

# THE CONTINUING COMMITTEE



## First Edition Recent Rulings Document

(5 October 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

#### control –

Revise as follows:

See **temporary control, Rulebook: Control and Ownership**.

*Moving some pieces around here.*

#### commandeering –

Revise as follows:

See **Rulebook: Commandeer**.

*No longer needed.*

#### scouted -

New entry:

You have scouted a mission if you have initiated a scouting attempt at that mission's location.

When a card prevents a mission from being scouted, no player may initiate a scouting attempt at that mission's location.

*This word was being used inconsistently on some cards, and is now defined.*

#### temporary control –

New entry:

When you temporarily control a ship and crew with a card such as **Alien Parasites** or Neural Servo Device, treat the ship and personnel as if they were your own with regard to attempting missions, encountering dilemmas and Q-Flashes, scoring points, playing cards that play on "your ship" (such as Auto-Destruct Sequence), etc. The only exception is that you may not bring the personnel aboard one of your ships or facilities and you may not bring your personnel aboard their ship. You may use only "legal moves" - e.g., the ship and crew must still obey affiliation attack restrictions and Borg Away Team restrictions, may attempt only missions of appropriate affiliation, etc. Within those constraints, you may move the ship, abandon personnel on planets, engage in battle, attempt missions (if you solve a mission, you score its points unless playing Borg), etc.

*This text is moved out of the "control" entry.*

#### your –

Revise as follows:

See **Rulebook: Control and Ownership**.

*Moving some pieces around here.*

#### FURTHERMORE –

Revise the following entries per the new definition of "scouted":

**The Big Picture  
Botany Bay icon  
Mission**

**Mission attempt  
Picard's Artificial Heart  
unexamined**

*This shoulda been more detailed, but I forgot it to the last minute. I trust you can follow along, though.*

## RULEBOOK UPDATES

### Control and Ownership –

Revise as follows:

You *control* each card you ~~have seeded or played~~, as well as any **Headquarters** of an affiliation you are playing. You do not control cards in your deck, hand, or discard pile, except while seeding or playing them. The word "your" is often used as shorthand to refer to cards you control. For example: *Each of your personnel is CUNNING +2*. This affects the CUNNING of each personnel you control.

Similarly, the word "opponent's" is used as shorthand for cards your opponent controls.

You are the *owner* of each card you begin the game with. You remain the owner of a card for the entire game.

~~It is possible (through commandeering, Brainwash, Alien Parasites, etc.) for an opponent to take control of your cards during a game. During a game, your opponent may take control of some of your cards (through **commandeering**, **Brainwash**, **Alien Parasites**, etc.). Such a card is no longer "yours." (It becomes your opponent's.) Even if you lose control of a card you own, 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. However, you still own it, and therefore you still "have it in play." For example, if your opponent assimilates your **unique Jean-Luc Picard**, you may not play another Jean-Luc Picard, because you still have the first one in play. At the end of the game, all cards are returned to their owners.~~

#### NEW SIDEBAR: Clarification: Start of Control

A card comes under your control as soon as you declare that you are playing, seeding, or downloading it. (This is the first part of the initiation step of the **action**.)

For example, if **Calloway** is in your hand, she is not "yours," does not benefit from **Lower Decks**, and thus will not automatically win **Royale Casino: Craps**. However, if **Continuing Mission** is in play, and you later declare that you are playing Calloway, she immediately gains 🎯, which allows her to then report for free using **Attention All Hands**.

*Clarifies that control begins as soon as you begin playing the card.*

### Equivalents –

Add this:

A card that functions "like" or "as" another card type in a *particular context* is not equivalent to that card type. However, 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 is equivalent to *both* card types. (Of course, Artifacts must still be earned legally before use.)

#### NEW SIDEBAR - Tip: Some Examples

*Cards used as another type in a "particular context" (not equivalent):* **Satan's Robot**, an Equipment card that "participates in battle like a personnel," is an Equipment card and is not equivalent to a Personnel. It 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.

**Mobile Holo-Emitter** *specifically* states that it does not count as an Equipment card when worn, which overrides this general rule.

*Cards used as another type generally (equivalent):* an Artifact that "plays as an event," like **Stone of Gol**, is both an Artifact and equivalent to an Event. It 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.

*This ruling, which appeared a couple months ago in the Glossary, is really a general rule, and so belongs in the general Rulebook.*

### FURTHERMORE –

Revise the following entries in accordance with the new definition of "scouted":

#### **Winning the Game** **Planetary Destruction** **Botany Bay Cards**

*This shoulda been more detailed, but I forgot it to the last minute. Sorry!*

## FORMAT UPDATES

Update OTF Rule #7, "Victory Conditions," by replacing each instance of the word "or scouted" with the phrase "or placed a [BO] objective on".

## TEMPORARY RULINGS (Awaiting Final Wording / Errata)

New temporary ruling:

The Organized Play Guide currently says that, if no missions have been completed when time expires, the game ends in a True Tie. The Rulebook, however, states that, when time expires, the player with the most points gets a Modified Win. (This can matter if either player scores negative points.) The Rulebook is correct. The OPG is scheduled for update in February 2021.

There are no other temporary rulings. See the Glossary for the permanent list of temporary rulings.

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