

# THE CONTINUING COMMITTEE



## **RULINGS** – General

**Access Denied** – Delete this entry

**Articles of Jurisprudence** - This card is **unique** only while **in play** for its first function. When in play for that function, it does not prevent another copy from being played for the other function

**\*Characteristics** – add the following texts:

Lore on a personnel card saying that they "captained" a ship gives them the characteristic of Captain.

**Converted Cards** - A list of all converted cards may be found in the separate rules document "Converted Cards List". Any First Edition card listed on the 1E Converted Cards List should be treated as erratum of the corresponding First Edition Compatible [1EC] Second Edition card. Only the converted First Edition card may be used. The original [1EC] Second Edition card may not be used.

**Corresponding** - At the end of the entry, add this paragraph:

A corresponding location or region in an "opposite quadrant" is a location or region with the same name. For example, Bajor in the normal universe (Alpha Quadrant) corresponds to Bajor in the mirror universe (Mirror Quadrant).

**D'deridex Advanced** - Delete this entry.

**\*Dilemma** – add the following text:

Text following "Place on mission" (or on ship, or any other target) is only active once the dilemma has been placed on its target. If it does not get placed, that text is ignored.

**Downloading** – Change fifth bullet point under other rules section to:

- Although some downloads are optional, others require you to download a certain target card (or group of target cards). If you cannot do everything required, the entire download is invalid.
- If your download is invalid because you could not produce the target card(s), your opponent is allowed to look through your hand, draw deck, Zalkonian Storage Capsule, and Q's Tent (if open), or any other source specified for the download.

**Ferengi Ingenuity** - Delete entry

**Launch Portal** - delete the second paragraph

~~When this doorway is played during a space mission attempt to launch some or all of the crew on a different ship, the ship~~

## First Edition Current Rulings Document (06 July 2015)

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 v1.9.2. 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>.

~~with the larger crew must continue the mission attempt (owner's choice if tied), if possible.~~

**Loss of Orbital Stability** – (change the entry to:) see **in orbit, undefined attributes**

**\*Mirror Quadrant** – replace the entry with:

Missions in the Mirror Quadrant have the Mirror Quadrant M icon in their point box. (These missions are sometimes also identified in their lore as belonging to the mirror universe.)

**\*mis-seeds** – in the fifth paragraph strike:

Mis-seeds include (but are not limited to) non seed cards (such as Equipment cards) placed under a mission as a bluff, multiple copies of the same card seeded under one mission by a single player, multiple artifacts seeded under one mission by a single player, ~~space dilemmas seeded under planet missions (and vice versa)~~, and personnel with no game text allowing them to seed (such as Mirasta Yale under a mission other than First Contact).

and then replace it with:

space dilemmas revealed from beneath planet missions (and vice versa),

**\*missions - persona** – strike the following

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:~~

And replace it with

or if they are in the same quadrant AND have the exact same location text, the bold text in lore.

**Ship Class** - At the end of the entry, add this paragraph:

When a ship's class box states that it is an "advanced" or "modified" version of a class, then that ship is treated as a member of both classes. For example, I.K.C. Kla'Diyus's class box ("Modified B'Rel Class") identifies it as a B'Rel-class ship for the purposes of Duj Saq.

**Spatial Rift** - delete this entry

**Special equipment** – Add "Acquisition" to the list of special equipment in the first paragraph.

At the end of the entry, add this paragraph:

When a ship has a regular skill as special equipment, it can be used as though possessed by a member of the ship's crew. For example, the Acquisition on Dosi Trade Vessel may be contributed toward solving Salvage Wrecked Ship, or allow a Small Cloaking Device that is reporting aboard to report for free. It

cannot open Secret Compartment on a nearby ship, because its crew is not **present** with that Secret Compartment.

**Starship Excelsior** - Delete this entry.

**Strategic Base** - This card is **unique** only while in play for its second function. When in play for that function, it does not prevent another copy from being played for the other function.

**Turn** – In the last paragraph under numbered item 2, delete the following

~~after which you may no longer play cards  
(except interrupts and doorways)~~

**U.S.S. Pasteur** - Delete this entry.

**\*U.S.S. Yangtze Kiang** - see use (ship)

**\*use (equipment)** - see equipment

**\*use (ship)** - When gametext states that one affiliation (or personnel cards with certain characteristics) may use a ship of a different affiliation, that ship is automatically compatible with those cards. It does not need a personnel matching its affiliation to be staffed or to attempt a mission, if its crew contains one of the indicated personnel instead. It is still a ship of its original affiliation, and must abide by that affiliation's attack restrictions.

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