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

actions - step 1: initiation: *Dilemmas revealed and encountered* –

Revise the last paragraph as follows:

Some cards, such as Mission Fatigue and Cyrus Redblock, add a sub-action to dilemma~~s~~ encounters, randomly selecting a personnel to be "stopped" or killed before the dilemma's own game text is resolved. This sub-action occurs just after the dilemma is revealed, unless the card is a mis-seed, before the dilemma encounter's initiation step. ~~The dilemma has been "just encountered" and may be responded to after you complete initiation of this sub-action (choosing a target to be "stopped" or killed).~~

The timing Decipher gave for these dilemma boosts contradicted other parts of the action rules, contributing to confusion surrounding The Squire's Rules.

Balancing Act –

Revise the first paragraph as follows:

The point loss for this dilemma is not scored at any specific location and thus is not affected by Altonion Brain Teaser. To see if you are affected by this dilemma, count all your missions with point boxes in all quadrants. A dual-icon mission is both ⬤ and ⬤ and is counted ~~twice~~ as one of each. ~~A mission location destroyed by a Supernova is not counted at all.~~ Examples:

Balancing Act received errata some months ago to check printed icons at seed time. The Glossary entry needed to be updated accordingly.

card titles–

Replace this entry with:

See **Rulebook: The Colon Rule**.

The Glossary entry is redundant with the Rulebook section.

Empok Nor –

Revise the last paragraph as follows:

When this station is first commandeered and flipped over, each player may download to the station any number of different compatible Site and Equipment cards. The commandeering player performs all of their downloads, then the opponent. While the downloaded cards must all be different for each player, both players could download copies of the same card (but not the same unique site). These downloads are all results of the action of commandeering the station. Computer Crash may respond to any one of these downloads, cancelling it and each subsequent download. ~~will cancel all downloads attempted at that time .~~ Even though Empok Nor seeds uncontrolled, ~~for purposes of seeding or building other facilities there, you remain its owner, and~~ you may not seed or build another facility at the same location ~~(unless Empok Nor is commandeered by your opponent)~~. See **facilities - *seeding and building facilities***.

Several parts of the Empok Nor Glossary entry appeared to contradict the game's general rules.

Espionage cards –

Revise the first paragraph as follows:

These events allow you to attempt a mission with personnel of a different affiliation from that printed on the Mission card. (Normally, a personnel of matching affiliation must be in the crew or Away Team.) They do not override a card or rule that prevents you from solving an opponent's mission (see **Fair Play**), or a more specific card that prevents you from attempting an opponent's mission. The affiliation reference does not include species (see affiliation and species).

This revision affirms the original understanding and intention of the creators of OTF, and also affirms the official ruling of July 2011, aligning Espionage cards with the Golden Rule. This revision reverses the unofficial ruling of August 2013. Espionage cards allow you to attempt a mission, but you will still be prevented from solving if something specifically prevents it.

event –

Delete the sentence, "A seedable event may be seeded during any seed phase unless otherwise specified."

This rule was changed in March 2019, it was announced in several places, and both the Rulebook and the Glossary generally reflect the change. However, with help from community member princedetenebres, we identified several passages in the Glossary that did not yet reflect the rule change. So that rules are consistent, we are correcting the omissions.

Fair Play –

Revise the second paragraph as follows:

You may not solve your opponent's unique mission without a point box (e.g., Q's Planet). **Espionage cards** or other cards that allow you to attempt missions of other affiliations will ~~not allow you to solve an opponent's unique mission~~ still allow you to attempt an opponent's unique mission, but, if this event is in play, you will not be able to solve the mission or score its points.

Clarifying that, in Open, Fair Play prevents solving but not attempting.

holographic personnel and equipment –

Revise the introductory matter (before the bullet list) as follows:

Holographic personnel and equipment, or holograms, are computer programs that must be "projected" into the real world using photons and forcefields.

Holographic cards must always *exist* in one of two states: *activated* or *deactivated* (conceptually stored in memory). They may exist activated if present with a Holodeck, but they may exist deactivated aboard any ship or facility. Unless permitted by a card, they may not exist anywhere else. If a card does allow holograms to "exist," without further limitation, holograms present may exist in either state. A Mobile Holo-Emitter allows its wearer to exist anywhere (in either state).

Holograms may not report or voluntarily move any place where they cannot exist. Whenever a hologram would be moved somewhere it cannot exist, it deactivates instead. If holograms are somewhere where they cannot exist, they are immediately *erased* (discarded). (This can happen if, for example, holograms are present with Holo-Projectors when it is nullified.)

While deactivated, personnel are **disabled**, and equipment may not be used in any way. If an activated hologram is deactivated, it may not be reactivated during the same turn.

A hologram may report activated, if possible. Otherwise, a hologram reports deactivated; it may be activated (even on the same turn) by any of your unstopped personnel present (even an activated hologram).

Then, delete the second bullet point (relating to "dilemmas," now covered above).

We noticed some misleading wording that suggested holograms could enter play in a place where they could not exist. Trying to clean this up led us to discover some terminological inconsistencies, and the ultimate result was a full cleanup of this entry. This is just cleanup; there are no intended functional changes here.

incident –

Delete the sentence, "A seedable incident may be seeded during any seed phase unless otherwise specified."

This rule was changed in March 2019, it was announced in several places, and both the Rulebook and the Glossary generally reflect the change. However, with help from community member princedetenebres, we identified several passages in the Glossary that did not yet reflect the rule change. So that rules are consistent, we are correcting the omissions.

infiltration icon –

In the first paragraph, replace "is playing that affiliation" with "has played or seeded face-up a card of that affiliation."

In the second paragraph, replace, "is not playing that affiliation" with "has not played or seeded face-up a card of."

The dependence of this rule on the "playing an affiliation" rule made both rules needlessly more complicated.

mission attempt –

Insert the following as the third paragraph:

Permission to attempt a mission granted by a card implies permission to complete that mission as well, unless another card or rule specifically prevents you from "completing" that mission.

This ensures that Espionage cards and alternate-requirements objectives continue to work as expected in Open, now that the distinction between "attempting" and "solving" has been clarified.

Mission Fatigue –

Revise as follows:

While this dilemma is in play atop the mission, when each subsequent dilemma or Q-Flash is revealed here, first "stop" one personnel randomly. If no personnel remain after this stop, reseed the revealed card beneath the mission to be encountered again. ~~treat each subsequent dilemma or Q-Flash encountered as if it had the following text before its actual text: " Stops one personnel (random selection); cannot get past unless any other personnel remain."~~ (A Q-Flash will "stop" only one personnel, not one for each Q-icon card encountered.~~) In other words, the randomly selected personnel is not "stopped" until the dilemma is revealed and encountered, but you must have at least one personnel left to face the actual dilemma text.~~ See **actions - step 1: initiation: *dilemmas revealed and encountered***.

Personnel are "stopped" normally (until start of next turn), not for the duration of the countdown, even if the dilemma itself is subsequently nullified. ~~The subsequent dilemma is responsible for "stopping" the personnel, not the Mission Fatigue dilemma. See actions - step 1: initiation, combo dilemma dilemma.~~

The Mission Fatigue entry did not actually clarify very much, especially when taken together with the actions - step 1: initiation entry. We found ambiguities in how this entry dealt with both redshirts and nullifiers. This, we hope, is clearer.

Mobile Holo-Emitter –

Add to the end:

A hologram cannot "put on" a Mobile Holo-Emitter while reporting, but must first report to a place where it can exist, then put on the Mobile Holo-Emitter. You may not voluntarily remove a Mobile Holo-Emitter from a personnel if this would cause them to stop existing.

We noticed these ambiguities while working on the revision to holographic personnel and decided to settle them. We believe this is how the card is already generally played, so it doesn't represent a change.

objective –

Delete the sentence, "A seedable objective may be seeded during any seed phase unless otherwise specified."

This rule was changed in March 2019, it was announced in several places, and both the Rulebook and the Glossary generally reflect the change. However, with help from community member princedetenebres, we identified several passages in the Glossary that did not yet reflect the rule change. So that rules are consistent, we are correcting the omissions.

Samaritan Snare –

Add a paragraph:

If a card or rule (such as **HQ: Defensive Measures**) is preventing your opponent from "attempting" your missions, the specific text on your Samaritan Snare overrides that effect; your opponent's Federation crews still must attempt it if present. If a card or rule (such as **Fair Play**) is preventing your opponent from "solving" your missions, Samaritan Snare still requires your opponent to attempt the mission, encounter dilemmas, and so forth, but they will not be able to solve it or score its points.

This ratifies the "temporary" rulings of February 2011 and August 2013 about how Samaritan Snare works in OTF. The problem (causing this 7-year delay) has always been, not with Samaritan Snare itself, but with potential side effects on Espionage cards. Also, before you ask questions about how this works with, e.g., Mission Debriefing, don't forget to read the other *paragraph of the Samaritan Snare entry, which dates back to Decipher times.*

seed deck –

Replace this entry with:

See **Rulebook: Seed Deck**.

The Glossary entry is redundant with the Rulebook section.

seed phases: *other seeding rules*

Delete the introductory sentence, "Some cards have text that specifies that they seed during a different phase than usual for the card type."

Replace the first bullet item with, "If a card (other than doorway, mission, dilemma, or artifact) has game text which allows it to seed, it seeds during the facility phase unless a card or rule specifies otherwise."

In the fourth bullet item, delete, "For example, during the mission phase your opponent might seed a mission, then you might seed an objective, then your opponent might seed their next mission."

This rule was changed in March 2019, it was announced in several places, and both the Rulebook and the Glossary generally reflect the change. However, with help from community member princedetenebres, we identified several passages in the Glossary that did not yet reflect the rule change. So that rules are consistent, we are correcting the omissions.

Squire's Rules, The –

New entry:

Just after each dilemma you seeded is revealed (excluding mis-seeds), first "stop" one personnel randomly. If no personnel remain after this stop, reseed the revealed card beneath the mission to be encountered again. See **actions - step 1: initiation: *dilemmas revealed and encountered***. Such personnel remain stopped even if the dilemma is subsequently nullified (for example, by Adapt: Negate Obstruction or by meeting the nullify requirements of Antedean Assassins).

Because you cannot download dilemmas, you cannot use The Squire's Rules with Obsession (which requires a downloaded dilemma) or the replacement function of Disrupted Continuum. However, you may download a replacement Q-Flash with the second function of Beware of Q, since Q-Flash is not a dilemma; moreover, because it is never seeded, the replacement Q-Flash is not a mis-seed and is encountered normally.

If, after it is encountered, a dilemma is reseeded, even at a different location (e.g. Q's Vicious Animal Things), it is still the same copy of the dilemma and is not a mis-seed.

Your The Squire's Rules makes your personnel you seed (such as with a Cryosatellite) mis-seeds.

Answering a variety of questions about The Squire's Rules.

Stop First Contact –

Add the following to this entry:

Because this objective does not involve scouting a ship or location, you may probe for this objective on the same turn it enters play. This may even occur the same turn you have completed scouting for Assimilate Homeworld, provided you have a staffed ship orbiting Montana Missile Complex and can play Stop First Contact between the time scouting completes (an end-of-turn action) and your normal card draw (which ends your turn).

We decided to definitively answer a confusing question that comes up on the public boards every few months. Pulling this off successfully requires some clever exploitation of timing rules, but it is legal.

Symbiont Diagnosis –

Delete this entry.

This cross-reference appeared in the 2002 Glossary to direct readers to a passage in the homeworld rules about how non-affiliated homeworlds (like this one) weren't "homeworlds" in the game sense. That discussion is long gone, and we think the rest of the rule is clear enough that we can drop this entry.

Treaty: Federation/Romulan/Klingon –

In the first sentence of the third paragraph, delete the word "not." In the second sentence, delete "However."

The interactions with Espionage and Samaritan Snare are revised to conform with the Golden Rule generally.

RULEBOOK UPDATES

Holographic Personnel and Equipment –

This section is rewritten in accordance with the revision to the parallel Glossary entry.

*See this month's changes to **Holographic Personnel and Equipment** in the Glossary.*

FORMAT UPDATES

Official Tournament Format (OTF) –

Update Rule #4 (Mission Stealing) as follows:

Players may not attempt, scout, target for scouting, or complete missions they did not seed unless that mission is universal [Univ] or shows at least 40 points.

Now that the difference between "attempting" and "completing" a mission has been clarified, the parallel for Borg had to be spelled out as well.

TEMPORARY RULINGS (Awaiting Final Wording)

The Squire's Rules does not make Q Dilemmas seeded like [S/P] into mis-seeds. Hide and Seek, Q dilemmas seeded with the first function of Beware of Q, and My Ship, My Crew are all compatible with The Squire's Rules.

When facing Tricyanite Poisoning, dual-icon missions count as both [P] and [S] .

You may not substitute or ignore requirements for Tricyanite Poisoning, even requirements that are in principle impossible at the mission you are attempting. For example, if the nearest planet mission has a requirement that something be "in orbit" or that "Away Team" have certain attributes while you are at a space mission, or you are at a planet mission and must meet a requirement like "SHIELDS >8", you will fail to overcome the dilemma).

TEMPORARY RULINGS (Awaiting Errata)

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