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

actions -step 1: initiation –

Add a subheader for the paragraphs about "cards played as a cost."

Makes navigation and hyperlinking easier.

Bajoran Resistance Cell –

New entry:

This objective only allows you to report Resistance personnel aboard [Baj] ships. (The "[Baj]" modifies both "facility" and "ship".)

Although most people play it this way naturally, this is technically ambiguous, and we received a question about it, so we figured, why not just answer it in the Glossary? That's what it's for.

Deliver Ancient Artifact –

New entry:

To meet the artifact requirement, you must either discard an eligible artifact from hand (e.g. Vulcan Stone of Gol) or have an eligible artifact in play (e.g. Kir'Shara). Either way, you must have earned that copy of the artifact.

If you need to show prior to solving that you can meet the mission requirements (for example, for **Lack of Preparation** or **Armus: Energy Field**), you must either show an earned eligible artifact from hand (you do not have to discard it) or have a copy in play. See **actions - step 1: initiation**: *cards played as a cost*.

*This ruling was merged into the **mission attempt** entry some years back. Now that **mission attempt** is going to the Rulebook, we are un-merging it.*

End Transmission –

New entry:

This card immediately ends your turn, skipping all end-of-turn actions (countdowns, probes, draws, etc.). See **Rulebook: End of Turn**.

We may clarify this further in the Rulebook, but, for now, this eliminates all conceivable ambiguity about what the card does.

Experience BiJ! –

New entry:

Any player who encounters any dilemma after Experience BiJ! is placed on a mission may discard Experience BiJ!. This is optional. Only the player encountering the dilemma has this option. Multiple copies of Experience BiJ! may be discarded simultaneously.

The card is worded correctly and unambiguously, but the wording is twisty enough that we still get a lot of questions about it. That's okay! In case you were wondering why BiJ! is worded so strangely: it's because of shared missions, which (in early playtesting with simpler wording) could be trivially locked out with BiJ!.

Explore Interstellar Matter –

Delete this entry.

Card has received clarifying errata.

Hide and Seek –

Delete this entry.

Card has received clarifying errata.

Husnock Outpost –

Delete this entry.

No one could figure out what this entry was for.

Investigate Incursion –

Delete this entry.

Card has received clarifying errata.

Investigate Time Continuum –

New entry:

To meet the Time Travel Pod requirement, you must discard an earned Time Travel Pod from hand or have one in play.

If you need to show prior to solving that you can meet the mission requirements (for example, for **Lack of Preparation** or **Armus: Energy Field**), you must show an earned copy from hand or have one in play. See **actions - step 1: initiation**: *cards played as a cost*.

*This ruling was merged into the **mission attempt** entry some years back. Now that **mission attempt** is going to the Rulebook, we are un-merging it.*

Make Us Go –

Revise as follows:

~~The ENGINEER who passes this dilemma is relocated from the ship or planet (even though at the same location).They may not use or share skills. See quarantine.~~ If the CUNNING requirement is met, ~~dilemma is cured~~, the ENGINEER returns to the crew or Away Team that ~~cures~~ meets it (not necessarily to where it was encountered). See **dilemma resolution** (the paragraph about personnel placed atop a mission).

Clarifying revisions to this card have removed some of the need for this entry

mission attempt –

Replace this entry with:

See **Rulebook: Attempt a Mission**" (especially the subsections **Rulebook: Beginning a Mission Attempt**, **Rulebook: Solving the Mission**, and **Rulebook: Mission Failure**).

Deleting this redundant Glossary entry.

mission attempt - example –

Delete this entry.

Deleting this redundant Glossary entry.

mission II: *Built-in Wormhole* –

Delete the reference to Space-Time Portal.

No longer necessary, thanks to clarifying errata.

Open Diplomatic Relations –

Delete this entry.

Entry referred to pre-errata text.

Panel Overload –

Delete this entry.

Entry referred to pre-errata text.

Recruit Mercenaries –

New entry:

Both [Fer] and [NA] personnel downloaded by this event must have Treachery.

Although most people play it this way naturally, this is technically ambiguous, and we received a question about it, so we figured, why not just answer it in the Glossary? That's what it's for.

Reflection Therapy –

Revise as follows:

This objective can change a regular skill that ~~does not actually appear in a skills box, but~~ was added by an Equipment card, Mot's Advice, etc. ~~If the personnel is separated from the Equipment card, or Mot's Advice is nullified, discard the Reflection Therapy objective, because the target skill no longer exists.~~

~~The new skill may be selected only at the x1 level. If the replaced skill is at the x2 level, the entire skill is replaced. For example, you may change Honor x2 to Treachery.~~ See **present**, **Assign Mission Specialists**, **skills - modifying**.

Clarifying revisions to this card have removed some of the need for this entry.

Spacedoor –

Replace this entry with:

See **in play, outpost, discarding**.

Other text unnecessary and unhelpful after clarifying errata.

Space-Time Portal –

Revise as follows:

~~This doorway allows you to seed~~ [AU] ~~dilemmas, artifacts, or other seed cards. It does not allow seeding of~~ [AU] ~~cards that are not normally seedable, such as personnel or ships (unless another card makes them seedable, such as Cryosatellite)~~.

~~It~~ This doorway allows you to play only one [AU] card per turn, even if you have multiple Space-Time Portals in play (see **once per turn**). Its text does not restrict a seeded Alternate Universe Door, which allows you to play multiple [AU] cards each turn (e.g., interrupts, doorways, or multiple card plays allowed by a card such as Red Alert!). Because this doorway allows you to seed or play only one [AU] card per turn, you may seed only one [AU] card under Q's Planet, and only if you have not already played an [AU] card that turn. See **Alternate Universe icon**.

~~With respect to seeding~~ [AU] ~~cards, \"one per turn\" refers to one per seed card, as if the alternation of seeds between players were described as \"turns\". That is, a single seed which immediately brings multiple cards into the game (e.g. Assign Mission Specialists) cannot bring in more than one~~ [AU] ~~card, if Space-Time Portal is the only card allowing the~~ [AU] ~~cards to play or seed. Multiple dilemma-phase seed cards (such as Cryosatellite and its personnel) are allowed, even when batch seeding is being used, because each is a separate seed card.~~

You may discard the doorway from the table \"at any time\" for any one of its functions - during either player's turn, before or after your card play or executing orders, between other actions or as a valid response to an action. It is not a valid response to the initiation of a battle or the encounter of a dilemma; thus, you may not escape from battle or a dilemma encounter by returning a ship to your hand. See **actions - interrupting**, **actions - step 2: responses**.

You may report an [AU]-icon ship with [AU] crew by discarding a Space-Time Portal even if you have already played the one [AU] card allowed by the Portal for the turn. (See **report with crew**.)

~~An Alternate Universe Door may be downloaded only for one of the \"play\" functions of that doorway; it may not be downloaded \"onto the table.\" A Space-Time Portal discarded to \"play as a second Wormhole interrupt\" may be nullified by Amanda Rogers [link to card]. See card types.~~

~~See **mission II: built-in wormhole**.~~

Clarifying revisions to Space-Time Portal have removed the need for most of this Glossary entry.

Treaty: Federation/Romulan/Klingon –

Revise as follows:

~~You may not use this event's provisions if you have any side deck in play (even if closed or empty), including a Battle Bridge side deck.~~

Only your [Fed] Federation, [Rom] Romulan, and [Kli] Klingon affiliations are restricted from attempting your opponent's missions; your personnel and ships of all other affiliations may attempt your opponent's missions normally ~~any of your opponent's missions that has an appropriate icon or text~~.

Playing an Espionage card will permit you to attempt (but not solve) an opponent's mission while this treaty is in play. A required action (such as Samaritan Snare) may compel you to attempt an opponent's mission despite the treaty restriction. See **actions - required**.

Clarifying revisions to this card have removed some of the need for this entry.

RULEBOOK UPDATES

Tribbles –

Delete the last sentence of this paragraph (about Nor beaming).

Refers to a rescinded rule and should have been cleaned out a couple months ago. Better late than never!

Beam: *Transporter Arcana* –

Delete the words, "the 'security concerns' mentioned for Nors above, and explains"

Refers to a rescinded rule and should have been cleaned out a couple months ago. Better late than never!

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULING UPDATES

The temporary ruling regarding a commandeered DS9 and Staging Ground remains in place while we continue discussing the targeting rules.

See the Glossary for the permanent list of temporary rulings.