

# THE CONTINUING COMMITTEE



## First Edition Recent Rulings Document

(1 June 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

#### **battle - ship** –

Make the word "destroyed" in the last paragraph bold, thereby adding a useful cross-reference.

*Adding a useful cross-reference to an entry that's being updated this month.*

#### **Borg: Cooperation** –

Delete the cross-reference to **playing Borg**.

*That entry now points back to this entry, so not a very useful cross-reference anymore.*

#### **destroy** –

Delete and replace this entry with:

See **Rulebook: Destroyed**.

*This entry is pushed out in favor of the more-applicable Rulebook entry.*

#### **dual-icon missions** –

Add this as the first sentence of the entry:

Dual-icon missions, with both [P] and [S] icons, are both [P] planet and [S] space missions.

*This is a long-standing general understanding, but it is stated nowhere in the Glossary and only once in the Rulebook.*

#### **examined** –

New entry:

See **unexamined**.

*Some players naturally check under "e" for "examined" when trying to find out what "unexamined" means, even though "unexamined" is what nearly all the cards say. This is a useful cross-reference.*

#### **infiltration** –

Change the phrases "is playing that affiliation" and "is not playing that affiliation" in the first two paragraphs to "has played or seeded face-up a card of that affiliation" and "has not played or seeded face-up a card of that affiliation," respectively.

*This removes the dependence of the infiltration rules on the playing-an-affiliation rule.*

## movement –

Change the three paragraphs of the first bullet point to be a single bullet followed by an inner two-bullet list.

Change the first bullet point by inserting the word "provided":

*Normal movement* - often indicated by the word "move." This is the default type of movement provided when a card does not specify otherwise. "Stopped" cards cannot perform normal movement.

Add this sentence to the end of the third paragraph:

When a card or rule affects (e.g. Establish Tractor Lock) or checks (e.g. Magnetic North) for movement using the word "move", it will affect or check all forms of movement.

Change all "e.g." in that paragraph to "for example".

*Addresses an ambiguity in cards that check movement: when Magnetic North says it's discarded if the ship "moves," does it only discard if the ship moves under its own power (normal ship movement), or is it also discarded by something like Caretaker's Array (both kinds of movement)? Today we answer: both will do it.*

## personas –

Replace the second paragraph with:

Each player may not have more than one instance of the same non-universal persona in play at the same time, including cards which have been captured, commandeered, assimilated, or are otherwise not under your control, unless a card specifically allows it. Each player may have multiple instances of a universal persona in play.

*This revision makes the persona rule clearly conform to the ownership rule.*

## owner –

Add the following at the end of the first sentence:

(or brought it into play from **outside the game**).

Add this as the second sentence:

Even if you lose **control** of a card you own, you remain its owner and therefore still have it in play.

Also change "e.g.," to "for example:".



*This addresses what turned out to be a very ambiguous point about what "you have in play" for purposes of (for instance) Assign Mission Specialists if one of your specialists has been captured, or The Final Frontier's ship download if an uncontrolled Starship Defiant you own is at Vintaak Drydock Station.*



## playing an affiliation (non-Borg) –

This entry is renamed: **playing an affiliation**.

Delete and replace the entry with the following text:

You are "playing [affiliation or faction]" or are an "[affiliation or faction name] player" if you control or have controlled at least one card belonging to that affiliation or faction, or used a multi-affiliation card you have controlled in that affiliation mode at any time during the game, regardless of whether any such cards are still in play. Only cards which you own are considered when determining if you are playing an affiliation or faction. See **faction**.

The phrases "playing Borg," "Borg player," and "Cardassian player" refer to the affiliations, not the species. Thus, a player with non-Cardassians (like -mode Joret Dal) is not vulnerable to Tekeny Ghemor's special skill that targets "Cardassian players."

Remember that a player who stocks any  or  cards may not stock any cards from other affiliations. See **Borg - Cooperation**.

*These are not functional changes. The first paragraph has been reworded for clarity. The other paragraphs were added in response to the deletion of the "playing Borg" entry -- and the bit about Tekeny Ghemor really should have been here all along.*

## playing Borg –

Replace this entry with:

See **playing an affiliation, Borg: Cooperation**.

*This entry is redundant with the cross-referenced entries.*

## Tricyanite Poisoning –

New entry:

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).

*This resolves last month's temporary ruling about Tricyanite Poisoning, mostly by copying it into the Glossary. The core of the ruling seems implicit in the structure of the game -- cards mean what they say -- but we had enough questions about it that it was worth noting here for posterity.*

## unique and universal –

Replace the second paragraph with:

Each player may not have in play more than one copy of any card marked "Unique" in its gametext or any unique or [Enig] enigma personnel, ship, or facility at the same time. If another copy owned by the same player is encountered (for example, dilemmas), earned (for example, artifacts), or activated (for example, hidden agendas) by any player, that copy is discarded. See **personas, owner**.

*This revision makes the uniqueness rule conform more clearly to the ownership rule.*

## RULEBOOK UPDATES

### Control and Ownership –

Revise the fourth paragraph as follows:

You are the owner of each card you begin the game with. You remain the owner of a card for the entire game. Even if an opponent takes you lose control of that card, you are still its owner and therefore "have it in play." For example, if your opponent takes control of your **unique M-5 Computer** by commandeering the ship it is on, you may not play another M-5 Computer, because you still have the first one in play. At the end of the game, all cards are returned to their owners.

*See this month's changes to **owner** in the Glossary.*

### Duplication and Personas –

Change the first instance of the phrase "have in play" to be a cross-reference to the **Control and Ownership** rule.

*Because cross-references are useful, yo.*

### Time Travel –

Delete this sentence:

A card that does not say the phrase "time travel" does not permit regular time travel.

*It's wrong. Just look at Temporal Conduit.*

## FORMAT UPDATES

There are no new format changes.

## TEMPORARY RULINGS (Awaiting Final Wording)

Both temporary rulings relating to Tricyanite Poisoning are removed.

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

## TEMPORARY RULINGS (Awaiting Errata)

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

*STAR TREK is a registered trademark. TM, ® & © 2020 CBS Studios Inc. All Rights Reserved.*