

THE CONTINUING COMMITTEE



RULINGS – General

*"-related" - see related.

* **actions - step 2: responses --** add [Hail](#) and [Establish Tractor Lock](#) to the list of examples with Smoke Bomb and Phaser Burns. (Change "personnel battle" to "battle" At the end, add the following:

Similarly, neither [Loss of Orbital Stability](#) nor [What Does God Need With A Starship?](#) are valid responses to a ship beginning movement.

* **become** - when a card "becomes" a **characteristic** (such as a new gender, species, or affiliation), it gains the new characteristic and simultaneously loses any other characteristics of the same kind. For example, if Mardah is affected by [Frame of Mind](#), she gains [NA] but loses [Baj] and [Fer]. If affected by [Q-Type Android](#), she ceases to be Bajoran species and becomes Q-type android or human species.

* **Frame of Mind** - [Frame of Mind](#) – The personnel affected by this dilemma loses all skills. Any two regular skills in the game may be selected as replacements. See **become, skills –modifying, timeline disruption**.

* **capturing-related** - delete the phrase "used on Prepare the Prisoner." After the bullet list, insert: "Disregard title and lore, ignoring the ordinary = **related** rule."

* **card draw** – add the following text to the end of the first sentence of the second paragraph:

(you may do this even if there are no cards remaining in your draw deck)

* **Contender-related** - see **related**.

* **Devidian door --** Replace the current entry with:

In order to play this card on table, you must have a card in play which allows the play of [AU] cards. Showing this card from hand to avoid losing the game does not require an [AU] -enabling card, because showing the card is paying a cost.

* **Empok Nor-related** - replace this entry with: "See **related**."

* **Equipment** - replace the last paragraph with: "See **related** and **movement**."

* **Female-related** - see **related**.

* **gender-related** - in addition to gender-related cards, this includes male-related and female-related cards. See **related**.

* **infiltration-related** - at the end of this entry, insert: "ignoring the ordinary **related** rule."

* **loses affiliation** - replace this entry with "see **become**."

First Edition Current Rulings Document (01 January 2018)

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 v1.9.5. 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>.

* **Memory Wipe** - in the cross-reference list at the end, replace "**loses affiliation**" with "**become**."

* **Persistence of Memory** - revise the paragraph about [Devidian Door](#) as follows:

Devidian Door – While in play, allows you to send a card "to the future." Once each turn, you may say "Devidian Door" and take (from anywhere in play) one of your Personnel or Equipment cards to your hand. On your next turn (or at game end, if sooner), you must show opponent a [Devidian Door](#) from your hand and place it out-of-play, or you lose the game. (Note that you play [Persistence of Memory](#) on a copy of [Devidian Door](#) played on the table, not a copy that is shown from hand.)

* **Q-related** – outside regular related cards, this also includes Q icon cards. "See **related**."

* **Release This Pain:** replace the current entry with:

This card does not override a "**does not work with**" restriction, such as those on [War Council](#) and [Miles O'Brien](#). It does override the specific "may work only with" restriction on [Sybok](#).

* **related** - A card is "related" to a given term if the card uses that term (or normal word form variations) in its title, lore, icon, or gametext. For example, [Q Gets the Point](#) (title), [Helpless](#) (lore), [Risky Business](#) (icon), and [I Tried To Warn You](#) (gametext/icon) are all "Q-related dilemmas" and can be targeted by [Q2](#).

There are additional rules for **gender-related** cards and alternative rules for **capturing-related** and **infiltration-related** cards.

* **Species 8472-related** - replace this entry with: "See **related**."

* **Tamarian-related** - replace this entry with: "See **related**."

* **temporal agent-related** - see **related**.

* **virus related** – see **related**.

* **You Know I'd Like To Help** - This card does not allow [Fed] ships to play for free at the Bajoran facility Deep Space 9, even with [Trust The Prophets](#) in play. (Using this card at Deep Space 9 is not a "purpose related to its sites."

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