



# First Edition Recent Rulings Document (6 July 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 <u>http://www.trekcc.org</u>.

#### **Mission Briefing PADD -**

New entry:

This card works like Vulcan Tricorder.

Updated for recent errata.

#### report with crew -

Remove reference to pre-errata Barzan Wormhole.

Just housekeeping.

### Space-Time Portal -

Remove the reference to pre-errata Operate Wormhole Relays. Add a cross-reference to **Mission II**, which explains how this card works with Wormhole Mission II's (spoiler: it doesn't).

Just housekeeping.

### Tal Shiar -

Update indirect cross-reference and add cross-reference to **characteristics**.

Just housekeeping.

### **GLOSSARY UPDATES**

## **Classic Communicator** –

Replace this entry with:

See skills - modifying.

Thanks to recent errata, this is no longer needed.

## Classic Medical Tricorder -

Delete this entry and replace with:

This card works like **Vulcan Tricorder**.

Updated for recent errata.

#### Classic Tricorder –

Delete this entry and replace with:

This card works like **Vulcan Tricorder**.

Updated for recent errata.

#### Crimson Forcefield -

New entry:

If opponent's tactic card is nullified, opponent's hits use default damage. See **ship - battle:** *7. Damage*.

Handy clarification.

## Vulcan Database –

## New entry:

When this card enters play, immediately select the special equipment gained. This is not an **order**. Subsequent re-selections are orders.

## Clarification of timing.

## Vulcan PADD -

New entry:

### See skills - modifying.

Cross-reference to parallel the largely identical Classic Communicator.

#### Vulcan Tricorder -

New entry:

Personnel retain the gained skill until they are no longer present with this equipment, or until you re-select the skill added by it (see **skills - modifying**). If more personnel of appropriate classification join the crew or Away Team, they add the same skill already selected.

Adding new central location for this clarification, also reflecting recent errata.

#### **RULEBOOK UPDATES**

#### Icon Legend: Expansion Icons -

Delete the editorialization about the *Voyager* expansion having balance issues and launching the game's "dark age."

This seemed appropriate to random unknown player James Heaney when he wrote the first, totally unauthorized and unofficial draft of the Rulebook in 2013. It seems less appropriate now that it's the game's official Rulebook, and it is time to go.

#### FORMAT UPDATES

There are no new format changes.

## TEMPORARY RULINGS (Awaiting Final Wording)

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.

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