

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(1 February 2021)

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

cloaking and phasing –

Replace this entry with:

see **Rulebook: Cloak**.

Redundant entry no longer needed.

Hippocratic Oath –

Revise the second and third paragraphs as follows:

To pass this dilemma, the most CUNNING MEDICAL personnel must be able to relocate to another planet and still have MEDICAL skill after relocating. If there is no MEDICAL present, or if the MEDICAL is unable to meet these conditions (e.g., for example, most CUNNING MEDICAL is a holographic personnel without a Mobile Holo-Emitter, or a Borg which who has MEDICAL skill through skill-sharing when there is no skill-sharing hive with MEDICAL at the destination), the Away Team or crew is "stopped" and the dilemma is replaced under the mission. (You may not choose to relocate a MEDICAL of lower CUNNING.)

Because a personnel may always carry equipment present when moving, an OFFICER using a Medical Kit to add MEDICAL may (and therefore must) relocate with the Medical Kit if she is the most CUNNING MEDICAL present. If the most CUNNING MEDICAL is an OFFICER enhanced by a Medical Kit, the Medical Kit must relocate with him. See **quarantine**.

The Hippocratic Oath rule allowing you to bring a Medical Kit -- but, not, say, a Borg Vinculum and extra Borg -- is based on the rule that you can always carry equipment when moving. This connection is made clearer in this revision. There is no functional change.

Tarellian Plague Ship –

Revise the first paragraph as follows:

To overcome this dilemma, a personnel must (1) have MEDICAL, (2) beam over, and (3) still have usable MEDICAL upon arrival. Because a personnel may always carry equipment present when moving, an OFFICER using a Medical Kit can overcome this dilemma (both beam over and are discarded). So may a [SCC] Borg with shared MEDICAL. Deactivated holograms cannot use their skills, so a [Holo] MEDICAL who beams over must be wearing a Mobile Holo-Emitter or similar. An OFFICER with a Medical Kit overcomes this dilemma if both cards "beam over" (are discarded). Borg may overcome this dilemma by "beaming over" a Borg with shared MEDICAL skill. (The requirement for a MEDICAL to "beam over" is not a choice; it is a condition for overcoming the dilemma.) A holographic MEDICAL may "beam over" to pass this dilemma only if wearing a Mobile Holo-Emitter (both are discarded). See **holographic personnel and equipment**.

Also, in the second paragraph, delete the quotes around "beaming."

Clarifying the general principles on which this longstanding rule is based. And, yes, we are also leaving in place the Decipher ruling that the Plague Ship dilemma has transporters. There is no functional change.

RULEBOOK UPDATES

Characteristics –

After the definition of hand weapons, insert a new definition:

changeling - a species. All changelings also have the characteristic "shape-shifter." (But not all shape-shifters are changelings.)

This is a minor but wide-reaching rule that has been buried in an obscure corner of the Glossary since The Dominion.

Building Your Deck: Seed Deck –

Insert a new green "Tips" sidebar:

Tip: Sites Without A Nor

Sites only seed or play on Nors, such as [Terok Nor](#). However, even if you do not have a Nor in your deck, you may want to bring some Site cards. If your opponent seeds a Nor, you can put your sites on that! Otherwise, your Sites are placed out-of-play at the end of the Facility Phase.

If you think you might want to board an opponent's Nor, you should include at least one [docking Site](#) that fits your ships, in case your opponent doesn't include any -- and maybe an [Ops](#) or [Ops: Mirror Universe](#), if you want to commandeer it!

The rulebook is not a strategy guide, but it includes several "tips" like this about fundamental but unintuitive strategies that aren't clear from the rules themselves. Project Babylon asked us to add this, and it made sense.

Leaving Play –

Add a new paragraph:

When a mission has you discard cards, they must come from the team attempting the mission (not from your hand), at the time the mission is solved. All other discards (e.g., for [Static Warp Bubble](#)) come from the hand unless otherwise specified.

This is a basic, intuitive, but surprisingly hard-to-find rule currently living in the Glossary. Since the Rulebook should contain all generally applicable rules, especially pretty fundamental ones like this, we've inserted it here.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULING UPDATES

The resolution of the temporary ruling regarding modified wins and the OPG has been delayed, due to an unavoidable delay in the annual OPG update.

The temporary ruling regarding Seek Hidden Reliquary is awaiting clarifying errata to confirm the ruling, expected in Q2 2021.

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

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