

# THE CONTINUING COMMITTEE



## RULINGS – General

### actions – step 1: initiation –

Add the following before the *Dilemma encounters* paragraph:

Some actions require a specific card to be played as a cost in order to resolve. When this is the case, use only the game text of the action; ignore the game text of the card being played as a cost. Cards which are played as a cost may be responded to normally and if the card played as a cost is nullified, initiation of the original action fails, no other costs are paid and the actions performer may attempt to use the action again at their next opportunity. Examples:

- I Hate You allows you to play Vulcan Nerve Pinch as a cost to nullify itself.
- Relief Mission II (front side) allows you to play a Wormhole as a cost to move your ship between it and another location.
- ♦Nebula requires you to play Scan as a cost to initiate battle at its location.

### \*Bajoran Wormhole –

Whenever you play or download this doorway to the Alpha Quadrant, you *must* download another copy to the Gamma Quadrant (creating that spaceline if there are no missions there yet). The Alpha Quadrant Bajoran Wormhole card must be placed or inserted adjacent to a Bajor Region location if any are on the spaceline. If not, the doorway may be inserted anywhere on the spaceline that is not within another region, creating a Bajor Region. If one end of the Bajoran Wormhole is destroyed, the other end is discarded also. See **doorways, wormholes – movement through**.

### \*Brilgar –Erratum:

This card has updated lore:

Representative of Bajoran security officers serving aboard Deep Space 9. Often served as a bodyguard for visiting dignitaries and key personnel.

### \*Continuing Mission – Erratum:

Seed one on table. You may download one card. Your personnel and ships that have a *Star Trek: The Next Generation* or *Star Trek Generations* property logo gain (even if not in play). Once each turn, when you play a personnel with four or fewer icons (and no ), you may draw a card. Discard this incident if you play (or have played) a non- personnel or ship.

### \*corresponding –

The corresponding spaceline location for a time location is the spaceline location in the same quadrant as the time location, which has the location name of the time location either as the location name in its own lore (in the case of a mission), or as the card title (in the case of a Doorway). For example, the mission Agricultural Assessment (Sherman's Planet) corresponds to the time location Sherman's Peak (2267 Sherman's Planet), and the Bajoran Wormhole which has been placed in the Alpha Quadrant corresponds to the time location The Celestial Temple.

### \*Deep Space 9 icon –

A card with this icon is related to the *Star Trek: Deep Space Nine* television series. It has no built in gameplay function and will be referenced on other cards.

## First Edition Current Rulings Document (2 December 2013)

Current Rulings are periodic updates to the First Edition Rulebook, including changes, clarifications, and situations it does not address. Current Rulings are an official supplement to the Glossary and should be used by tournament directors in making tournament rulings. (The rulebook is intended for beginners and should not be used for rulings.)

Answers given by official Continuing Committee representatives are not official until included in an official rules document such as the Current Rulings, Official Clarifications, or Official Rulings. Such answers are highly recommended for use by tournament directors, but the Tournament Director always has the final authority on rulings.

This document contains all Current Rulings issued since the Glossary v1.9.1. Entries that are new, changed, or expanded since the last Current Rulings document are marked with an asterisk (\*) before the topic and in **red text**. These rulings are effective immediately.

For additional resources or to find answers to your questions, please visit <http://www.trekcc.org>.

### \*DS9 –

References in lore to "DS9" are equivalent to "Deep Space 9."

### \*facility commander –

Your personnel aboard your facility is the facility commander if either the facility lore or the personnel lore states that the personnel is or was the commander of the facility. Only the named personnel or facility may be used, and not another card, even if it is another version of the same persona. Facility commander is different from matching commander, which applies to ships; you may not get "matching commander" benefits (e.g. Ready Room Door, Captain's Log) for a facility commander, or vice versa. See DS9.

Most facility commanders may be easily determined directly from the facility and/or personnel lore, following the rules given above. Two need clarification:

- The Intentant "commands Terok Nor in the Mirror Universe." When aboard, she is the facility commander for Mirror Terok Nor, not the Terok Nor which is native to the Alpha Quadrant.
- Dukat (DS9) "Desires to regain command of Terok Nor." He is the former commander of Terok Nor.

### Ferengi Military Operations – Erratum:

Plays on table. Once each turn, your personnel (except V.I.P. or CIVILIAN) may report (for free) to your outpost. Once per game, if your DaiMon is at a location where you win a battle, capture an opponent's personnel, or commandeered an opponent's ship, choose two of the following: score 5 points, draw two cards, or download an equipment there.

### \*Going to the Top – Erratum:

Plays if you have two personnel together on a facility. Download a compatible personnel with Leadership x2 to them (once per game per affiliation).

### HQ: Defensive Measures – Erratum:

Seeds or plays on table. Your personnel with any Intelligence gain 1 Leadership and may initiate battle against their own affiliation. Also, opponent may not attempt any of your missions with more than one affiliation icon on each end unless opponent attempted to seed a copy of that mission OR opponent is using an appropriate Espionage card.

### \*matching commander –

Replace the fifth paragraph of this entry with the following:

The matching commander must not be disabled, in stasis, etc. (See **present**.) Ships can have matching commanders; facilities can have facility commanders. These terms are not interchangeable, and benefits given to one do not extend to the other.

### missions –

Replace the fourth and fifth paragraphs of this entry with the following:

You may seed multiple copies of missions with the universal () icon, but only one copy **or version** of a unique mission **persona** (without the icon); if a unique mission is a **copy or version** of one your opponent has seeded,

stack your mission **card** on top of his/her to form a single location.

Mission cards are designed with relevant information facing both players. A summary of the mission faces your opponent; complete information faces you. Sometimes the information facing your opponent is intentionally different from the information facing you. Unless otherwise specified by a card, each player is affected by the following only on the end of the mission facing him (and only on his/her copy, if both players seeded a copy or version of the mission): mission requirements, special instructions (italic game text), affiliation icons (or other indication of who may attempt a mission), point box, and span. Thus, Construct Depot may not be attempted or scouted by the opponent, because the opponent's end has no affiliation icons or text enabling an attempt, and no point box. Any information not normally included in the opponent's mission summary, including quadrant icons, [S] and [P] icons, and the mission name and lore (including regions) apply to both players.

#### missions - persona –

Some missions represent the same location in the Star Trek universe. Two missions are instances of the same persona if they are duplicates (copies); or if they have the exact same location text, the bold text in lore. Some examples:

- Deliver Ancient Artifact and Observe Ritual, which both have the location text: "Vulcan", represent the Vulcan persona.
- Catalog Phenomena, which has the location text: "Nekrit Expanse Region • Plasma storm", and Study Plasma Storm, which has the location text: "Plasma storm", do not represent the same location. One has a region in the location text and one does not, and thus they do not represent the same persona.
- Catalog Phenomena, which has the location text: "Nekrit Expanse Region • Plasma storm", and Study Plasma Storm, which has the location text: "Plasma storm", do not represent the same location. One has a region in the location text and one does not, and thus they do not represent the same persona.

#### mission II –

Replace the third paragraph of this entry with the following:

Cards that specifically work with the original mission work with the corresponding Mission II; for example, Timicin scores 10 points if he helps solve either Test Mission or Test Mission II. ("Typhon Expanse" and "Beta Stromgren" are corrections of misspellings on the original missions, and are the same locations as "Typhone Expanse" and "Beta Stromgren.")

#### ◆ Nebula –

Delete the second paragraph of this entry. See **actions – step 1: initiation.**

#### persona –

You may not use persona replacement to exchange missions. (See **missions – persona.**)

#### \*Reactor Core icon –

A card with this icon is related to the *Star Trek: Deep Space Nine* television series. It has no built in gameplay function and will be referenced on other cards.

#### \*Sam Lavelle –Erratum:

This card has updated lore:

**Typical Starfleet ensign eagerly chasing a promotion. Served aboard the U.S.S. Enterprise in 2370. Decent poker player. His grandfather was Canadian.**

#### \*special equipment –

Replace the first paragraph of this entry with the following:












When a card refers to a ship's "special equipment," this means ship systems expressed as a phrase of just a few words. Special equipment currently includes Cloaking Device, Energy Dampener, Holodeck, Holographic Skin, Invasive Transporters, Long-Range Scan Shielding, Particle Scattering Device, Phasing Cloak, Solar Sail, Tractor Beam, MEDICAL, SCIENCE, and Stellar Cartography.

#### species –




Replace this entry with the following:

In general, a personnel's species (singular or plural) can be determined by looking at the card. The species might be described to be only "humanoid"

or the equivalent "alien". Some exceptions are listed below, but for most cards, use these steps in order until you find the species:

1. If the card is a **Second Edition card**, the species is indicated below the image.
2. If the personnel has an  icon, its species is Hologram.
3. All non- personnel with a **Borg subcommand icon** (, , or ) are Borg species, as well as any species also indicated in the next steps.
4. If the personnel's lore indicates the species, then they are the species indicated. The lore might indicate more than one species, such as "1/2 human, 1/2 Vulcan". In a case like this, the personnel belongs to each indicated species. If the lore does not otherwise indicate the species, but says they are "from" some particular planet, or a "native" of some particular planet, that indicates the species. (See characteristics.) If a non- personnel has a Borg subcommand icon, then besides being Borg species, they are also a member of their species of origin, which will be indicated either elsewhere in lore or by the following step.
5. If the preceding steps do not indicate the (non-Borg) species, look to the image. Each affiliation has one or more "usual species": if the image of the personnel matches a "usual species" of its printed affiliation, then the personnel is that species. For a multi-affiliation card, look for matches in the "usual species" of any of the card's affiliations; the personnel then retains that species in any affiliation mode.
  - For , , and , Human is a "usual species."
  - For , "usual species" are Changeling, Vorta, and Jem'Hadar.
  - For all other species except , the species with the same name as the affiliation is a "usual species."
6. If the species is not discernible from the preceding rules, they are considered **humanoid**.

Exceptions and clarifications:

- Commander Data, Exocomp, and all Cravic and Pralor Units are **Androids**
- Tora Ziyal is Bajoran and Cardassian
- The Trois: Lwaxana is Betazoid, Deanna is Betazoid and Human
- Phlox is a Denobulan
-  William T. Riker,  Jean-Luc Picard, and  Captain Picard are Human
- Stefan deSeve is Human
- Vina is Orion
- Arandis is Risian.
- Dathon is Tamarian.
- Targ is a Targ.
- Hannah Bates is Human.

*Comparing species* - Two personnel are the same species if there is any species of which they are both members. For example, Spock (who is Vulcan and Human) and K'Ehleyr (who is Klingon and Human) will not be stopped if selected by Racial Tension, because they both have Human as a species. However, both would be targets for Hate Crime, because Spock is the only Vulcan and K'Ehleyr is the only Klingon. And if they are in play when Seek Out New Life is triggered, they will prevent the download of any Vulcan, Human, or Klingon, including personnel who also have another species: for example, to download Daniel Kwan, you would need his two species (which are Human and Napean) to not be in play. See **humanoid**.

#### Stop First Contact –

This entry is replaced with: See **timeline disruption**.

#### \*time location –

Replace this entry with the following:

A card type representing a location in the past or future of the Star Trek universe. Time locations may be [S] or [P] locations.

A time location is not a mission or spaceline location, but it has a corresponding spaceline location identified by the lore of both cards. For example, the mission Agricultural Assessment corresponds to the time location Sherman's Peak; both are located at Sherman's Planet. You may not seed or play a time location unless the corresponding spaceline location is in


play.

A time location is placed by itself on the table, creating its own planet or space location separate from the spacelines. The card may have special instructions to be carried out when it is seeded or played; if you cannot carry out all instructions, you may not seed or play the time location. Though they are not on the spaceline, time locations are located in quadrants, as indicated by the presence or absence of a quadrant icon in the lower right corner of the text box. Time locations with no symbol are in the Alpha Quadrant.

Playing a time location uses your normal card play.

Cards that affect a spaceline location, such as Supernova or Black Hole, have no effect on the time location. Cards that the time location are not at the corresponding spaceline location and cannot attempt it. Ships and personnel may travel between the time location and the corresponding spaceline location using a card that allows **time travel**.

The cards listed on a time location as "native to this timeline" may be reported directly to the location if it is play. You may choose to report personnel on the surface of a planet time location, aboard any of your compatible ships or facilities at the time location, or aboard any opponent's facility there that you are allowed to use (e.g., Deep Space Station K-7). You may report a ship or facility in space at the location (in orbit of a planet). When reported in this manner, you do not need an open doorway, such as an Alternate Universe Door, to allow you to **report the Alternate Universe icon cards**.

You are not required to have the time location in play to use cards native to that location, or to report them to that time location if it is in play. They may be reported normally to a facility on the spaceline, or by any other legal reporting method, if you have an open Doorway card which allows  cards to play.

**\*unique and universal –**

Replace the third bullet point of this entry with the following:

Non-universal missions (including **Q's Planet**) and time locations are *not duplicatable*. Each player may seed more than one copy of any universal mission or time location.

**\*Visit Cochrane Memorial – Erratum:**

**Seeds or plays on Earth. (Unique.) When your unopposed  personnel or human ENGINEER personnel present, you may probe (once per game per persona):**

 : "Oooh." Draw one card.

 : "Aaaaah." Play one personnel to planet.

 : "Wow!" Download probe card (or a copy).

 : "I thought it'd be bigger." Discard one card.

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