

STAR TREK CUSTOMIZABLE CARD GAME FIRST EDITION

NEMESIS

THE CONTINUING COMMITTEE

54 ADDITIONAL VIRTUAL CARDS • RELEASED FEBRUARY 2023 • VERSION 1.0

Design Team

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*"The Son'a, the Borg, the Romulans...
you seem to get all the easy
assignments!"*

Powerful foes steal technology to satisfy their goals, no matter how many lives are lost. An unstoppable foe emerges, bent on using time itself to destroy the Federation. Insidious elements work for selfish means of preservation. Political strife leads to a chance for peace, but opportunities for betrayal. Find all of this and more in *Nemesis*, as you get new tricks and tools to explore the stories of the Next Generation movies!

Coming Soon – Later this year, join The Continuing Committee as we explore alternate realities, confront powerful beings, and ponder the question of "What if?"

Then, we head into the furthest reaches of the galaxy - the Delta Quadrant! After years away, it's time to return to the hunters of the Hirogen, the nomadic Kazon, the desperate Vidi'ans. And what of the Borg and the crew of *U.S.S. Voyager*?

Stay tuned!



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



NEMESIS CARD LIST

DILEMMA

A Little Fun Every Day 1 V
High Ground 2 V

EQUIPMENT

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Reman Disruptor Rifle 4 V
Reman Scepter 5 V

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Oppression of the Remans 6 V
Personal Demons 7 V
Versatile Vessel: Crew Transport 8 V

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Senate Chamber 9 V

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Battle Stations: Core Protection 11 V
Battle Stations: Sovereign Class 12 V
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Engage The Borg 14 V
Formidable Warriors 15 V
In Darkness There Is Strength 16 V
Make A Difference Again 17 V
The New Reman Flagship 18 V
The Reman Mines 19 V
Workhorses Of The Fleet 20 V

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