

# THE CONTINUING COMMITTEE



## ST:CCG 2<sup>nd</sup> Edition Errata Document (6 February 2012)

Errata are occasionally issued to cards by the Design Team responsible for 2<sup>nd</sup> Edition. The reason for the Design Team to do so might be to correct typos, clarify the card's effect, more closely align its wording with other cards, or to change the overall game balance.

Errata are in effect immediately upon announcement.


### Altovar, Vindictive Criminal – Erratum:

**Thief. Order** - Return this personnel to his owner's hand to return an opponent's Medical personnel present to his or her owner's hand.

### Alvera Tree Ritual – Erratum:

This card is unique.

### Analyze – Erratum:

When an opponent's dilemma that your  personnel is facing is about to be returned to its owner's dilemma pile, overcome that dilemma instead.

### At An Impasse – Erratum:

At the end of the opponent on your right's turn, remove this event from the game.


### Avert Solar Implosion – Erratum:

The "or" in this mission's game text is not bold.

### Benjamin Sisko, Outlaw – Erratum:

**Order** - Choose one for this personnel to gain: "Honor personnel present are Cunning +1"; or "Treachery personnel present are Cunning +1". This effect lasts until this order is executed again.

### Benjamin Sisko, Vastly Outnumbered – Erratum:

When this personnel begins a mission attempt, if an opponent commands a Maneuver event, you may name a dilemma. This personnel gains "This personnel and each  personnel present cannot be killed or stopped by that dilemma" until the end of turn.

### Bio-neural Computer Core – Erratum:

If your opponent does not command that personnel and you still have **nine personnel** remaining, place him or her on your opponent's headquarters mission instead, then randomly select a second personnel that your opponent does not command to be placed on your opponent's headquarters mission.


### Bustling With Activity – Erratum:

When you play a personnel at Mouth of the Wormhole, each player may discard a card from hand to download a personnel of the same affiliation as the played personnel.

### Cargo Haul – Erratum:

You cannot move your ship from this mission to a headquarters mission. When you move your ship with your Acquisition personnel aboard it to this mission, if you have not completed this mission, you may stop that personnel to draw a card.

### Cascade Virus – Erratum:

To play this interrupt you must command Athos IV and three  personnel. When an opponent is about to play a non-unique personnel or a personnel who costs 2 or less, prevent that and place the personnel in its owner's discard pile.

### Captain on the Bridge – Erratum:

This card is unique.

### Charles Tucker, III, Standing In – Erratum:

This card's title is Charles Tucker III.


### Cluttering Irrelevancies – Erratum:

When your Hologram is facing a dilemma, name a skill. That Hologram gains that skill and is attributes +2 until the end of that dilemma. At the end of this mission attempt, return that Hologram to its owner's hand.

### Collapse Anti-Time Anomaly – Erratum:

When your personnel attempt this mission, if there are no dilemmas overcome beneath it, you may download a Q card.

### Condition Red – Erratum:

Plays in your core. Each of your  personnel loses  and gains . At the start of each of your turns, if an opponent commands more ships than you,

you may discard a card from hand to download a non-unique ship.



### Deanna Troi, Guide and Conscience – Erratum:

When an opponent discards, examines, or reveals a card in your hand or deck, you may draw a card. You may do this only once each turn.

### Deanna Troi, Ship's Counselor – Erratum:

**Order** – If this personnel is present with an opponent's personnel, stop this personnel to examine that opponent's hand and choose a non-ship card to place on the bottom of his or her deck.

### Delegated Assignment – Erratum:

When one of your unique  personnel is about to be stopped by a dilemma, stop two of your personnel present to make that  personnel attributes +2 until the end of turn instead.



### Deliver Ancient Artifact – Erratum:

The "or" in this mission's game text is not bold.

### Deliver Evidence – Erratum:

The "or" in this mission's game text is not bold.

### Enterprise, Damaged Starship – Erratum:

While this ship is at a Region: Delphic Expanse mission, you may play  personnel and equipment aboard this ship. While you command a completed Region: Delphic Expanse mission and this ship is at a Region: Delphic Expansion mission, you may play  personnel aboard this ship.

### Explore Black Cluster – Erratum:

**Astrometrics, Leadership, Physics, Science, and Cunning>34**

### Feldomite Rush – Erratum:

**Engineer, Geology, Cunning>28, and (Acquisition or Law or 2 Treachery)**



### Find Lifeless World – Erratum:

This mission's Order is replaced with: At the start of each of your turns, you may discard six cards from hand to draw five cards.

### Founder Trap – Erratum:


Infiltration. When an opponent's personnel is about to complete a mission, discard a random card from hand to add the skills of your Infiltrator at that mission to the mission's requirements. This effect lasts until the end of that opponent's turn. Remove this interrupt from the game.

### For the Cause – Erratum:


Plays on Athos IV. You may attempt and complete Region: Demilitarized Zone missions using your  personnel (and a ship they are aboard at a space mission), regardless of effects preventing  personnel (or ships those personnel are aboard) from doing so, with these requirements: **Leadership, Security, Treachery, and Strength>36.**

### Forcing Their Way – Erratum:

To play this interrupt, you must not command *U.S.S. Voyager*.

**Order** - Discard a Nucleogenic card from hand to place a  Treachery personnel from hand aboard your *U.S.S. Equinox*.

### Gal Gath'thong, Pride of the Praetor – Erratum:

**Cloaking Device.** To play this ship, you must command two  personnel. When you move this ship from an opponent's mission, if this ship's Commander is aboard, that opponent must discard two cards from hand (limit two cards per turn).

### Ghost Stories – Erratum:

Plays in your core. When you play this event, name a non-dual dilemma. Your copies of that dilemma have: Persistent. (When your personnel complete this mission, this dilemma's owner may discard a non-personnel card from hand to return this dilemma to his or her dilemma pile.)

### Guess Who's Coming to Dinner – Erratum:

Choose a personnel who has **Diplomacy** or **Integrity>6** to be stopped. If

you cannot, randomly select a personnel to be killed.

#### **Hate – Erratum:**

When a personnel gains a skill as a result of paying a cost, if you command a completed mission, lose 5 to remove that personnel from the game.

#### **Hikaru Sulu, Experienced Helmsman – Erratum:**

You may play this personnel at cost -2 to ignore his next ability.

#### **Holding Cell – Erratum:**

This card is unique.

#### **Iliia, Finest Navigator in Starfleet – Erratum:**

You may play this personnel at cost -2 to ignore her next ability.

#### **Investigate Massacre – Erratum:**

**Diplomacy, 2 Science, and Cunning>28**


#### **Ixtana'Rax, Honored Elder – Erratum:**

When this personnel uses one of his skills to complete a mission, he is killed.

#### **Jake Sisko, Temporal Anchor – Erratum:**

Replace his  icon with a  icon.



#### **James T. Kirk, Experienced Commander – Erratum:**

You may play this personnel at cost -2 to ignore his next ability. When you play this personnel, he gains "This personnel and each  personnel present who has a cost of 4 or more may be excluded from random selections" until the end of this turn.

#### **James T. Kirk, Original Thinker – Erratum:**

**Admiral, Commander: U.S.S. Enterprise.** When a dilemma is about to be revealed, if this personnel is attempting a mission, you may remove him from the game to prevent and overcome that dilemma.

#### **Javert, Maquis Flagship – Erratum:**

While this ship is at your  mission that is worth 40 or less points and your corresponding Commander is aboard this ship, your personnel may attempt and complete that mission, regardless of effects preventing  personnel (or ships those personnel are aboard) from doing so, with these requirements: **Leadership, Security, Treachery, and Strength>36.**

#### **Jean-Luc Picard, Bearer of Ill Tidings – Erratum:**

**Dissident.** When this personnel is present with your Dissident and a dilemma is about to be revealed, you may lose 5 points to shuffle your opponent's dilemma stack.

#### **Klingon Tea Ceremony – Erratum:**

This card is unique.


#### **Krajensky Founder, Adversary – Erratum:**

**Founder. Infiltrator. Shape-shifter.** When personnel the opponent on your right commands attempt this mission, if this mission has two or more dilemmas overcome beneath it, you may draw two extra dilemmas and spend two extra in total cost on dilemmas.

#### **Kressari Rendezvous – Erratum:**

This card's title is Kressari Rendezvous.

#### **Kruge, Instinctive Commander – Erratum:**

**Commander: I.K.S. Qel'Poh.** When you win an engagement involving this personnel and there are four or less personnel aboard an opponent's ship involved, you may remove a damage event from that ship to place those personnel in your brig. You now command that ship (it is now a  ship).

#### **Legacy – Erratum:**

You and your opponent each reveal the top three dilemmas of your dilemma piles. Unless you revealed an equal or greater number of dilemmas that require a skill than your opponent, all of your personnel are stopped.


#### **Leonard H. McCoy, Experienced Advisor – Erratum:**

You may play this personnel at cost -2 to ignore his next ability.

#### **Locutus, Voice of the Borg – Erratum:**

**Commander: Locutus' Borg Cube.** While this personnel is facing a dilemma, if he uses his Diplomacy, Leadership, Officer, or Treachery to meet its requirements, score 10 points.

#### **\*Lustful Distraction – Erratum:**





To play this interrupt, stop two of your  personnel. While you have no cards in hand, you may play this interrupt from on your Watch Dog. When an interrupt is played, prevent that interrupt and place it in its owner's discard pile.

**Order -** Choose an event. The owner of that event shuffles it into his or her deck.

#### **Lyndsay Ballard, Back From the Dead – Erratum:**

"Physics" is misspelled as "Pysics" on this card.

#### **Mara, Science Officer – Erratum:**

When you play this personnel, if you command two  Klingons, this personnel is cost -2. When you play a   personnel, you may discard a  card from hand to download an interrupt.

#### **Machinations – Erratum:**

**Temporal.** Plays in your core. When you have drawn dilemmas, you may remove this event and those dilemmas from the game to search your dilemma pile and choose a dilemma that costs no more than the number of dilemmas you removed. Shuffle and replace your dilemma pile face down. Place the chosen dilemma on the top of your dilemma stack.

#### **Montgomery Scott, Experienced Engineer – Erratum:**

You may play this personnel at cost -2 to ignore his next ability.

#### **Mot, The Barber – Erratum:**

When your six personnel present attempt a mission, subtract one from the number of dilemmas your opponent may draw and one from the total cost he or she may spend on dilemmas.

#### **Navaar, Experienced Gift – Erratum:**

**Thief.** When a personnel present is facing a dilemma, you may destroy your event to have that personnel gain a skill of your choice until the end of the turn.

#### **\*Once More Unto the Breach – Erratum:**

Your opponent chooses a staffed Cloaking Device ship he or she commands at this mission. That ship is Weapons +1 until the end of this dilemma. Unless you have **Shields>that ship's Weapons**, randomly select a personnel to be killed and all of your personnel are stopped.

#### **Outclassed – Erratum:**

Unless you have **unused Range>8** or **Weapons>8** all your personnel are stopped.


#### **Par Lenor – Erratum:**

At the start of each of your turns, you may destroy one of your Rule events to spend additional counters this turn equal to that event's cost.

#### **Party Atmosphere – Erratum:**

This event is now unique.

#### **Preeminent Precision – Erratum:**

**Order -** Stop your  Engineer aboard your ship to make that ship Range +2 until the end of this turn.

#### **Quarantine – Erratum:**

**Decay: 5.** (*When there are five cards on this event, destroy it.*) **Q.** Plays in your core. When your dilemma is about to be overcome, place it on this event instead. When you lose command of this event, the player on your right places all dilemmas here face up beneath his or her mission.

#### **Rebuilding the Fleet – Erratum:**



To play this interrupt, you must command a personnel with 2 Engineer or a personnel with 2 Medical.

**Order -** Each player counts the number of ships that cost 6 or more in his or her discard pile. Then each player shuffles each personnel and ship from his or her discard pile into his or her deck and draws cards equal to the number of ships counted (limit 6).

#### **Renegade Ambush – Erratum:**

**Consume: 1.** (*Your opponent places the top card of his or her dilemma pile face up beneath this mission.*) If your opponent commands a Jem'Hadar, randomly select a personnel to be killed. Otherwise, choose a personnel to be killed.

#### **Rekar, Tool of the Tal'Shiar – Erratum:**

**Commander: U.S.S. Prometheus.** When you play this personnel, if you command an Intelligence personnel, he is cost -1. When this personnel attempts a non-  mission and your  personnel who has a cost of 4 or more is present, subtract one from the number of dilemmas your opponent can draw.

#### **Recruitment Tactics – Erratum:**

**Assault.** Plays in your core.

**Order -** Destroy this event to begin combat involving your Bajoran Resistance personnel. If you win, randomly select an opponent's personnel involved to be killed and you may take a Bajoran Resistance personnel from your discard pile and place him or her on your Bajor.


#### **Running a Tight Ship – Erratum:**

This event is now unique.


#### **Sabotaged Transporter – Erratum:**

Plays in your core. When a personnel is stopped by a dilemma you own, you may discard a personnel who has a cost of 4 or more from hand to kill that personnel.

#### **Sean Hawkins – Erratum:**

When your  personnel present is about to be killed by a dilemma, you may stop this personnel and your MACO present to prevent that.

#### **Secret Conspiracy – Erratum:**

When an opponent's personnel is about to complete a mission, add the skills (except Intelligence) of your  Intelligence personnel at that mission to the mission's requirements. This effect lasts until the end of that opponent's turn.

**Seven of Nine, Prodigal Daughter** – Erratum:

When a card your opponent owns is about to prevent your interrupt, you may give command of this personnel to an opponent to ignore that effect. If you do, choose a ship commanded by that opponent and place this personnel aboard that ship.

**Spock, Experienced Officer** – Erratum:

You may play this personnel at cost -1 to ignore his next ability.



**T'Pol, Dutiful Commander** – Erratum:

This personnel's Integrity is 3.

**T'pol, Non-believer** – Erratum:

This card's title is T'Pol.



**Tampering With Time** – Erratum:

**Temporal.** Plays in your core. At the start of each of your turns, you may choose one: stop one of your  personnel to examine the top three cards of an opponent's dilemma pile; or stop one of your  personnel to examine the bottom three cards of an opponent's dilemma pile. Place those cards on the top and/or bottom of that dilemma pile in any order.


**Telle, Macet's Aide** – Erratum:

**Glinn.** When this personnel is about to face a dual dilemma, you may discard three cards from hand to exchange that dilemma with a dual dilemma beneath this mission that this personnel has not faced this turn.

**The Edge of Forever** – Erratum:

**Order** – Lose 5 points to choose one: download a  card that could be played at your headquarters mission and place it there; or take a  card from your discard pile that could be played at your headquarters mission and place it there. Destroy this event.

**The Tides of Fortune** – Erratum:

When your non-Consume space dilemma is revealed from your dilemma stack, if your staffed  ship is at that mission, that ship and your personnel aboard it face that dilemma instead. Score 10 points.

**Thon** – Erratum:

**Order** - If you do not command a completed space mission, discard a random card from your hand to place your ship this personnel is aboard at your incomplete space mission. You may do this only once each turn.

**Tragic Turn** – Erratum:

**Consume: 2.** (*Your opponent places the top two cards of his or her dilemma pile face up beneath this mission.*) Place this dilemma on this mission (limit one per mission). When a dilemma is overcome here, if that dilemma killed any of your personnel, randomly select a personnel attempting the mission to be killed. Otherwise, if that dilemma stopped any of your personnel, randomly select a personnel attempting the mission to be stopped.


**Transport Delegations** – Erratum:

"Anthropology" is misspelled as "Anthropolgy" on this card.

**Transport Crash Survivor** – Erratum:

When a player's personnel begin a mission attempt at a mission worth 30 or more points with five or less personnel, the player to the left of that player may draw six extra dilemmas and spend six extra on dilemmas.


**Tykk** – Erratum:


You may play Breen personnel aboard this ship. When a Breen personnel aboard this ship is involved in an engagement you win, you may place a  personnel with a cost of 4 or more from hand aboard this ship.

**Up the Ante** – Erratum:

You may end this mission attempt to prevent and overcome this dilemma (all your personnel are stopped). If you do not and you complete this mission this turn, you win the game. If you do not and do not complete this mission this turn, you lose the game.

**U.S.S. Defiant, Commandeered Warship** – Erratum:





To staff this ship, you must have a  Engineer personnel aboard.

**Order** – If this ship is staffed and at your mission, stop this ship to take an overcome dilemma from beneath that mission and place it face up beneath your  mission.

**U.S.S. Defiant, Stolen Warship** – Erratum:

This ship has Weapons of 10.


**\*U.S.S. Equinox, Determined to Get Home** – Erratum:

While you do not command a headquarters mission, you may play this ship at Caretaker's Array. While this ship is at a  mission, you may play  Treachery personnel,  personnel, and equipment aboard this ship. While you do not command *U.S.S. Voyager*, you may pay the cost of losing 5 points to use an ability on a  personnel you own by discarding a Nucleogenic card from hand.

**U.S.S. Enterprise, Where She Belongs** – Erratum:

You may play this ship at cost -4 to ignore its next ability.

**U.S.S. Enterprise-E, Flagship of the Federation** – Erratum:

**Order** - Stop your  Diplomacy personnel aboard this ship and return your event with no cards on it to its owner's hand to have each opponent return one of his or her events with no cards on it to its owner's hand.







**Vacation from the Continuum** – Erratum:

**Q.** To play this event, you must command a Q event. Plays in your core. When personnel that the player on your right commands begin a mission attempt, you may destroy your other Q event to draw five extra dilemmas.

**Vedek Assembly** – Erratum:

For each Vedek you command, take a card from your discard pile and place it on the bottom of your deck. Remove this event from the game.


**Virtual Reality Headset** – Erratum:

**Order** - If you do not command a Dissident personnel, choose one: stop two  personnel present to place a non-  personnel from hand at your Mouth of the Wormhole; or stop two  personnel present to place a non-  personnel from hand at your Mouth of the Wormhole. That personnel is stopped. You may do this only once each turn.

**Willard Decker, Recommended Replacement**– Erratum:

You may play this personnel at cost -1 to ignore his next ability.

**Worf, Security Detail Leader**– Erratum:

**Order** - Examine a number of cards from the top of an opponent's dilemma pile equal to the number of other  Security personnel you command (limit three). Then replace them in the same order. You may only do this once each turn.