

WHAT'S NEW DASHBOARD ARTICLES FORUMS CHAT ACHIEVEMENTS TOURNAMENTS PLAYERS THE PROMENADE VOLUNTEER ABOUT US SITE INDEX



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## So, I'm a New/Old First Edition Player, Vulcan Edition [Tweet](#) [G+](#)

by Maggie Geppert, Vice Chairman

29th September 2018

Dr. Phlox: You realize you are not the first Vulcan officer to be posted aboard a Human starship? The High Command has tried this before, but none of the others lasted more than a... few weeks. They found their crew mates too chaotic and unpredictable. But you've been here more than six months, and you haven't merely tolerated this crew, you've become part of it. Isn't it logical to take pride in that accomplishment?

T'Pol: Pride is a Human indulgence.

Dr. Phlox: I suppose it is.

-from "Shadows of P'Jem"

In this series, I will show off some beginner level decks that people have sent to me. Today's deck is "A Vulcan Hello" by Rogue Shindler. I looked for a fairly basic all-Vulcan deck with no Raptors or Temporal Benefactors, and this one seemed to fit the bill nicely.

### Missions

This is another deck involving time travel, so you need a place to put your personnel from the past. There are two time locations for this deck. The first one is [22nd-Century ShiKahr](#), which seeds at [Observe Ritual](#). This time location gets you [IDIC: Power of the High Command](#), which lets you attempt missions requiring OFFICER. This version of Vulcan has an advantage that your Vulcans and Amanda Grayson may report here. You need this for the [Vulcans](#) who are in the deck. You also have [P'Jem Sanctuary](#) which seeds at [Rebuild Monastery](#). The advantage of this 2<sup>nd</sup> time location is that your V'Shar personnel may [File Mission Reports](#) here and you can download the Secret of P'Jem. This will allow you to get use [Espionage: Vulcan on Andorian](#) to do your Federation missions. You can't target Observe Ritual with it, but you could use it on [Extract Rare Mineral](#) or [Fissure Research](#). Besides IDIC, there are enough [Vulcan](#) personnel here that I wouldn't worry too much about being able to attempt all of your missions without Espionage. The other missions are a mix of [Vulcan](#) missions. [Intercept Dignitary](#) is a nice choice to start out. [Assemble Fleet](#) looks like a little more difficult to complete.

### Other Seeds

The biggest seed in this deck is [Kohlinar](#). This card allows your Vulcans to mix and cooperate. It also provides a free report as long as you don't have Protect the Timeline in play. Finally, you can use it to move between it and 2154 Vulcan. The word Vulcan in this deck refers to anyone of the Vulcan species (including hybrids like Spock) or the Vulcan affiliation. This is something I had to double check on for this article, because the word Vulcan in *Second Edition* only refers to Vulcan species, and doesn't include hybrids. Another interesting seed is [Reunite Legends](#). There aren't enough [Vulcan](#) personnel to score the 10 points, so it's probably just here to get the [U.S.S. Enterprise-A](#).

You have a couple seed cards dedicated to personnel download. Defend Homeworld is here as well as an old favorite of mine, [Quark's Isolinear Rods](#). I believe the target here really is [Charles Tucker III \(Live Long and Prosper\)](#). I goofed on the Starfleet Top 5 on that one, but he's a CIVILIAN in his [Vulcan](#) / [Vulcan](#) version. Your Mission Specialists are [Sanve](#) and [Taurik](#). Another old favorite here is [Mission Debriefing](#). This is seeded face-down as a hidden agenda card and stops any away team who finished a mission attempt. [Make It So](#) is also here and thanks to IDIC, isn't discarded when you use it download [Ready Room Door](#) to get a Captain's Order like [Captain's Log](#) and [Defiant Dedication Plaque](#).

### Draw Deck

There are also a lot of old Vulcan support cards available to this deck. [Fal-tor-pan](#) is an old one from The Motion Pictures. It allows you to bring Vulcans back from the dead. You can use [The Katra of Surak](#) to boost up one of your Vulcan personnel and can pass it around. [Vulcan Mindmeld](#) allows your Mindmeld personnel to gain skills from another personnel present until the end of the turn. Finally, [Live Long and Prosper](#) will save a Vulcan selected to die.

### What I've Learned from This Deck

Vulcans have a lot of moving parts. After looking at it more carefully, it has a lot of complexity for a beginner.

Discuss this article [in this thread](#).



## 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:

- [Two Will Do](#)
- [Highlander](#)
- [Broken Bow Release](#)
- [Live Long and Prosper Release](#)
- [Vulcan Player](#)
- [Vulcan Victor](#)

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### Mission (6)

#### Mission

19 V	1x	<a href="#">Assemble Fleet</a>
34 V	1x	<a href="#">Extract Rare Mineral</a>
R	1x	<a href="#">Fissure Research</a>
23 V	1x	<a href="#">Intercept Dignitary</a>
30 C	1x	<a href="#">Observe Ritual</a>
26 V	1x	<a href="#">Rebuild Monastery</a>

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### Draw Deck (75)

#### Doorway

2 V	2x	<a href="#">Ready Room Door</a>
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#### Equipment

71 P	1x	<a href="#">Vulcan PADD</a>
8 V	1x	<a href="#">Vulcan Tricorder</a>

#### Event

15 C	1x	<a href="#">Fal-tor-pan</a>
U	1x	<a href="#">Masaka Transformations</a>
6 V	1x	<a href="#">Neuropressure Massage</a>
7 V	1x	<a href="#">Strange New Worlds</a>
43 P	4x	<a href="#">Temporal Shifting</a>

#### Incident

26 V	2x	<a href="#">Reed Alert!</a>
16 V	1x	<a href="#">Thorough Debriefing</a>
78 P	2x	<a href="#">Vulcan Database</a>
17 V	1x	<a href="#">You're Not Ready</a>

#### Interrupt

R	2x	<a href="#">Going to the Top</a>
39 U	3x	<a href="#">I'm a Doctor, Not a Bricklayer</a>
34 C	2x	<a href="#">Live Long and Prosper</a>
72 U	7x	<a href="#">Mutation</a>
62 VP	1x	<a href="#">Mutation</a>
U	1x	<a href="#">Vulcan Mindmeld</a>

#### Personnel

Federation		
38 R+	1x	<a href="#">Captain Spock</a>
50 VP	1x	<a href="#">First Officer Spock</a>
122 VP	1x	<a href="#">Mr. Spock</a>
82 R	1x	<a href="#">Mr. Tuvok</a>
62 R+	1x	<a href="#">Saavik</a>
1 VP	1x	<a href="#">Spock</a>
64 U	1x	<a href="#">T'Lar</a>
120 VP	1x	<a href="#">Tuvok</a>
Non-Aligned		
72 V	1x	<a href="#">Selot</a>
R	1x	<a href="#">Solkar</a>
Starfleet/Vulcan		
42 V	1x	<a href="#">Commander T'Pol</a>
48 V	1x	<a href="#">Crewman Soval</a>
Vulcan		
80 P	1x	<a href="#">Delvok</a>
34 V	1x	<a href="#">Koss</a>
36 V	1x	<a href="#">Minister T'Pol</a>
38 V	4x	<a href="#">Sedis</a>
40 V	1x	<a href="#">Smolek</a>

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### Seed Deck (30)

#### Dilemma

3 C 24	1x	<a href="#">"Rock People"</a>
1 V	1x	<a href="#">A Miner Confrontation</a>
2 V	1x	<a href="#">Authorized Access Only</a>
3 V	1x	<a href="#">Exact Change</a>
5 V	1x	<a href="#">Faux Pas</a>
12 P	1x	<a href="#">Male's Love Interest &amp; Plague Ship</a>
174 VP	1x	<a href="#">Medical Crisis</a>
8 V	1x	<a href="#">Quantum Leap</a>
9 V	1x	<a href="#">Rock People</a>
9 V	1x	<a href="#">The Arsenal: Separated</a>
25 R	1x	<a href="#">The Cloud</a>
13 V	1x	<a href="#">The Ghost of Cyrus Ramsey</a>

#### Doorway

1 V	1x	<a href="#">Q's Tent</a>
1 V	2x	<a href="#">Quantum Incursions</a>
P	1x	<a href="#">Space-Time Portal</a>
90 VP	1x	<a href="#">Spacedoor</a>
15 V	1x	<a href="#">Temporal Conduit</a>

#### Event

14 V	1x	<a href="#">Duck Blind</a>
U	1x	<a href="#">Mission Debriefing</a>

#### Facility

Vulcan		
76 P	1x	<a href="#">Vulcan Outpost</a>

#### Incident

77 P	1x	<a href="#">Kolinahr</a>
4 V	1x	<a href="#">Make It So</a>
27 U	1x	<a href="#">Obelisk of Masaka</a>
61 VP	1x	<a href="#">Quark's Isolinear Rods</a>

#### Objective

18 V	1x	<a href="#">Assign Mission Specialists</a>
28 V	1x	<a href="#">Defend Homeworld</a>
16 V	1x	<a href="#">Reunite Legends</a>

#### Time Location

61 V	1x	<a href="#">22nd-Century ShiKahr</a>
62 V	1x	<a href="#">P'Jem Sanctuary</a>

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### Q-Tent Side Deck (13)

#### Event

U	1x	<a href="#">Captain's Log</a>
55 VP	1x	<a href="#">Defiant Dedication Plaque</a>
5 V	1x	<a href="#">Espionage: Vulcan on Andorian</a>
U	1x	<a href="#">Lower Decks</a>
22 V	1x	<a href="#">Polarized Hull Plating</a>

#### Incident

78 VP	1x	<a href="#">Kobayashi Maru Scenario</a>
14 V	1x	<a href="#">The Katra of Surak</a>

#### Interrupt

29 V	1x	<a href="#">Combat-Ready: Tactical Reserve</a>
U	1x	<a href="#">Vulcan Mindmeld</a>

#### Objective

28 V	1x	<a href="#">File Mission Report</a>
23 V	1x	<a href="#">Straight and Steady</a>

82 P	3x	<a href="#">Sopek</a>
45 V	1x	<a href="#">Surak</a>
85 P	1x	<a href="#">T'Lam</a>
47 V	1x	<a href="#">T'Les</a>
49 V	1x	<a href="#">T'Mik</a>
86 P	1x	<a href="#">T'Pol (Pre-Warp Pack)</a>
51 V	2x	<a href="#">Tavek</a>
87 P	2x	<a href="#">Vairik</a>
54 V	1x	<a href="#">Vanik</a>
		Vulcan/Non-Aligned
30 V	1x	<a href="#">Menos</a>
		Vulcan/Romulan
52 V	1x	<a href="#">V'Las</a>
		Vulcan/Starfleet
32 V	1x	<a href="#">Charles Tucker III (Live Long and Prosper)</a>
33 V	1x	<a href="#">Jonathan Archer (Live Long and Prosper)</a>

**Ship**

		Federation
114 R+	1x	<a href="#">U.S.S. Enterprise-A</a>
		Vulcan
56 V	1x	<a href="#">Ni'Var</a>
57 V	1x	<a href="#">Sh'Raan</a>
58 V	1x	<a href="#">Ti'Mur</a>

**Ship**

		Non-Aligned
U	1x	<a href="#">Vulcan Lander</a>
		Vulcan
88 P	1x	<a href="#">D'kyr</a>

**"outside the game" (5)****Incident**

11 V	1x	<a href="#">IDIC: Power of the High Command</a>
15 V	1x	<a href="#">The Secret of P'Jem</a>

**Personnel**

		Federation
C	1x	<a href="#">Taurik</a>
		Vulcan
81 P	1x	<a href="#">Sanye</a>
39 V	1x	<a href="#">Sinam</a>

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