

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(7 December 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—affiliation restrictions –

Revise the third paragraph as follows (deleting the example):

In a mixed **force**, all cards must be compatible, and the force is subject to all the attack restrictions of its members. See **force**.

*See this month's RRD update for **force** for more details.*

corresponding –

Delete and replace with:

A location "corresponds" to another location if they share the same location text and are in the same quadrant. The location text of a mission or time location is found in bold text in its lore box. Other location cards (like Bajoran Wormhole) use their card title.

For example, the time location **Sherman's Peak** corresponds to the spaceline location **Agricultural Assessment**, and vice versa, because both have the location "Sherman's Planet," while **The Celestial Temple** corresponds with **Bajoran Wormhole**.

See **Multidimensional Transport Device**.

"Corresponding spaceline location" (on Assignment: Earth) was intuitive but not previously defined. We took the opportunity to tidy up the whole definition.

enigma icon –

Replace the second sentence with:

If a player has an enigma card in play, that player can not bring a second copy of it (or a second version of the same persona) into play.

Also, add cross-references to **unique and universal** and **persona**.

*See the RRD entry for **unique and universal**.*

force –

Insert a new paragraph after the first:

All cards in a force (including all crew members) must be **compatible**.

Then, insert "and [Self] **self-controlling cards**" after "against Borg."

Finally, insert affiliation icons before all mentioned affiliations.

*"All cards in a force must be compatible" has been a rule since forever. For example, Miles O'Brien (Fajo Collection) cannot participate in a battle involving any Cardassians—even Cardassians on other ships. **Does not work with** says as much. However, it came to our attention that this was unclear to some players, and the relevant entries never quite seemed to say it. Now they do!*

here –

Change "two exceptions" to "one exception," given as follows:

On a site card, facility card, or card that plays on a facility or site, "here" means **present** with that card.

Fixing the "Arne Darvin Problem" while also merging two similar-but-not-quite-identical exceptions together into a single exception.

Multidimensional Transport Device –

Insert this sentence at the start:

The text of this card overrides the general rule that corresponding locations must be in the same quadrant.

Clarifying that, yes, the Golden Rule applies to this card, and it still does what you think it does from reading it.

persona –

Replace the second paragraph with:

If a persona is unique (or [Enig] **enigmatic**), all instances of that persona are subject to the uniqueness rule: if you have one instance of a persona in play, you may not play another. (Nor can another instance you own be encountered, earned, or activated.) Your opponent can still play an instance of the persona. See **unique and universal**.

Delete the first sentence of the third paragraph and the 's' in "examples."

Replace the final sentence of the third paragraph with:

If you have one of them in play, you may not play another.

In the fourth paragraph, add "By contrast," to the start.

Then, add "so" after "bold in their text."

Then, replace the last sentence of the paragraph with:

Thus, you may play Jean-Luc Picard even if Admiral Picard is already in play.

Add "Similarly" at the start of the fifth paragraph.

Finally, in the sixth paragraph, after "at the same time," insert:

because she is universal

*See the RRD entry for **unique and universal** for details, but, basically, uniqueness is checked only when entering play, and that means a lot of tiny tweaks to this entry.*

present –

Replace this entry with:

see **Rulebook: "Here" and "Present"**.

Redundant entry no longer needed.

unique and universal –

Revise the second paragraph as follows:

Each player ~~may not have~~ who has **in play** ~~more than one~~ a copy of ~~any~~ a card marked "Unique" in its gametext, or any **version** of a unique or * enigma personnel, ship, or facility persona ~~at the same time~~, may not play another. 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. This restriction remains even if that player loses **control** of the unique card (through **assimilation**, **1962 Roger Maris Baseball Card**, etc.). See **persona, owner**.

Uniqueness is checked when a card enters play, not continuously. This can matter if, for example, the planet with your Clone Machine on it is consumed by a Black Hole.




RULEBOOK UPDATES

Battle: Initiating a Battle, Sidebar—Affiliation Attack Restrictions –

After the first sentence, insert:

All cards in the force must be compatible.

In the third sentence, add a third example as follows:

...and prevent their  Non-Aligned ship from joining forces with with another  Non-Aligned ship that includes  Ferengi crew.

See the RRD entry for "force" for more explanation.

"Here" and "Present" –

Rewrite the second and third paragraphs as follows:

Your *crews and Away Teams* are present with other cards (such as **Duck Blind** or opposing *Away Teams*) that are on the *same ship*, at the *same site* inside the *same facility*, or on the same *planet surface*. They are also present with that ship, site, facility, or planet. *Away Teams* are present with a planet only while on its surface; crews and *Away Teams* at a space location are always present with it.

Ships (friendly or opposing) are present with each other when they are at the same spaceline location. They are also present with any site or facility at which they are docked (their crews are not) and with the location.

Then, insert this sidebar:

Clarifications: "Present" with Seeded Cards:

A seeded card is not "present" with any other cards until encountered. For example, **Madam Guinan** may nullify **Frame of Mind** if she is in the mission team, or after the attempt if she is present with the affected personnel, but may *not* nullify it when examined by **Ocular Implants**.

An artifact just earned is not present unless it joins the crew or *Away Team*. Thus, an **Orb of Prophecy and Change** is present with the *Away Team* when earned, but a **Mysterious Orb** or **Horga'hn** is not.

The definition of "present" did not previously include clear statements about whether a crew or Away Team is present with a ship/facility/planet it was on. The new sidebar adds some clarifications that were present in the Glossary entry but have now been removed.

Duplication and Personas –

Change the first sentence of the second paragraph to read:

In addition, if you **have in play** a version of any given *persona*, you may not bring another into play.

And the final clause of the second paragraph should read:

and you may not play another if you already have one in play.

See RRD entry for **unique and universal** for explanation.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULINGS (Awaiting Final Wording / Errata)

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

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