

THE CONTINUING COMMITTEE



First Edition Current Rulings Document (06 May 2019)

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.

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RULINGS – General

***actions - required** - modify the end of the first paragraph as follows:

You may (but are not required to) use Lakanta's or The Traveller's skills, Where No One Has Gone Before, Wormholes, Transwarp Network Gateways, or other such means to shorten the travel, but only if it directly shortens the travel. For example, if Two of Nineteen is affected by Cytherians, he may use his special skill to download a Transwarp Network Gateway to move between two existing Gateways, but not to play a new Gateway. The ship can be affected by cards played on it or encountered on the spaceline, such as Wormholes, Gaps In Normal Space, etc.

actions – step 1: initiation – delete the following text in the first paragraph of the section titled *dilemmas revealed and encountered*: "or your opponent may respond by replacing the dilemma with a QFlash (using Beware of Q)."

Also delete the following text from the second paragraph of the same section: "If the opponent responds by swapping the dilemma for a QFlash, the personnel is not "stopped" or killed because no results are obtained from the dilemma."

***assimilation-personnel** – change the fifth sentence of paragraph three to the following:

In addition to drone assimilation, you may assimilate a male personnel as a counterpart by completing the Assimilate Counterpart objective. When this occurs, the counterpart undergoes the same transformations as a drone, with the following exceptions:

- He is considered male for Borg-related cards only. For example, a counterpart is not affected by Male's Love Interest unless Let Me Help is in play.

***attribute modifiers** - Delete the first 4 paragraphs and add "see **modifier order**." to the end.

***Borg** – revise paragraph 4 as follows:

Gender is largely irrelevant to the Borg. Borg affiliation cards are not affected by gender-related game text on non-Borg-related cards (e.g., Love Interests, Matriarchal Society, Arachnia). For Borg-related cards, the Borg Queen is female, and counterparts are male.

conversion rules – delete this entry

converted card indicator – replace this entry with:

the gray bar at the bottom left corner of some cards was used to indicate information about a card's relationship with a corresponding backwards-compatible card from the *Star Trek CCG, Second Edition*. Backwards compatibility is no longer supported, so this indicator is no longer used.

converted cards – delete this entry.

***dilemma resolution** - in the fifth paragraph, replace the third sentence with: "see **modifier order**."

Also, insert the following after the section on "Targets," replacing the existing sections on "Nullifiers", "Conditions", and "Cures":

dilemma resolution - insert the following after the section on "Targets," replacing the existing sections on "Nullifiers", "Conditions", and "Cures":

Requirements - While many dilemmas' effects are automatic, causing ill effects as long as appropriate triggers and targets are present, other dilemmas list skills, attributes, other characteristics, personnel, equipment, actions, or cards as requirements. Requirements can either: prevent and **overcome** a dilemma's ill effect by meeting its *conditions*; cancel its ongoing effects by *curing* it; or discard the dilemma (either before *or* after it takes effect) with a *nullifier*.

Conditions - Most dilemma requirements are simple conditions. These are usually distinguished from triggers and nullifiers by the use of the phrases "To get past..." or "Unless..." They ordinarily target the crew or Away Team, but may target others where specified (see last example).

Examples:

Gomtuu Shock Wave: "Unless 2 Diplomacy and INTEGRITY>32 OR Empathy and INTEGRITY>35 present..."

Scientific Method: "To get past requires MEDICAL and 3 SCIENCE."

Dead End: "Unless you have at least 50 points..."

If your Away Team or crew can meet the conditions of a dilemma, they automatically **overcome** it, preventing its effect. Discard the dilemma (or, if it is a multisection dilemma, proceed to its next effect). If your Away Team or crew *cannot* meet its conditions, the effect occurs, the attempt ends, the attempting ship, crew, and/or Away Team are all stopped (see **dilemma resolution: "stopping"**), and the dilemma is reseeded as the bottom card beneath the mission, to be encountered again during the next attempt (but see **dilemma resolution: discarding** for exceptions).

You cannot choose not to overcome a dilemma with conditions. See **meeting requirements**.

Cures - Some dilemmas have an ongoing effect that can be cured, but not until *after* the dilemma takes effect. First, the effect happens, which removes the dilemma from the mission's seed cards (it will not be encountered again). Then, if the required skills are present, it is cured, before the next dilemma is encountered. If not, then the dilemma remains in play until cured or otherwise discarded.

Examples:

Phasia Device: "Cure with 2 MEDICAL and 2 Biology."

Emergent Life-Form: "If ship has Holodeck, cure with 2 ENGINEER and Astrophysics aboard."

Topological Anomaly 4747: "Cure on your next turn with new SCIENCE arriving or when countdown expires."

On a multisection dilemma, a cure requirement applies to all sections; the entire dilemma is always discarded once cured.

Curable requirements are always marked with the word "cure," except on these curable dilemmas: DNA Metamorphosis, Hyper-Aging, Menthar Booby Trap, Nitrium Metal Parasites, REM Fatigue Hallucinations, Alien Abduction (only the 3 Leadership requirement is a cure), and Alien Abduction: Test Subjects. A curable dilemma always has an ongoing effect and requirements to end that effect. Those requirements are never part of the effect itself, nor use the word "nullify."

Nullifiers - Some dilemmas state they can be nullified. Some form of the word "nullify" is always used. When the nullifier requirement is met, the dilemma is discarded. It can be met *either* immediately when the dilemma is encountered and before it takes effect (like a condition) *or*, if it has an ongoing effect, at any time after it takes effect (like a cure).

Examples:

Undetected Beam-In: "Nullify dilemma with Shelby OR 4 SECURITY."

Vole Infestation: "To nullify, evacuate ship at your outpost until end of turn."

Do You Smell Something Burning?: "Nullify with a cook, ANIMAL, or Lure of the Nexus."

Dathon: "Nullifies Tamarian-related dilemmas where present."

Nullifying a dilemma when it is encountered is a valid response to encountering it (see **actions - step 1: initiation**). A dilemma with a countdown icon self-nullifies after the specified number of turns of the player who seeded it.

Nullifying a dilemma is different from **overcoming** its conditions or curing it.

***doubling** - Delete this entry and replace it with "see **modifier order**."

Exposed - A ship is exposed when it is undocked, uncloaked, unphased, and not landed or carried.

facility commander - replace this entry with "see **matching commander**."

***gender** - replace the entry with the following text:

Gender may be male, female, or neuter (which includes androgynous, such as Soren). Borg affiliation personnel have no gender, even if gender-specific pronouns are used in their lore. Whenever a personnel's gender is not indicated by the card's image, game text, title, or lore, that personnel is considered to be male.

matching commander - A personnel is a matching commander for a ship or facility if either card both names the other in lore and states that that personnel is (or was) the commander or captain of that ship or facility. (Also, a few personnel, such as Rinnak Pire and Regent Worf, have special game text that allows them to act as, or assign another personnel as, a matching commander.) The term "facility commander" is a facility's matching commander.

For example, Worf (First Contact) and Kudak'Etan are both matching commanders for all ship cards with the title U.S.S. Defiant, but not Stolen Defiant. All cards with the title "Benjamin Sisko" are matching commanders for U.S.S. Sao Paulo - but substitutes like Ben Sisko and The Emissary are not. See **named in lore**.

A statement that a ship "transported" or was "used by" a personnel does not qualify that personnel as a matching commander. Kivas Fajo is not a matching commander for Zibalian Transport, but he is matching commander

of Jovis. Unless otherwise specified (e.g., Cha'Joh), a ship or facility can only gain benefits from one matching commander at a time. To gain matching commander benefits, the matching commander must not be disabled, in stasis, or under "house arrest".

A few ambiguous cases require clarification: Dathon is a matching commander for **Tama**. Dukat is a facility commander of Terok Nor. The Intendant is a facility commander for Mirror Terok Nor, but not Terok Nor in the Alpha Quadrant.

mirror universe - replaces the second paragraph with:

When lore or game text refers to a planet by name, it applies only to the normal-universe version of that planet, unless the referring card contains the [MQ] icon. If the referring card does have the [MQ] icon anywhere (even as gametext), then it applies to the mirror universe version of the planet. For example, The City of B'Hala may seed only at the Alpha Quadrant version of Bajor (Alter Records); Mirror Terok Nor, which has the [MQ] icon, may seed only at the [MQ] version of Bajor (Disrupt Alliance).

***mission** - revise the second paragraph as follows:

During the mission seed phase, missions are laid out in one or more spacelines representing different quadrants of the galaxy. A mission's quadrant may be determined from its point box (if any). Gamma, Delta, and Mirror Quadrant missions have a [GQ], [DQ], or [MQ] symbol in their point boxes. Missions with no symbol (or no point box) are Alpha Quadrant missions. All missions may be seeded only on the appropriate spaceline. Missions may only be seeded, not played (unless expressly allowed by rule; see Q's Planet, Persistence of Memory). Missions (and other spaceline locations) may not be moved between quadrants by cards that relocate locations.

mission attempt - delete the example about Benjamin Sisko, Bold Captain in paragraph 11.

***modifier order** - When more than one effect modifies a numeric feature on a card (such as an attribute, requirement, or point box), first apply any effects that set a specific value, then apply any effects that add or subtract from the value, then finally apply any effects that multiply the value (by doubling, tripling, or halving it).

For example, if your *U.S.S. Enterprise* (9 RANGE) is benefiting from Space Boomer (RANGE +3) and Transwarp Conduit (RANGE doubled), but also has rotation **damage** (RANGE set to 5), its range is first set by the damage (RANGE 5), added to by Space Boomer (RANGE 5+3=8), then doubled by Transwarp Conduit (RANGE 8x2 = 16). See **attribute modifiers, printed number, skills - modifying**.

multi-affiliation - at the end of the fourth paragraph, add:

If a card gains an affiliation (without losing its prior affiliations), it functions as a multi-affiliation card including the new affiliation.

named in lore - add this as paragraph 2:

A planet is named in the lore of another card if the lore refers to the location text of that planet mission (see **mirror universe**).

***Parallel Romance** - when affected by Let Me Help, the STRENGTH-2 on Parallel Romance becomes STRENGTH-3 (not STRENGTH-1).

***Planet of Galactic Peace** - You may move non-compatible personnel between two missions affected by this card. However, you must be able to "fly by" any intervening locations (including any Q-Nets) and may not stop voluntarily (even to avoid damage from a Subspace Warp Rift), because stopping at a location without Planet of Galactic Peace would create a voluntary house arrest situation. If stopped involuntarily (e.g. by an opponent's Hail), your incompatible personnel are placed under house arrest.

printed number - Cards that increase each "printed number" on another card affect all forms of numbers. "1" becomes "2", "one" becomes "two", "[countdown:1]" becomes "[countdown:2]," and "first" becomes "second". See **Rascals**.

Rascals - when affected by Shades of Gray: Despair, Youth replaces the second-listed skill, and personnel who do not have a second skill are unaffected.

revised text – delete the sentence about conversion rules.

romantic partner – add “bride” to the list of qualifying terms.

scouting locations – change the second bullet point to:

Gender-related requirements and targets of non-Borg-related dilemmas cannot be met by Borg affiliation cards. If there is an alternative which is not gender-related, the Borg must try to meet that; otherwise discard the dilemma.

Second Edition Cards – delete this entry

***scouting locations** – change paragraph 5 bullet point 2 to the following:

Gender-related requirements and targets of non-Borg-related dilemmas cannot be met by Borg affiliation cards. If there is an alternative which is not gender-related, the Borg must try to meet that; otherwise discard the dilemma

***self-controlling cards [self]** – delete the following text:

Each player may have only one **copy of each** [self] card active on the spaceline at any time. When a [self] card is encountered or played, if the owning player already owns **a copy of** the [self] card that is currently active on the spaceline, they must discard one such card (their choice).

seed phases – change the second bullet under other seeding rules to:

A few Event, Objective, Incident, and other cards have game text which allows them to seed. Unless they specify a particular phase, you seed such cards during the facility phase.

seeds or plays – change the first paragraph to:

Cards with this phrase may be seeded during the seed phase or may be stocked in your draw deck to play normally.

species – delete the first item from the numbered list (and re-number the rest). Also delete the bulleted item “Phlox is Denobulan.”

Delete the bulleted item “Vina is Orion”

***temporal agent-related** – delete this entry.

***time location** – change the first sentence of the sixth paragraph to:

The cards listed on a time location (or another card) as native to that timeline may be reported directly to the location if it is play.

***use (skills)** – delete the fifth paragraph.

Rulings Awaiting Errata

Ignore the Glossary entry for Edo Probe and do the following instead: If playing Borg affiliation, discard dilemma (neither choice is relevant). Otherwise, make choice when you first encounter dilemma. If you choose to abandon mission attempt, replace dilemma under mission. You may not reattempt until any player has completed a different mission. AT/crew is not “stopped” but cannot continue here. When you do reattempt, discard the dilemma; you do not re-encounter it. If your opponent attempts this mission before you reattempt, he/she does encounter it and must make the same choice. . If you choose to continue, and you complete the mission this turn (with any AT/crew), discard the dilemma. If you do not complete mission this turn, place the dilemma in your bonus point area.

Temporary Rulings (Pending Final Wording)

Stops by different dilemmas create different crews / away teams.

The specific requirement on Samaritan Snare (Federation must attempt this mission) overrides the OTF rule against attempting an opponent's mission.

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