First Edition Current Rulings Document
(04 December 2017)

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 v1.9.3. 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.

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RULINGS – General

actions - step 1: initiation – replace the 4th paragraph with

Dilemmas revealed and encountered -- The initiation of a dilemma encounter begins (i.e. it has been "just revealed" but cannot otherwise be responded to) when the seeded card has been slid out from under the mission, turned face-up, and both players have had the opportunity to read it. After a dilemma is revealed, the dilemma encounter proceeds: targets are chosen and conditions are checked. The initiation of the encounter is complete (i.e. the seed card has been "just **encountered**" and may be responded to) only when any targets for the dilemma have been chosen and you have checked to see if the crew or Away Team can meet the dilemma's conditions (if any). If the dilemma requires a trigger or specifies targets with specific features which are not present, the dilemma will have no effect, but the initiation is still complete. (See **dilemma resolution**.)

*Art of Diplomacy, The – replace the text with:
see **use (skills)**.

*Assign Mission Specialists - replace the third paragraph with the following:

Second, while you have *any* Assign Mission Specialists card in play, *any* mission specialists you have in play (regardless of whether downloaded or played normally) score 5 points when using their skill to complete a mission. See **use (skills)**. Multiple copies of the same mission specialist may not score points for the same mission, even if multiples of that skill are required. See **cumulative**.

bonus point area – replace the first sentence with:

When you resolve scoring for any non-mission card with a point box, that card (unless it remains on a target or otherwise specifies that it stays in play to score the points) is placed in a bonus point area near your discard pile, as a reminder of those points, even if the card says to discard it.

Botany Bay icon [BB] - A card with the [BB] icon represents an unpleasant surprise for players who try to uncover what is better left buried. If a player examines a card with the [BB] icon any time other than during a mission or scouting attempt, place it on the mission where it was seeded. That player may not attempt or scout this mission until another mission has been completed or scouted by either player, then re-seed the dilemma at the same mission. If multiple dilemmas are to be simultaneously re-seeded in this way, re-seed them so that they are encountered in the original order.

card titles - When a card (other than a Personnel or Ship card) specifies another card by title (without a modifier such as "any"), only a card with *that exact title* may be used. For example, only a Scan can be used to initiate battle at Nebula, not a Full-Planet Scan or a Tactical Scan.

The exception to this is the "colon rule": when a card references a particlar card title, cards that have that exact title *followed by* a colon or dash and an additional phrase (or the numeral "II") are equivalent to that card title.

For example, Calamarain is immune to both Kevin Uxbridge and Kevin Uxbridge: Convergence. Launch Portal may download either Engage Shuttle Operations or Engage Shuttle Operations: Dominion. Subspace Interference nullifies Incoming Message: Attack Authorization, Incoming Message - Federation, and any other card whose title begins with "Incoming Message" followed by a colon or a dash.

On the other hand, Weyoun's Warship can download only Engage Shuttle Operations: Dominion, not Engage Shuttle Operations or Engage Shuttle Operations: Starfleet, because the card making the reference (the Warship) specifies that specific card, not the card group. Neela can download Bajoran Phaser, but not Bajoran Phaser Rifle, because they do not form a card group.

characteristics – add the following to the end of the second full paragraph:

Gendered characteristics (such as "priestess") are synonymous with their opposite-gendered equivalents (such as "priest").

*Deep Space 9 – replace the entry with:

Deep Space 9 and Terok Nor are two versions of the same facility **persona**, which is not duplicatable (see **unique and universal**). Thus, if a player seeds Deep Space 9 during the dilemma phase, his opponent may not seed Terok Nor during the facility phase; it is instead placed out-of-play. See **Chamber of Ministers**.

This station has several **facility commanders**.

dilemma resolution – revise the second paragraph as follows

Dilemmas are **encountered** and resolved one at a time. (Some special rules apply to **combo dilemmas**.) When you attempt a mission, slide out the bottom seed card under the mission, turn it over to **reveal** it, and read it. (Dilemmas are meant to be read by the encountering player. See **your**.)

downloading – special download – replace the second sentence with:

If the card is played at (or to affect something at, or to insert adjacent to) one particular spaceline or timeline location, the special download icon must be at that location.

equipment – in paragraphs 3 and 4 replace "affiliation/species" with "affiliation, species or characteristic."

*facility – replace the third paragraph with the following:

Seeding and building facilities – Seedable facilities seed during the facility **seed phase** unless otherwise specified (e.g., Deep Space 9). Most outposts state "seed one" in game text, allowing each player to seed only one copy of that Outpost card. A few just say "seed," allowing you to *seed* multiple copies. Additional copies may be *built* during the play phase if the game text allows it; this uses your normal card play.

Harness Particle 010 - replace the words "See **doubling**." with the following:

If Resistance is Futile is played on a objective that is being doubled by Harness Particle 010, it will add 10 points to the total (not 20). For example, when Resistance is Futile is played on Assimiliate Planet doubled by Harness Particle 010, the objective is worth 60 points. The **doubling** rule does not apply, because the modifications are not simultaneous

homeworld – add the following text:

Deliver Ancient Artifact – "Vulcan**…** Vulcan homeworld."

Research Devastating Attack – "Earth**:** … Starfleet homeworld"

Repatriate Citizen – "Qo'nos… Klingon Homeworld"

Intelligence – add "V'Shar" to the list of intelligence skills.

mirror universe – replace the second paragraph with:

[MQ] cards are often written from the perspective of the mirror universe. When a [MQ] card refers to a planet by name, it means the Mirror Quadrant version of that planet. All other named references to planets mean the normal-universe versions of that planet (unless otherwise specified).

overcome - a dilemma is overcome once its conditions are met. A dilemma that is discarded by some other means (such as being discarded after a condition is failed) is not considered overcome. A dilemma without conditions is not considered overcome.

*persona – delete the eight paragraph and revise the first paragraph as follows:

Two personnel, ship, or facility cards are instances of the same *persona* if they are duplicates (copies); or if they have the exact same card title; or if one has the other's name in boldface type in its lore; or if they both have the same persona name in boldface type in their lore. The presence or absence of [AU] icons does not determine whether two cards are instances of the same persona.

revealed - see **actions - step 1: initiation**

skills – modifying – add V'shar to the list of selectable skills

special equipment – replace the first paragraph with:

Many ships have additional systems installed, which may be used by other cards or rules. They are printed on the card as a phrase of 1-3 words. Special equipment currently may include **Cloaking Device**, Energy Dampener, Holodeck, Holographic Skin, Invasive Transporters, Long-Range Scan Shielding, Particle Scattering Device, Phasing Cloak, Solar Sail, Tractor Beam, or any regular skill.

Strategema – Delete the text:
When this incident is in play, Q's Planet cannot enter play (it cannot be taken from a Q's Tent and inserted into the spaceline).

Add the text:

Strategema prevents battle even if other restrictions, such as affiliation attack restrictions, have been removed (for example, by Post Garrison).

Temporal Micro-Wormhole – replace the first paragraph with:

This doorway does not allow you to download personnel (other than Dr. Telek R'Mor) or give permission to play a card. It provides a destination for a report of a personnel when no destination is otherwise provided (e.g., one played as your normal card play, or certain downloads such as the last function of Defend Homeworld). If any destination is otherwise provided (e.g. a *report with crew* action, or a special download, or reporting to a ship or a personnel), then this doorway cannot be discarded to affect mixing.

time travel – change the first bullet to:

• **Movement** between a **time location** and a spaceline is possible only via a card that specifically states that it allows such movement, such as Temporal Vortex or Orb of Time. Cards such as Iconian Gateway, which do not so specify, do not allow time travel. Time travel is not restricted to "corresponding spaceline location" unless specified. For example, the Orb of Time allows you to move from any spaceline location (in any quadrant) to any timeline location, or vice versa; or between two time locations.

*unique and universal – replace the entry with:

Universal personnel, ships, facilities, sites, missions, and time locations are those with the four diamond [univ] symbol at the beginning of the card name, and each player may have multiple copies in play at a time. Those without the [univ] symbol are unique (unless they have an enigma icon [enig].) All other card types are universal unless marked "Unique" or "Not duplicatable."

When any card marked "Unique" in its gametext, or any unique or Enigma personnel, ship, or facility, is **in play**, another copy or version of the same **persona** may not be played by the same player, and if another copy belonging to the same player is encountered (e.g., dilemmas), earned (e.g., artifacts), or activated (e.g., hidden agendas) by any player, that copy is discarded.

When any card marked "Not duplicatable" in its game text (or any unique time location) is in play, another copy may not be seeded or played by *any* player, and, if another copy is encountered, earned, or activated by any player, that copy is discarded. When a player seeds any unique mission which has already been seeded on the spaceline, the second copy is stacked atop the first to create a single location. See **Deep Space 9**, **seed phase**.

Unless otherwise indicated, missions and time locations are not duplicatable. (See **seed phases** - *mission phase*).

Unique sites are "unique per station." That is, each Nor is limited to one of each kind of Site card. Universal [univ] sites may exist in multiple on each Nor.

use (ship) - change title to **use (ship or facility)**, add the words "or facility" after every instance of the word "ship," and add the words, "If a ship," at the start of the second sentence.

*use (skills) - Regular skills are routinely used to meet requirements, overcome dilemmas, trigger effects, and more, often during the initiation step of another **action**. When you have more of a regular skill present than a card requires, you may choose which of your personnel contribute skills to it. For example, if Davies and Toby Russell are in a crew that solves Explore Dyson Sphere, you may choose Toby Russell to provide the Physics to solve the mission so she can score points with **Assign Mission Specialists**.

Special skills that apply general modifiers like, "If on *Cha'Joh*, it is RANGE +2," or, "Nullifies Hippocratic Oath where present," are continuously in effect.

Most other special skills (for example, "May initiate battle against intruders") are used as a normal action. In general, this may be done only on your turn, unless the action is a valid response (for example, "May replace anyone randomly selected to die here") or is expressly allowed on opponent's turn (for example, "May be replaced by another version **at any time**," "Once **every** turn, may 'pounce'...").

If a card requires a personnel type such as MEDICAL without specifying a classification or a skill, either suffices. A requirement for multiple levels of a skill, such as Navigation x2, may be met by any combination of Navigation skills on one or more personnel (unless "a personnel with Navigation x2" is specified).

Some cards allow you to use a skill (or multiple levels of a skill) in place of another skill. The levels of the original skill may come from any combination of personnel, who are treated as having a fraction of that skill proportional to their contribution. For example, The Art of Diplomacy allows your personnel to use 2 Treachery as if it were 1 Diplomacy. With this card, two personnel who have Treachery can provide 1 Diplomacy (each replaces their Treachery with Diplomacy x1/2), while another personnel who has Treachery x2 can provide another Diplomacy (Treachery x2 is replaced with Diplomacy x1).

See **skills - skill multipliers**. On a mission specialist, this counts as "using" a specialist skill for **Assign Mission Specialists**. A personnel may not use their skill as the new skill and the replaced skill simultaneously. You do not need to declare in advance how you will use the original skill. For example, when a Diplomacy requirement arises, you may meet it by showing 2 Treachery on qualifying personnel present.

worth points – A card that is "worth points" while some condition is met does not score those points each turn; it scores positive points when the condition is first met and scores negative points equal to the earlier point gain if the condition ceases to be met. For example, you score 20 points once with Dr. Tolian Soran, when he is placed under The Nexus. If he leaves The Nexus, you score -20 points because he is no longer worth points. On the other hand, if your opponent plays Khan! when Dr. Tolian Soran first enters The Nexus, nullifying those bonus points, you score 0 points when he enters, and a corresponding -0 points if he leaves.