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

card types –

Split the third paragraph into two revised paragraphs as follows:

A card that functions "like" or "as" another card type in a particular context does not count as that card type (unless the card specifically says otherwise). For example, Satan's Robot, an Equipment card that "participates in battle like a personnel," may never be targeted by Sniper (which targets personnel) and is still vulnerable to Disruptor Overload (which targets equipment). Likewise, Calamarain may not be targeted by Hail.

By contrast, when a card functions "like" or "as" another card type *generally* (such as when the card says it "plays as," "seeds like," or is "used as" a different card type), it counts as both card types for all purposes. For example, an Artifact that "plays as an event" can be nullified by Kevin Uxbridge. An Artifact that is "used as equipment" may be targeted by Vorgon Raiders (as an artifact), stolen by a Procurement Drone (as an equipment), discarded to satisfy Rebel Encounter, or (if re-earned with Reclamation) reported in any way that an Equipment card may be reported. Artifacts must still be earned legally before use.

The subtle distinction between "like" and "as" under the rules was never intended by Decipher to bear much weight, but we piled a few things on top of it, and that started to expose what an unintuitive distinction it was—especially to non-native English speakers! It also started to raise questions, like, "If Quantum Incursions isn't really treated as a dilemma, except at seed time, how can it be encountered and resolved like one?" We have therefore removed the distinction. This resolves our temporary ruling from March, regarding how The Squire's Rules works with Hide and Seek and Beware of Q. It also changes gameplay for Quantum Incursions, which can now be nullified by Guinan, Adapt: Negate Obstruction, and similar cards. (That said, Quantum Incursions remains banned in OTF, so good luck taking advantage.)

dilemma resolution –

Revise the first sentence as follows:

This section applies to dilemmas seeded under a mission (or Empok Nor), including cards seeded "like" or "as" [S/P] dilemmas (e.g., Quantum Incursions, Hide and Seek, or with Beware of Q). It does not apply to Q-icon dilemmas encountered during a Q-Flash.

This edit clarifies and conforms to our revision to the like/as rule under card types. We call out QI as an example now--Hide and Seek was already called out--so nobody misunderstands how this interaction has changed.

encountered –

In paragraph 3, replace "[S] mission" with "non-[P] mission."

This makes the rule clearer.

Hide and Seek –

In the first item on the numbered list, replace "normal" with "[S/P]".

At the end of the numbered list, add:

(see **card types**)

Even with our clarification about card types, the text of Hide And Seek does not make it unambiguously clear that it's supposed to seed like a [S/P] dilemma. That does seem to be both Decipher's intent and the most common interpretation of the card's text, so we're happy to confirm that in the Glossary. But don't be shocked if Hide and Seek gets a clarifying erratum at some point in the next few years!

homeworld –

Replace the list of homeworlds with:

For a list of all homeworlds, see **Appendix A**: **homeworlds**.

We moved it.

Lumba –

Delete this entry and replace with:

This personnel is female. See **skills - modifying**.

Decipher ruled that this personnel is male. In light of the recent ruling on disguises, we took a second look at Lumba's lore and reached a surprising conclusion. Note that Lumba is NOT "both male and female," a possibility we considered.

mis-seeds –

In paragraph 4, strike the first two sentences and "However,".

In paragraph 5, replace "non-seed cards" with:

...any cards which may not be seeded beneath a mission (such as Event cards), which were placed...

This makes the rule's meaning clearer.

on planet –

Add a new clause describing surfaces, as follows:

Cards which are in a planet facility or aboard a ship landed on a planet are also "on planet," even though they are not on the planet's **surface**.

Supporting and clarifying the surface rule.

outpost –

Delete the last three paragraphs, then add a cross-reference to **facility**.

Decipher used to publish all errata to all cards in the Glossary. That was all removed when the CC started its errata file. But this entry escaped notice for years. We have now removed the errata text from here.

personnel type –

Replace the list of personnel type with:

For a list of all personnel types, see **Appendix A**: **personnel types**.

We moved it.

planet surface –

New entry:

see **surface**.

'nuff said.

probing –

Replace this entry with:

see **Rulebook: probing**.

Offloading to the Rulebook.

skills - modifying –

Replace the list of regular skills with:

For a list of all regular skills, see **Appendix A**: **regular skills**.

We moved it.

special equipment –

Replace the list of special equipment with:

For a list of all ship special equipment, see **Appendix A**: **ship special equipment**.

We moved it.

surface –

New entry:

A card is on a planet's surface if it is on a planet and *not* in a facility or landed ship.

This term already appears in several rules, and will appear on a future card. Even the rawest novice generally intuits right away what this term means. But, it turns out, it's never actually been formally defined in the Glossary, and we can't figure out a good way to get rid of it ("on a planet but not in a ship or facility" is a key concept for too many rules). So, boom, it's defined now.

Appendix A: Useful Lists –

New: append lists and/or tables (as appropriate) of all:

- Classifications/"personnel types"
- Homeworlds
- Nemesis icons/relationships
- Regular skills
- Ship special equipment

Rename other appendices accordingly.

We figured it might be nice to have these all in one place.

The Seed Phases: Dilemma Phase –

Revise as follows:

In this phase, you and your opponents hide dilemmas and artifacts face-down under missions, where they will be encountered during the game.

[S] Space dilemmas seed under any [S] Space mission. [P] Planet dilemmas and *all* [Art] artifacts seed under [P] planet missions. [S/P] Space/Planet dilemmas seed under any mission. [Q] **Q-dilemmas** may not seed unless a card allows it.

Tip: Hurt Opponent, Help Yourself
Typically, you will want seed dilemmas under your opponent's missions and artifacts under your own.

You may seed any number of cards beneath a mission, but only one **copy** of each. You may seed only one [Art] artifact per mission.

Some cards, like Cryosatellite, Orb Negotiations, and The Nexus, provide specific exceptions to these rules.

All other cards seeded beneath missions are **mis-seeds**: they will be **removed from the game** when revealed. If you seed more than one artifact at a single Mission, *all* your artifacts there are mis-seeds.

Tip: Strategic Mis-seeds
It is sometimes advantageous to deliberately mis-seed as a bluff. For example, if your opponent seeds Empok Nor and you have no dilemmas that may be encountered there, you may wish to mis-seed something in order to scare him away for a turn or two. (Of course, this has repercussions: you will not be able to take control of the station. See **mis-seeds**.)

The implication that mis-seeds both violated the rules and were a welcomed part of the game seemed problematic (given the game's harsh approach toward other rule violations) and we attempted to square that circle with this light rewrite.

Complete [BO] Objectives –

Insert this section into the chapter "Executing Orders" (as a Borg-only section), immediately following the section "Attempt A Mission:"

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The [Bor] Borg affiliation does not attempt the petty missions of lesser, imperfect species. Instead, [Bor] players complete [BO] [Obj] Borg-Only Objectives, such as Establish Gateway, Assimilate Starship, or Reassimilate Lost Drone. [BO] [Obj] Objectives, not missions, are how the Borg Collective climbs to 100 points. Points scored from [BO] Objectives are regular points, not bonus points. (See **Borg Points**.)

1.1 In General

[BO] [Obj] Borg-Only Objectives function like other [Obj] Objective cards. Follow the instructions on the card. All **probing** takes place at the end of your turn, unless the specific card says otherwise.

[Bor] Borg may never probe for a [BO] [Obj] Borg-Only Objective if they've battled at the target's location since the end of their last turn (even if the target has since moved). The single-minded Borg cannot adequately analyze an objective while also defending the hive.

Finally, [Bor] Borg may have only one face-up [BO] [Obj] Borg-Only Objective in play at a time, referred to as the *current objective*. ([Bor] Borg players may still have any number of non-[BO] Objectives in play.)

1.2 Scouting

Many [BO] Objectives state that, before the [Bor] Borg can bring the full might of the Borg Collective to bear and complete them, they must first *scout* a location. This means sending a single crew or Away Team to gather relevant data while neutralizing any resistance.

Once scouting is complete, it is permanent. Even if your opponent seeds an extra dilemma beneath a scouted mission using Beware of Q or kills the last Borg aboard his ship, you do not have to complete scouting again.

You may not probe for an objective on the same turn that you completed scouting for that objective. Objectives that require scouting are complex tasks, and the single-minded Borg cannot even begin those tasks until the area has been pacified. (However, cards like Service the Collective and Relentless can accelerate the Collective's processing power.)

1.2.1 Missions Are Irrelevant: Scouting Locations

Instead of solving missions, [Bor] Borg use objectives like Assimilate Planet and Consume: Technology to scout locations. Scouting functions much like a mission attempt: a Borg crew or Away Team announces the start of a scouting attempt, then encounters seed cards, just like during a mission attempt.

While this is a kind of "attempt," it is not a "mission attempt," and it will not culminate in "solving the mission." [Bor] Borg ignore any card text that refers specifically to "mission" attempts or "solving" the mission, such as the first two sentences of Radioactive Garbage Scow.

Exception: "Mission continues." (This is an inline sidebar.)
The phrase "Mission continues" is uniquely important in dilemma resolution (see conditional effects), and means "Scouting continues" for Borg.

Scouting a location is completed at the end of your turn if:

1. The location is targeted by your Objective;
2. You have scouted it at least once for that Objective; and
3. No dilemmas remain to be encountered.

You do not need to have any surviving or unstopped [Bor] Borg at the location for scouting to be completed. You may begin probing for the objective on your next turn (assuming there have been no subsequent battles there).

When the probe is successful, the objective is complete. Borg cannot acquire artifacts or other seeded cards unless a Survey Drone or similar card allows it. If not, then the artifacts or other seeded cards are placed face-up on the planet, and can be acquired

(or earned) at any time by a Survey Drone (or similar)... or by any non-[Bor] personnel.

A dilemma that has remained in play, such as Friendly Fire or Cytherians, no longer remains to be encountered, and so does not prevent scouting from being complete.

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 resolve all dilemmas, then switch to Harness Particle 010 by downloading A Change of Plans in place of your normal card draw at the end of your turn, scouting is complete at the end of that turn for Establish Gateway, but not for Harness Particle 010. You must scout the mission again before scouting is complete for the new objective.

1.2.1.1. Planetary Assimilation

If a planet is assimilated by the completion of an objective, the planet becomes part of the Borg collective. All opposing personnel, equipment, and landed ships on the planet are assimilated, becoming [Bor] Borg under your control. All opponent's facilities at the location are also assimilated, as are all opponent's cards aboard them. (You may report cards there, but still must follow native quadrant restrictions.)

An assimilated planet cannot be attempted, its affiliation attempt icons are considered irrelevant, and facilities requiring a matching icon can no longer be built there.

1.2.2. Scouting Ships

Scouting a ship is complete at the end of your turn if you have any active, unstopped Borg aboard.

(Assimilate Starship may allow you to beam one Borg drone aboard as a scout. If so, you must also have a way to beam through opponent's SHIELDS, such as Transport Drone.)

If your opponent attacks your [Bor] Borg at that location, you may counter-attack during your next turn by beaming any number of [Bor] Borg aboard and initiating battle. Those [Bor] Borg are free to remain aboard.

1.2.2.1. Ship Assimilation

When the Borg assimilate a starship, the following transformations occur as the Borg retrofit it:

* Its affiliation changes to [Bor].
* Any Borg staffing requirements (such as those on Assimilator) remain.
* Staffing requirements are converted to Borg subcommand icons, as follows:

**[Cmd] command stars become [SCC] communications subcommand requirements.
**[Stf] staff stars become [SCN] navigations subcommand requirements.
**All other staffing icons become [SCD] defense subcommand requirements.
**Staffing requirements that do not have an icon (such as "Vulcan" on Vulcan Lander) are irrelevant. They are ignored.

Any ships carried aboard are assimilated. Personnel and equipment aboard are not. Any cards played on or placed on the ship prior to assimilation (such as a Pride of the Fleet, Cytherians, or a Pulse Disruptor damage marker) transfer to you.

This looks like a lot, but it's really just a reorganization of Borg rules in the Rulebook. There's not much new text; most has been moved here from the four sidebars being deleted below.

Sidebar: Opposed Artifacts –

    Delete this sidebar (under "**mis-seeds**").

Not only does this sidebar describe a rare and bizarre interaction that needn't really be covered in the Rulebook... it's actually wrong*, too. If you and your opponent both seed the same unique artifact at the same mission, and you acquire both at the same time, you get to keep both! This works for the same reason that you can have Geordi La Forge in play and capture/Brainwash your opponent's Geordi La Forge and have them hang out together. Congratulations to you for reading this far into the RRD notes! You (probably) learned something!*

Sidebar: Planetary Assimilation –

    Delete this sidebar.

Same material is now covered in Borg chapter on completing objectives.

Sidebar: Scouting Complete –

    Delete this sidebar.

Same material is now covered in Borg chapter on completing objectives.

Sidebar: Scouting Locations–

    Delete this sidebar.

Same material is now covered in Borg chapter on completing objectives.

Sidebar: Scouting Ships –

    Delete this sidebar.

Same material is now covered in Borg chapter on completing objectives.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULINGS (Awaiting Final Wording / Errata)

Delete the temporary ruling regarding The Squire's Rules and Hide and Seek.

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