

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(6 April 2020)

The Recent Rulings Document lists all Glossary updates and new temporary rulings issued since the last *regularly scheduled* rules update. Rules updates are scheduled for the first Monday of each month and for the official release day of any new expansion set.

Because the Glossary and Rulebook are kept continuously up-to-date, there is no need for players or tournament directors to consult the Recent Rulings Document, as long as they have the most recent posted copy of those documents.

Any player who does *not* have the most recent monthly Glossary or Rulebook but wishes to play by current, official rules will need to collect and save each new Recent Rulings Document until reprinting the Glossary. The RRD is also a useful way to see recent rules changes at a glance.

Unless announced by the Rules Manager or Director in an expressly designated Official Ruling, answers given by Continuing Committee representatives are not official until included in an official rules document such as the Glossary. We recommend that Tournament Directors consider unofficial answers, but, until an Official Ruling is made, the Tournament Director reserves final ruling authority.

For additional resources or to find answers to your questions, please visit <http://www.trekcc.org>.

GLOSSARY UPDATES

Assimilation Table –

Insert new entry:

Connecting a personnel to (or disconnecting the occupant from) this equipment is an order. See **executing orders**. The Assimilation Table's controller may connect it to any personnel he or she controls (including a captive), and may disconnect it from any personnel.

We received a series of questions about Assimilation Table card in recent months, and none had good answers. We hope this ruling resolves confusion around the card.

battle - ship - multiple targets –

Modify as follows:

[Self] dilemmas ~~and Borg affiliation ships with a Multiplexor Drone aboard~~ are allowed to fire WEAPONS against two or more targets in the same battle. (**Multiplexor Drone** also allows this under limited circumstances.) This expands the fire (or return fire) portion of the battle into two or more engagements. Each engagement has only one target, but it is possible to have multiple cards firing upon that target.

See Multiplexor Drone's updated entry for explanation.

characteristics –

Modify the third paragraph as follows:

Context determines whether a card actually has the characteristic or not - the key question is "does the card say it is or has this characteristic?" For example, the phrase "Uses the same hull as the Cardassian shuttlecraft" in the lore of Patrol Ship does not make this ship a shuttlecraft. A card may be identified as currently or formerly having a characteristic; Bok ("former Ferengi DaiMon") is enhanced by Calandra. A position with the prefix "vice" counts as that position; for example, Alynna Nechayev ("Vice-Admiral") counts as an Admiral for Going to the Top or Office of the President. Disguises count; Vedek Dax may report for free to Chamber of Ministers, and Selok is both Romulan and Vulcan species. Gendered characteristics (such as "priestess") are synonymous with their opposite-gendered equivalents (such as "priest").

It's official: for characteristics, disguises count. This reverses a Decipher ruling from 1999, which seemed to conflict with the design and widespread uses of several cards, especially Vedek Dax.

Cytoplasmic Life-Form –

Replace the first two sentences with:

Multiple copies of the same personnel are not **"different** personnel." [line break]

In 2013, "different" received an official definition, consistent across the game. This entry was slated to be updated as well. We discovered the oversight this month.

dilemma resolution: *nullifiers* –

Add a cross-reference to **actions - step 1: initiation** ("cards played as a cost").

This is a useful cross-reference.

draw deck –

Replace this entry with:

See **Rulebook: Draw Deck**.

The Glossary entry is redundant with the Rulebook section.

movement –

Strike the clause about Assimilation Table.

Connecting to and disconnecting from an Assimilation Table is no longer understood as movement.

Nine of Seventeen (Multiplexor Drone) –

Insert this new paragraph before the cross-reference at the end:

You cannot use your Multiplexor Drone's special skill during a battle initiated using your Eliminate Starship, because that objective does *not* allow firing WEAPONS against multiple targets.

This is a longstanding ruling implicit in Multiplexor Drone's gametext, but we recently learned that some playgroups were unaware of the ruling, even after reading the existing Glossary entry. This spells it out.

play phase –

Modify as follows:

~~After the seed phases are over, shuffle your draw deck and place it face down on the table. Draw seven cards to form your starting hand. (There is no limit to the number of cards you may hold in your hand during the game.)~~

The starting player (chosen before the seed phases began) takes the first **turn**, then players alternate turns until one player scores 100 points, or until both players' draw decks run out wins. See **winning the game**.

The opening draw is being moved from the start of the play phase to the end of the seed phases.

seed phases –

Insert this new paragraph at the end:

After the facility phase is over, shuffle your draw deck and place it face down on the table. Draw seven cards to form your starting hand. (There is no limit to the number of cards you may hold in your hand during the game.) Play now advances to the **play phase**.

The opening draw is being moved from the start of the play phase to the end of the seed phases.

The Sheliak –

Replace this entry with:

If you have already scored the mission points, you do not lose them when The Sheliak arrives at the mission. It has no effect on what the point box of the mission shows. See **self-controlling cards**.

The Glossary entry needed an update to reflect recent errata.

RULEBOOK UPDATES

The Play Phase –

Move this sentence from the beginning of this section to **The Seed Phases: Starting the Game**, just after "...place them out-of-play.":

Both players shuffle their draw decks and place them face-down on the table, then draw seven concealed cards to form a starting *hand*.

The opening draw is being moved from the start of the play phase to the end of the seed phases.

TEMPORARY RULINGS (Awaiting Final Wording)

There are no new temporary rulings. See the Glossary for current temporary rulings.

TEMPORARY RULINGS (Awaiting Errata)

There are no new temporary rulings. See the Glossary for current temporary rulings.

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