STAR TREK CUSTOMIZABLE CARD GAME SECOND EDITION

STAR TREK 50: SECOND EDITION

THE CONTINUING COMMITTEE

18 ADDITIONAL VIRTUAL CARDS · RELEASED SEPTEMBER 2016 · VERSION 1.0

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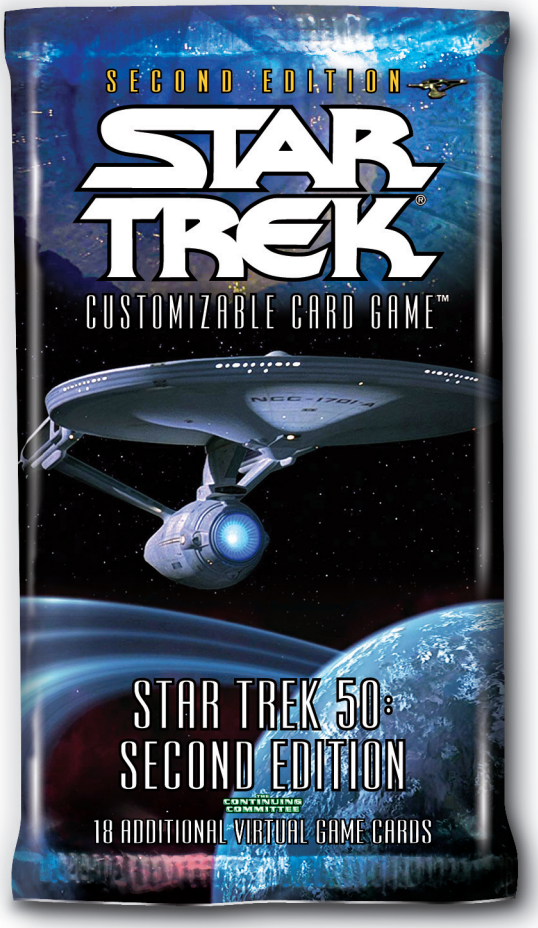
"For that one fraction of a second, you were open to options you had never considered. That is the exploration that awaits you."

The fate of the final frontier hangs in the balance as villains scheme against heroic efforts in ***Star Trek 50: Second Edition***, the third virtual Star Trek CCG *Second Edition* boutique supplement from the Continuing Committee. This eighteen (18) card virtual set pits fifty years of heroes against iconic foes revealing their master plans for galactic supremacy. Relive some of the franchise's greatest conflicts celebrating valor and vengeance in ***Star Trek 50: Second Edition***.

Coming Soon – Honor, Duty, Tradition. Are these values worth keeping, or are they meaningless in the future? And how much should be given up to fight for them? Star Trek explores these questions, and so will the 40th *Second Edition* expansion, planned for this Winter. Add new cards to old strategies or explore new tactics. Its up to you. Are you ready to fight for what you believe in?



THE CONTINUING COMMITTEE EST. 2007

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.

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STAR TREK 50: SECOND EDITION

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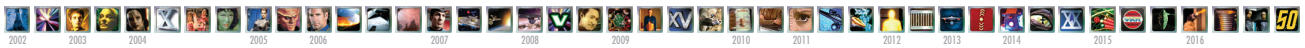

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1 **Logical Solution**

Dilemma

Choose one: your opponent chooses your personnel with the most ● icons to be placed in your discard pile; or if you have at least one card in hand, discard your hand; or all your personnel are stopped.

"The ship… out of danger?"

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2 **Paradise Found**

Dilemma

This dilemma is cost +1 for each interrupt in your opponent's discard pile. Unless you have **Anthropology, 2 Honor, and 2 Leadership** or **2 Astrometrics, 2 Engineer, and Cunning>38**, randomly select three personnel to be stopped.

"Cup of Earl Grey?"
"That would be perfect."

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3 **V'Ger**

Dilemma

Unless you have **Diplomacy, Exobiology, and Cunning>35** or **Archaeology, Programming, and Strength>35**, all your personnel are stopped and this dilemma is placed on your ship.

Damage – You may not play interrupts.

"Intruder scans emanate from the exact center of the cloud. Energy of a type… never before encountered."

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1 •**Lingering Grief**

Event

Plays in your core. While your personnel is facing a dilemma, you may discard an interrupt (or an Honor personnel) from hand to make that personnel lose all of his or her skills until the end of that dilemma.

"It seems that I have left the noblest part of myself back there… on that newborn planet."

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0 •**Practical Evidence**

Event

Q. Plays on a non-headquarters mission. While a player is attempting this mission, his or her personnel must use Integrity or Cunning to meet Strength requirements.

"…your test hardly requires a long mission. Your immediate destination offers far more challenge than you can possibly imagine."

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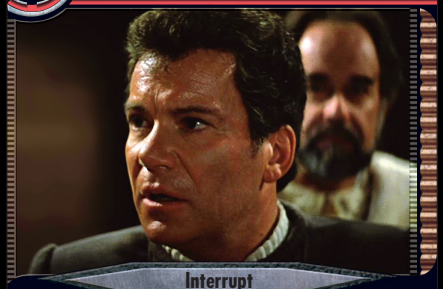
Essential Regrets



Interrupt

When your personnel with Integrity>6 is facing a dilemma that is about to return to its owner's dilemma pile, stop that personnel to overcome that dilemma.

"Dammit, Bones, you're a doctor. You know that pain and guilt can't be taken away with the wave of a magic wand. They're the things we carry with us, the things that make us who we are. If we lose them, we lose ourselves!"

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•**Ba'ku Planet**
Safeguard Civilization

35

Diplomacy, 2 Honor, 2 Leadership, and Integrity>34

Region: Briar Patch. When you complete this mission, if none of your personnel completing it have Treachery, each player scores 5 points.

"Let's move these people out!"

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2

6 •**Seska**
Pragmatic Agent

Cardassian

●Intelligence ●2 Programming ●2 Treachery

Infiltrator. When you play this personnel, she is cost –1 for each Treachery personnel you command.

"To survive, we must have powerful friends."

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INTEGRITY 2 | CUNNING 7 | STRENGTH 5

2 •**Dukat**
Dominion Puppet

Cardassian

●Leadership ●Officer ●Security ●2 Treachery

Commander: *Tenak'talar*. Gul. When you begin a mission attempt involving this personnel, choose a dilemma an opponent owns that has been removed from the game. This personnel gains a skill required by that dilemma until the end of the mission attempt.

"…Cardassia enjoys unparalleled autonomy…"

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INTEGRITY 2 | CUNNING 6 | STRENGTH 6

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2 • Christopher Pike
Bold Commander

Human

Anthropology Diplomacy Leadership Officer Security

Commander: *U.S.S. Enterprise.* You may play this personnel at cost +1 to draw two cards.

"You either live life, bruises, skinned knees and all, or you turn your back on it and start dying."

Integrity 6 | Cunning 6 | Strength 6

39 V 10

2 • Worf
Noble Warrior

Klingon

2 Honor Officer

Commander: *U.S.S. Defiant.* When the ship this personnel is aboard is destroyed, you may place any number of Damage cards your opponents own that were on that ship on an opponent's ship at this mission.

"Prepare for ramming speed!"

Integrity 8 | Cunning 5 | Strength 8

39 V 11

1 • Quark
Cordial Host

Ferengi

Acquisition

When this personnel is facing a dilemma, you may exchange him with a non-Artifact equipment from your deck that has a cost of 2 or less. Then shuffle your deck.

"Cash or credit?"

Integrity 5 | Cunning 6 | Strength 5

39 V 12

3 • Kamarag
Passionate Orator

Klingon

Archaeology Diplomacy Law Security

When you play this personnel, name a personnel. When you play an Assault or Maneuver event, if an opponent commands a unique personnel with that title, that event is cost –1.

"Remember this well: there shall be no peace, as long as Kirk lives."

Integrity 6 | Cunning 6 | Strength 7

39 V 13

3 • James Moriarty
Awakened Nemesis

Hologram

Leadership 2 Science Treachery

Order – This personnel gains one skill from your captive or a personnel on your Holoprogram. This effect lasts until this order is executed again.

"I'm a civilized abductor… but still dangerous."

Integrity 4 | Cunning 9 | Strength 5

39 V 14

1 • Ru'afo
Reluctant "Partner"

Son'a

Astrometrics Biology Engineer Leadership 2 Treachery

Genetically Enhanced. To play this personnel, you must command three Treachery personnel.

"If Picard or any of his people interfere, eliminate them."

Integrity 2 | Cunning 6 | Strength 6

39 V 15

1 • Shinzon
Devious Tactician

Human

Leadership 2 Treachery

Commander: *Scimitar.* Infiltrator. Praetor. While this personnel is at an opponent's mission, each planet or space dilemma revealed here is cost –1.

"Don't you think it's time to surrender?"

Integrity 1 | Cunning 6 | Strength 6

39 V 16

3 • Shran
Exchange Officer

Andorian

Diplomacy Engineer Navigation Programming Security

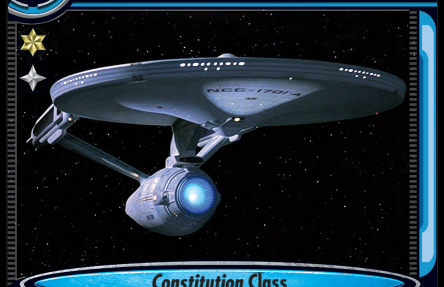
While this personnel is attempting a mission, your Human personnel present are Integrity +1.

"Perhaps future ships will be named after our vessels, especially if we do something historic… together."

Integrity 6 | Cunning 5 | Strength 6

39 V 17

7 • U.S.S. Enterprise-A
Olive Branch



Constitution Class

When you play this ship, it is cost –1 for each of your missions. While this ship is at your mission, you may attempt and complete it using your personnel.

"We've been ordered to escort you through Federation space to your meeting on Earth."

Range 8 | Weapons 7 | Shields 8

39 V 18

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