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 RRD, as long as they have the most recent posted copy of those core 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 core documents. (Old RRDs are archived *unofficially* at the Starship Excelsior Rules Archive while we work on a permanent on-site solution)

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

beaming –

Delete the paragraph about Nor beaming restrictions.

Should have been deleted in April; was not due to an oversight.

cumulative –

Delete the sentence defining targets (in the second paragraph).

Target is now properly and much more clearly defined in the relevant Glossary entry, so we'll just send readers there instead of having them parse out this half-definition.

DEFENSE bonus –

Revise as follows:

A feature of Tactic cards. ~~In a ship battle, the DEFENSE bonus on your current tactic (if any) is added to the SHIELDS of your ship that is being fired upon (plus any SHIELDS extension from a facility where the ship is docked), to calculate your DEFENSE total. The DEFENSE bonus is not an attribute enhancement.~~ In a ship battle, the DEFENSE bonus on your current tactic (if any) is added to the SHIELDS of your ship that is being fired upon to calculate your DEFENSE total. The DEFENSE bonus is not an attribute enhancement. See **Rulebook: Ship Battle**.

It was not clear that facility shield "extension" added to the ship's base SHIELDS, or simply increased the ship's final DEFENSE in battle specifically. This had implications for cards like Romulan Ambush, Auto-Destruct Sequence, and Hunting Group.

destroy –

Replace with a link to **Rulebook: Killed or Destroyed**.

Redundant with Rulebook.

dilemma resolution: *targets* –

Delete the first sentence (defining targets).

Target is now properly and much more clearly defined in the relevant Glossary entry, so we'll just send readers there instead of having them parse out this half-definition.

disabled –

Replace with a link to **Rulebook: Disabled**.

Redundant with Rulebook.

discard pile –

Revise as follows:

When you play a card which allows you to "exchange" it for a card in your discard pile (e.g., <u>Palor Toff - Alien Trader</u>, <u>Res-Q</u>), the two cards trade places: the card from the discard pile goes into your hand, and the card you played takes the position of that card in the discard pile. ~~Selecting the target card is part of the results step of the action. (Only the discard pile itself is targeted in the initiation step.) For example, you initiate the play of Res-Q without naming an intended target; your opponent may respond with Countermanda, removing three cards from your discard pile before you look through the pile and select a card to exchange for.~~

Selecting the target card is always part of the initiation step of the action. This very old passage of the Glossary seems to be a holdover from before the intiation step was fleshed out, and is not compatible with the game's post-2001 timing rules.

docking –

Change:

When a space facility allows a ship to report there, the ship must report docked.

to:

When a ship is played to a facility <adv>(or its site)</adv> that allows docking, it must enter play docked.

This rule has been lurching around the Rulebook/Glossary since Premiere, but has previously been inconsistently updated to align with changing definitions of docking, facility, etc., so its meaning has not always been clear. This clarifies how the rule interacts with cards like Staging Ground and Reunite Legends, which allow ships to report to a facility without actually being the facility.

Change:

Docked ships are protected by extension of 50% of the facility's SHIELDS, but may not attempt missions or fire WEAPONS.

to:

Docked ships gain SHIELDS equal to 50% of the facility's SHIELDS, but may not attempt missions or fire WEAPONS.

It was not clear that facility shield "extension" added to the ship's base SHIELDS, or simply increased the ship's final DEFENSE in battle specifically. This had implications for cards like Romulan Ambush, Auto-Destruct Sequence, and Hunting Group.

facility: *using facilities* –

Revise as follows:

When docked at a space facility, a ship ~~is protected by the extension of 50% of the facility's SHIELDS (the number is added to the docked ship's DEFENSE total; the facility's SHIELDS are not reduced)~~, gains SHIELDS equal to 50% of the facility's SHIELDS (the facility's SHIELDS are not reduced), but may not attempt missions or fire its WEAPONS, even in retaliation. Ships cannot dock at a planet facility ~~and receive no protection from its SHIELDS~~.

It was not clear that facility shield "extension" added to the ship's base SHIELDS, or simply increased the ship's final DEFENSE in battle specifically. This had implications for cards like Romulan Ambush, Auto-Destruct Sequence, and Hunting Group.

for uniqueness only –

Replace with a link to **Rulebook: In Play 'For Uniqueness Only'**.

Redundant with Rulebook.

in play –

Replace the fourth paragraph (only) and the final bullet point in the closing list with a cross-reference to **Rulebook: In Play 'For Uniqueness Only'**.

Redundant with Rulebook.

killed –

Add a link to **Rulebook: Killed or Destroyed**.

*Mostly redundant with Rulebook, although the cross-reference to **discarding** is still useful.*

quarantine –

Replace with a link to **Rulebook: Quarantined**.

Redundant with Rulebook.

stasis –

Replace with a link to **Rulebook: Stasis**.

Redundant with Rulebook.

stopped –

Replace with a link to **Rulebook: Stopped**.

Redundant with Rulebook.

target –

Revise as follows:

> The target of an effect includes *every card*, *every deck* (or hand), and *every player* that is *altered* by the effect.
>
> A deck (or hand) is only targeted if the entire deck (or hand) is directly altered, not just individual cards within it. For example, **Regenerate** targets your draw deck or discard pile, but **Orb of Prophecy and Change** only the top card of your draw deck. **Alien Probe** targets both players' hands, but **Chula: The Lights** only targets the personnel returned to hand (not the hand itself).
>
> A player is altered if he or she is permitted or required to take an action (or score points) that would not be permitted under normal rules. This is a **continuous effect** [crosslink to **cumulative**]. ~~Act of selecting and identifying a particular thing such as a card, discard pile, draw deck, player, etc. for a purpose specified by a card or rule. Also, the thing that is targeted.~~
>
> A card does not have to explicitly use the word "target" to target something.
>
> ~~If an Objective, Incident, or Event requires you to target (select) a ship, planet, personnel, etc., and the target is removed from play or becomes an invalid target, then the card which required that target is immediately discarded.~~ Your card may require you to choose a long-term target (other than the card it is played on). If the long-term target leaves play, your card leaves play in the same manner. For example, if the male targeted by **Assimilate Counterpart** returns to hand, so does Assimilate Counterpart. However, for an exception, see **Conundrum**.
>
> Targets are selected during the initiation step of an action. You cannot target an action. For example, **Barclay Transporter Phobia** targets a personnel, randomly selected from a group that is beaming. It does not target the beaming action itself. See **showing your cards**, **actions - step 1: initiation**.

The concept of "long-term target" needed to be added to account for cards like Assimilate Counterpart without harming the far broader definition of "target" used in dilemma resolution, cumulativity, and many cards. This entry, in particular, had to do a lot of work to reconcile the two different concepts into one word.

Leaving Play –

Revise as follows:

> ~~If a card requires you to target another card, and the target leaves play or becomes an invalid target, the card requiring the target is immediately discarded. For example, if **Calloway** is killed while being targeted by **Rituals of the Hunt**, Rituals discards.~~
> Your card may require you to choose a long-term target (other than the card it is played on). If the long-term target leaves play, your card leaves play in the same manner. For example, if the male targeted by **Assimilate Counterpart** returns to hand, so does Assimilate Counterpart.

Aside from being a bad example, the concept of "long-term target" needed to be added to account for cards like Assimilate Counterpart without harming the far broader definition of "target" used in dilemma resolution, cumulativity, and many cards.

Beam –

> Delete the clause about "nor allow beaming through a Nor's shields" in the clarification about Transporter Arcana.

Should have been deleted in April; wasn't.

Dock & Undock –

Delete and replace as follows:

> Your outposts allow your ships to *dock* and *undock*. **Your** ship must be **compatible** with your outpost to dock, but its crew does not have to be.
>
> Docking and undocking are forms of ship movement that use no RANGE. To dock or undock from your outpost, your ship must be **staffed**. Since it uses no RANGE, there is no limit on the number of times a ship may dock or undock in a turn. Place docked ships beneath the facility card (<adv>or atop the site card</adv>).
>
> While docked, your ship gains SHIELDS equal to 50% of the facility's SHIELDS. Docked ships may not attempt missions or fire WEAPONS (even to return fire when attacked). Docked ships are not destroyed if the facility is destroyed. Outposts **repair** only docked ships.
>
> When a ship is played to a facility <adv>(or its site)</adv> that allows docking, it must enter play docked.

Rewritten for clarity. Stations do NOT allow docking by default. SHIELD extension is NOT optional and is NOT limited to battle only. Ambiguous phrasing about ships having to report docked is clarified.

Dock & Undock: *Carried Ships* –

Add the following to the clarifications sidebar:

> Carried ships are present with the carrying ship, and with the crews of both ships.

Clarifying presence with carried ships.

Ship Battle –

Revise as follows:

> ~~The defender computes his or her DEFENSE total by adding the SHIELDS of his or her single targeted ship or facility (including applicable enhancements) plus the DEFENSE bonus from his or her current tactic (if any). If the defending target is docked, the defender also adds adds the facility's shield extension bonus. This bonus is equal to 50% of the facility's current SHIELDS.~~ The defender computes his or her DEFENSE total by adding the SHIELDS of his or her single targeted ship or facility (including applicable enhancements and, if docked, 50% of the facility's SHIELDS) plus the DEFENSE bonus from his or her current tactic (if any).

It was not clear that facility shield "extension" added to the ship's base SHIELDS, or simply increased the ship's final DEFENSE in battle specifically. This had implications for cards like Romulan Ambush, Auto-Destruct Sequence, and Hunting Group.

Stopped –

In the second regular paragraph, replace "personnel" with "cards."

The list of things stopped cards can't do applies to ships and equipment as well as personnel.

Stasis –

Add two sidebars:

> CLARIFICIATION: Ship In Stasis, Crew Not
> If personnel who are not in stasis are aboard a ship in stasis (for example, because a [[Cyber Drone]] was aboard when the ship entered stasis), they cannot move the ship, or beam off using that ship's transporters.

> CLARIFICATION: Global Effects Affect Stasis Cards
> Cards or rules that have a global effect on *all* ships and/or personnel in play, such as **Anti-Time Anomaly** and **Stop First Contact**'s timeline disruption, affect cards in stasis normally.

These clarifications were in the Glossary but not yet in the Rulebook.

Killed or Destroyed –

Add a sidebar:

> CLARIFICATIONS: Death Terminates Disability
> If a personnel worth bonus points when killed, such as [[Aamin Marritza]], is killed while disabled or in stasis, the disabled/stasis effect ends when he is killed and the points are scored.

This clarification was in the Glossary but not yet in the Rulebook.

"Here" and "Present" –

Replace the third paragraph as follows:

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

> Ships and facilities are present with all other ships and facilities (both players') at the same location (except **carried ships**), with other cards at the location like **The Nexus**, and with any site at which they are docked. They are not present with one another's crews. Planet facilities and landed ships are present with the planet.

Clarifying what it means to be "present" with ships and, especially, facilities.

The Cumulative Rule –

> In the Targets sidebar, change the Betazoid Gift Box example to use Orb of Prophecy and Change (top card only).

For consistency with the revised Glossary entry... and because it's a much better example.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULING UPDATES

The temporary ruling regarding a commandeered DS9 and Staging Ground has been resolved and is hereby removed.

There are currently no temporary rulings.

See the Glossary for the permanent list of temporary rulings.