedoor](#) will fetch universal ships from the Tent ... and has a slight trick I'll discuss in a bit.



One Vulcan-related card which I expect to be quite helpful against attrition (e.g. from your opponent's dilemmas) is [Fal-tor-pan](#), which rescues personnel from the top of your discard pile "at any time" (that is, whenever you're generally allowed to play an interrupt). And there's a way to guarantee this card early in the game. With the seed of [Reunite Legends](#) on our outpost, we can download the [USS Enterprise-A](#) during your first turn; it will then [DL] [T'Lar](#), who will [DL] Fal-tor-pan. (That gets it early -- as for keeping it safe from Kevin, that's what [Q2](#) is here for.) She can even then staff that ship and fly it around -- though be careful, that ship is not a Vulcan ship, and so it is not compatible with the  personnel cards in the deck. If you fly it around, be warned that it can only ferry around the  and  personnel.

Besides rescuing personnel who have been killed or discarded by dilemmas or battle, Fal-tor-pan also takes the sting out of discarding when it's supposed to be a cost. One example that I hinted at before is Spacedoor. With Fal-tor-pan in play, the Spacedoor should get reopened at the end of any turn it gets used, by discarding a personnel from hand. Then on your opponent's turn, between actions when you're allowed to play an interrupt, use its "at any time" ability and move that personnel to atop Fal-tor-pan, where it can play to Vulcan as if from your hand.

Beyond those seeds and jumpstarts, the deck is designed to play as a fairly normal solver. All of the personnel can play to Observe Ritual; those from the Alpha Quadrant can play to the outpost. (That leaves out  [Tuvok](#) and five  personnel.) Everyone is compatible, with two exceptions: the USS Enterprise-A as described above; and Solkar can't work with the two Treachery personnel unless you also have the [Katra of Surak](#). It's not even necessary to worry about matching ship affiliation for staffing (for example, the mission specialists can staff the  [Vulcan Lander](#)), because of the "may use" clause in Kolinahr.

Decklist

[Print Decklist](#) • [Copy Deck](#)

This deck is legal in the following Card Pools:

- Complete

This deck is legal in the following Rules Sets:

- OTF
- Open
- Revised
- Warp Speed

This deck is currently eligible for the following family or families of achievements:

- [Three Stops Me](#)

Mission (6)	
Mission	
37 V	1x Avert Solar Implosion
34 V	1x Extract Rare Mineral
R	1x Fissure Research
30 C	1x Observe Ritual
R	1x Study "Hole in Space"
47 V	1x The Last Outpost

Draw Deck (42)	
Doorway	
2 V	1x Ready Room Door
Incident	
11 V	1x IDIC: Power of the High Command
26 V	3x Reed Alert!
78 P	2x Vulcan Database
Interrupt	
R	1x Going to the Top
39 U	1x I'm a Doctor, Not a Bricklayer
34 C	2x Live Long and Prosper
U	2x Q2
Personnel	
	Federation
38 R+	1x Captain Spock
50 VP	1x First Officer Spock
82 R	1x Mr. Tuvok
62 R+	1x Saavik
1 VP	1x Spock
C	1x Taurik
120 VP	1x Tuvok
	Non-Aligned
72 V	1x Selot
R	1x Solkar
	Starfleet/Vulcan
42 V	1x Commander T'Pol
48 V	1x Crewman Soval
	Vulcan
80 P	1x Delvok
34 V	1x Koss
36 V	1x Minister T'Pau
81 P	1x Sanye
38 V	1x Sedis
82 P	1x Sopek
45 V	1x Surak
47 V	1x T'Les
49 V	1x T'Mik
86 P	1x T'Pol (Pre-Warp Pack)
51 V	1x Tavek
54 V	1x Vanik
	Vulcan/Romulan
52 V	1x V'Las
	Vulcan/Starfleet
32 V	1x Charles Tucker III (Live Long and Prosper)
33 V	1x Jonathan Archer (Live Long and Prosper)
Ship	
	Vulcan
56 V	1x Ni'Var
57 V	1x Sh'Raan
58 V	1x Ti'Mur

Seed Deck (30)	
Dilemma	
45 VP	1x A Fast Ship Would Be Nice
11 P 1	1x Accelerated Aging
2 V	1x Damaged Reputation
60 VP	1x Denevan Neural Parasites
3 V	1x Difference of Opinion
3 V	1x Exact Change
12 S	1x Hazardous Duty
9 R	1x Horta
C	1x Interphasic Plasma Creatures
4 V	1x Jol Yichu!
11 V	1x Justice or Vengeance
16 U	2x Komar Possession
10 V	1x Murder Investigation
5 V	1x Reflections
2 V	1x T'Pol Has Some Issues
2 C 24	1x Telepathic Deception
11 V	1x Undercover Agent
Doorway	
9 V	1x Alternate Universe Door
1 V	1x Q's Tent
90 VP	1x Spacedoor
Event	
5 V	1x Mirror Image
Facility	
	Federation
34 V	1x Federation Outpost
Incident	
77 P	1x Kolinahr
4 V	1x Make It So
61 VP	1x Quark's Isolinear Rods
Objective	
18 V	1x Assign Mission Specialists
28 V	1x Defend Homeworld
16 V	1x Reunite Legends
Time Location	
61 V	1x 22nd-Century ShiKahr

Q-Tent Side Deck (13)	
Equipment	
8 V	1x Vulcan Tricorder
Event	
55 VP	1x Defiant Dedication Plaque
15 C	1x Fal-tor-pan
6 V	1x Neuropressure Massage
Incident	
14 V	1x The Katra of Surak
Interrupt	
29 V	1x Combat-Ready: Tactical Reserve
U	1x Vulcan Mindmeld
Personnel	
	Federation
64 U	1x T'Lar
Ship	
	Federation
102 VP	1x U.S.S. Enterprise-A
	Federation/Romulan
54 V	1x Stolen Ship
	Non-Aligned
U	1x Vulcan Lander
	Vulcan
88 P	1x D'kyr
59 V	1x Vulcan Frigate

[Show Deck Stats](#)

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