First Edition Current Rulings Document
(09 Sept 2019)

Current Rulings are periodic updates to the First Edition rules, including changes, clarifications, and situations they do not address. Current Rulings are an official supplement to the Glossary and should be used by tournament directors in making tournament 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, unless otherwise indicated. 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 Glossary v1.9.6 (January 2019). New Current Rulings (if any) are released on the first Monday of each month. 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

10/20 rule – Delete this entry.

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 Q-Flash (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.

*away team and crew – replace the 5th and 6th paragraphs with:

Your **compatible** personnel aboard one ship or facility, at one site, or on one planet surface (outside a facility or landed ship) must form a single Away Team or crew.

However, compatible personnel who are "stopped," disabled, or in stasis are separated from the primary Away Team or crew and form a second, separate team. This second team cannot participate in mission attempts, and its members are not **present** with dilemmas encountered by the primary team during mission attempts. (See **dilemma resolution**.) When members of this team become unstopped, leave stasis, or are no longer disabled, they immediately rejoin the primary team.

beaming – add the following after the second sentence in the second paragraph

You many only beam to/from your transporters (e.g. you may not use the transporters on a facility to beam directly from a planet to a ship without transporters.)

battle - personnel (step 1): change the first paragraph to the following:

1. Announce your attack. Identify which one of your Away Teams or crews is attacking and which one of your opponent's Away Teams or crews they are attacking. (The group that you attack may include personnel which are disabled, though they do not engage in personal combat, but not those in stasis.) The battle has now been initiated. After the battle has been initiated and until a winner is determined, the opposing force is considered the "opponent" of your cards in the battle, even if that force is **self-controlled** or under your control (as with Arbiter of Succession or White Deprivation).

battle - ship (step 2): change to the following

2. If your opponent wishes to return fire during this battle, that player must also now identify which one of your ships or facilities (involved in the initial attack) the attack will be targeting, and which of their ships and/or facilities there will be returning fire against that target. Each of your opponent's ships and facilities that returns fire must also have WEAPONS>0, be "unstopped," undocked, uncloaked, and unphased, and have a personnel of matching affiliation aboard (but no leader is required). The battle has now been initiated. After the battle has been initiated and until a winner is determined, the opposing force is considered the "opponent" of your cards in the battle, even if that force is **self-controlled** or under your control (as with Arbiter of Succession or White Deprivation).

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 – add the following to the end of the fourth paragraph:

A requirement that does not currently apply is still a requirement. For example, a crew facing Crystalline Entity in space is still facing a dilemma requiring MEDICAL.

(From August) 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":

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:

Aphasia 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**."

dual-icon mission – change the second paragraph to:

The ship and crew are attempting a space mission (e.g. for Warp Speed Transfer), and encounter space dilemmas. The Away Team is attempting a planet mission, and encounters planet dilemmas. When a Space/Planet dilemma (or a Q-icon card) is encountered, or any card targets the attempting personnel in a random manner (e.g. Kobayahi Maru Scenario, Your Galaxy Is Impure), the player attempting the mission chooses whether it applies to the crew or to the Away Team. (When a Q-Flash is encountered, X = the number of personnel in the crew and Away Team combined.) See **scouting locations, mission attempt - restrictions.**

Edo Probe – The temporary ruling for this card has been rescinded. After encountering this dilemma, place it on top of the mission, as explained in the current Glossary.

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

facility – Delete the fourth paragraph ("You may seed facilities..."). This rule is covered by the prior sentence.

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.

Lansor – Delete the parenthetical about Warp Speed format.

Mas'ud – Replace this entry with the following (which clarifies that Mas'ud is subject to the twice-per-turn limit on Ceti Eel):

This personnel may download Ceti Eel to the adversary he just stunned only if your Khan is present, only to a non- [Holo], non-android personnel, and only if you have placed fewer than two Ceti Eels on personnel this turn, as required by Ceti Eel's text.

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 – Replace 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.

New change to this entry:

Split paragraph 4 into two paragraphs as follows

To begin a mission attempt, or to solve the mission, at least one crew or Away Team member must match one of the mission's affiliation icons (if any); other (nonmatching) personnel in the crew or Away Team assist in the attempt. Also, to attempt a space mission, at least one crew member must match the ship's affiliation. (The ship does not have to be staffed for movement or match the mission's affiliation.) **(para break, move the following to the end of the entry)**

Restrictions -- Some cards may add further limitations restrictions (e.g. Quantum Torpedo) or requirements (e.g. Homefront, Skeleton Crew) for attempting a mission. These are checked only when starting the attempt. At a dual-icon mission, when a requirement checks the number of personnel which attempt, attempted or are attempting the mission and does not specifically target the Away Team or crew (for example, using the phrase "on planet", or "space missions"), both Away Team and crew are included.

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.**

*probing – change paragraph one to:

Probing is a feature of some cards which uses card icons to generate a randomized outcome. When a card requires or allows you to probe, you do so at the end of your turn (unless otherwise specified) by revealing and examining the top card of your draw deck, called the *probe card.* (If your draw deck is empty, you may not probe.)

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.

Ressikan Flute – delete this entry.

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 9 to:

Scouting a location is complete at the end of your turn if you have scouted it at least once and no dilemmas or Q-Flashes remain to be encountered, even if no Borg remain or if they are "stopped" by the last dilemma.

Change paragraph 13 to:

If your opponent places a [BO] objective on a mission after you have targeted it, it does not discard your objective.

Change paragraph 14 to:

An objective that allows you to scout a location requires you to complete scouting for that objective in order to probe to complete it. For example, if you scout a mission with Establish Gateway and then switch your current objective to Harness Particle 010, you must scout the mission again with Harness Particle 010, even if you have already resolved all dilemmas beneath the mission.

(older changes) 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] – In the third paragraph, make the phrase "far end of spaceline" bold and, at the end of the paragraph, add the cross-reference, "See **far end of spaceline**." Then, delete the following text from the second paragraph:

Each player may have only one [self] card active on the spaceline at any time. When a [self] card is encountered or played, if the owning player already owns a [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).

Delete the bulleted item "Phlox is Denobulan."

Delete the bulleted item "Vina is Orion."

stopped – replace "Personnel selectively "stopped" by a dilemma form a separate group and no longer participate in the mission attempt." With:

Stopped personnel immediately leave their current **Away Team or crew** and join a second, separate team which does not participate in the mission attempt (or form one, if none exists).

Subspace Schism – Delete the parenthetical about Warp Speed format.

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.

tripling – Delete this entry.

turn – Delete the parenthetical about Warp Speed format.

use (skills) – Delete the fifth paragraph.

Warp Speed – Delete this entry.