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

The Continuing Committee proudly presents the landmark fiftieth set of *Star Trek CCG Second Edition* (and the game's thirty-sixth

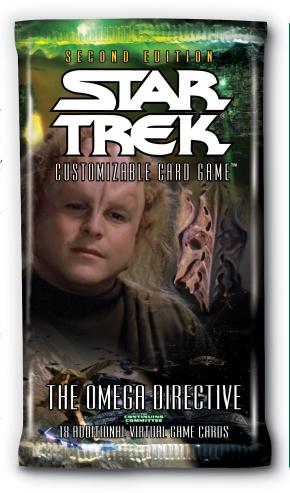


virtual expansion): *The Omega Directive*. To honor this milestone, you'll find a supply of 50-point missions and cards that care about them. Enjoy the expanded

possibilities for pulling off a two-mission win, but be warned: such high-stakes ventures aren't going to be easy. Fortunately, the set also provides a certain group of brainiacs who are willing to help out. Celebrate our game's longevity and prepare to implement *The Omega Directive*!

Think Tank — This brilliant group of highly intelligent aliens roams the galaxy in search of challenges equal to their cunning. They can help you overcome difficult dilemmas, but they truly thrive when tested against the most demanding of tasks.

Coming Next — To find the future, you must confront your past.





he 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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The Star Trek CCG Community lives on at WWW.TREKCC.ORG

THE OMEGA DIRECTIVE CARD LIST

DILEMMA Garak Has Some Issues
MISSIONS
Bajoran Sector (Engage Enemy Forces)50 V 2
Bassen Rift
(Interdict Genocidal Praetor) 50 V 3
Cardassia Prime (Secure Homeworld) 50 V 4
Earth (Conduct Espionage)50 V 5
Northwest Passage
(Resist Extradimensional Invasion)50 V 6
Parliament
(Attend Diplomatic Conference) 50 V 7
Tyree (Follow Cryptic Vision) 50 V 8

Vintaak System	
(Seize Tactical Advantage) 50) V 9

PERSONNEL — FEDERATION Reese (Grizzled Survivor)50 V 10

PERSONNEL - NON-ALIGNED

l	The Artificial Intelligence
	(Soul of an Artist)

SHIP - NON-ALIGNED

Think Tank Ship (Ivory Tower) 50 V 18