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

**actions - step 1: dilemmas revealed and encountered** –

Delete the third paragraph.

Updated for errata.

Beware of Q –

Revise as follows:

When you seed this objective (and have a **Q-Continuum side deck**), you must declare which function you are seeding the card for. If you wish to use both of the first two functions, you must have two copies in play. The first function does not require a Q-Continuum side deck or a seeded Q-Flash. It allows seeding of **Q-icon** dilemmas only (not other Q-icon card types). Using this objective to replace a dilemma with a ~~Q-Flash~~ dilemma named Q is a valid response to the ~~initiation of the dilemma encounter~~ reveal of the dilemma. See **actions - step 1: initiation**. If you replace a dilemma with a ~~Q-Flash~~ dilemma named "Q" at a location where you seeded another ~~Q-Flash~~ **copy** of the same dilemma, the second one revealed is discarded as a **mis-seed**. The second function of this objective can be used to replace a dilemma seeded at **Empok Nor**.

If a mission has already been solved (or a 🔴 Borg objective ~~allowing it to be scouted has been completed~~ has been placed on it), seeding a ~~Q-Flash~~ dilemma named Q under it does not allow it to be solved again, or targeted with another 🔴 Borg objective. See **encountered**, **Q-icon cards**, **scouting locations**.

Revised for Q errata.

capturing –

Replace "Q-Flash" with "Miss Q."

Updated for Q errata.

dilemma resolution –

Delete the typo in the first paragraph where a sentence is repeated.

Just good hygiene.

dilemma resolution - summary –

Revise as follows:

Note: this summary assumes that your opponent does not make any responses to the ~~dilemma~~ reveal or encounter of the dilemma (such as replacing it with a ~~Q-Flash~~ Q: A Dazzling Flash using Beware of Q). A dilemma may be responded to only after any targets for the dilemma have been chosen (or a trigger/target has been found to be absent) and you have checked to see if the crew or Away Team can meet the dilemma's conditions (if any). See **actions - step 1: initiation**.

Updated for Q errata.

downloading –

In the first item of the bullet list, add a cross-reference to **Q-icon cards** right after the cross-reference to **Tactics**.

Just good hygiene.

dual-icon missions –

Delete references to "Q-Flash."

Updated for Q errata.

encountered –

Replace "Q-Flash" with "Q: A Dazzling Flash."

Updated for Q errata.

gender –

Replace this entry with:

Personnel cards may have a gender (or lack of gender) indicated by a card's lore or title. This indicator may be explicit ("male," "genderless") or implicit ("his," "Queen," "it"). [Bor] drones are always genderless. See **Borg: *personnel***.

If there is no other indicator, the card's image may unambiguously indicate the card is female. If not, the personnel is male.

See **characteristics, Soren**, **Lumba**.

New gender rule: follow the card's lore, as with species. "Neuter" is no longer a gender. Not all cards have a gender, but genderlessness must be indicated explicitly. Male remains the "fallback" gender, although clearly female card images like Kell Perim can override this. Soren's gender is defined in her own entry now.

facilities - battle –

Delete the last two sentences.

Cleanup in response to public request.

"has a Q-Flash" –

New entry:

See **Q-Continuum side deck**.

Updated for Q errata.

mis-seeds –

Replace "Q-Flash" with "Q: A Dazzling Flash."

Updated for Q errata.

Mission Fatigue –

In the first paragraph, keep only the second sentence. Add a cross-reference to **dilemma resolution - targets**.

Updated for errata.

nullify –

Replace all references to "Q-Flash" with "Miss Q."

Updated for Q errata.

once in play –

Update based on new Mortal Q wording (no restriction box).

Updated for Q errata.

out-of-play –

Delete this sentence:

~~A card placed out-of-play may not be returned to the game by any means (except by reversal of a Black Hole).~~

*See the changes for **outside the game**.*

outside the game –

Delete this segment:

A card brought in from *outside the game* ~~may not be one of your cards currently out-of-play or a copy of one of those cards. Any cards added to your deck from outside the game~~ (e.g., Phoenix seeded under Montana Missile Complex or the contents of a First Contact expansion pack added by Add Distinctiveness) must be removed at the end of the game, and your deck restored to its original condition.

This rule is being removed. It appears to have been developed as a way of dealing with an undersirable interaction between Countermanda and Trust Me. However, that interaction was fixed by the Colon Rule over twenty years ago, and the rule only causes confusion and upset, especially in interactions with Consume: Outpost.

Q-Continuum side deck –

Revise as follows:

This **side deck** is made up of cards identified by the [Q] icon. You can have as many **Q-icon cards** in your side deck as you like, even duplicates. The side deck is activated during the doorway seed phase by a **Q-Flash** doorway seeded face up on top of the side deck.

~~Seed more Q-Flash doorways like dilemmas under any mission (no more than one per mission) to cause your opponent to face the cards in your Q-Continuum. (Additional Q-Flash doorways may be stocked in your draw deck or Q's Tent for nullifying Q-icon cards or for seeding during the game using the objective Beware of Q.)~~ Force your opponent to face the cards in your Q-Continuum with cards that cause "Q-Flashes," like **Q: A Dazzling Flash**, ~~Beware of Q~~, and ~~Q-uality Time~~ **Q: Enter the Supernova**. If you have no open Q-Continuum side deck when opponent's crew or Away Team "has a Q-Flash," the Q-Flash still occurs (nullifying Military Privilege), but no [Q] cards are drawn or played.

~~When your opponent encounters a Q-Flash under a mission, their crew or Away Team must collectively face a number of cards from your Q-Continuum side deck equal to the number of personnel~~

present. (See dual icon mission.) Draw and resolve Q icon cards one at a time. If the same Q icon card occurs more than once during a given Q-Flash, discard any duplicates without drawing more cards to replace them. (If you encounter one copy of a Q icon dilemma seeded under a mission using Beware of Q, and another copy during a Q-Flash at the same mission, both cards have their effect.) When you have finished resolving the required number of cards, discard the Q-Flash doorway.

Your used Q icon cards from your side deck do not go to your discard pile if you have a Q Continuum side deck. Instead, whenever one of them is discarded or otherwise leaves the table, place it face up underneath your side deck. When your side deck runs out of facedown Q icon cards, shuffle the face up cards and place them face down again underneath your seeded Q Flash doorway. (Q-icon cards that come into play from any source other than your Q Continuum side deck, such as Q icon dilemmas seeded under a mission with Beware of Q, are discarded normally after use, even if you also have a side deck.)

If an entire crew or Away Team is killed, captured, relocated, or otherwise unable to continue a Q-Flash, ~~do not~~ continue to draw any remaining Q-icon cards, but discard Q dilemmas without effect. ~~Unless otherwise specified, a Q-icon dilemma encountered during a Q Flash does not "stop" a crew or Away Team that cannot meet its requirements.~~

~~You never encounter your own Q Continuum side deck. If you encounter a Q-Flash, regardless of who seeded it, you encounter your opponent's Q Continuum. If your opponent does not have a Q Continuum side deck (or if its doorway is closed), discard that Q-Flash.~~

Updated for Q offload.

Q-Flash –

Delete this entry, except for the cross-references.

Updated for Q-offload.

Q-icon cards –

In the first paragraph, add:

If a card allows you to download a Q-icon card, it may be downloaded only from your Q-Continuum side deck.

In the third paragraph, replace:

card is played from a hand or encountered by any crew or Away Team

with:

occurs, for either player

Updated for Q-offload.

Q's Planet –

Replace all references to "Q-Flash" with "Miss Q."

Updated for Q errata.

scouting locations –

Delete most references to Q-Flash, but replace the final one with "Q: A Dazzling Flash."

Updated for Q errata.

Senior Staff Meeting –

Revise as follows:

If the first seeded card is ~~a Q-Flash~~ **I Will Not Promise...**, ~~then it is not discarded and has its normal effect~~ it is treated as a dilemma and is discarded. See **Rulebook: Equivalents**.. ~~However, if a Q icon dilemma is encountered within the Q Flash, it is discarded as "the first dilemma encountered." If no dilemma is encountered during the initial mission attempt (e.g., you encounter only a Q-Flash I Will Not Promise... and no Q icon dilemmas are faced), then no results are obtained from the interrupt. It does not carry over to another attempt.~~ Mis-seeds are not encountered.

Updated for Q errata.

Soren –

New entry:
Soren is both gender female and gender androgynous.

Clarification of Soren's gender has previously lived in the gender rules themselves. We've moved clarification to its own entry... and we've changed Soren's gender from "neuter" to both female and androgynous, per her lore.

Strategic Base –

Delete this entry.

Errata renders it unnecessary.

The Squire's Rules –

In the first paragraph, keep only the second sentence, changing "this" to "the initial."

Add a cross-reference to **dilemma resolution - targets**.

Revise the second paragraph as follows:

Because you cannot download dilemmas, you cannot use The Squire's Rules with Obsession (which requires a downloaded dilemma) or the replacement functions of Disrupted Continuum or Beware of Q. ~~However, you may download a replacement Q Flash with the second function of Beware of Q, since Q-Flash is not a dilemma; moreover, because it is never seeded, the replacement Q-Flash is not a mis-seed and is encountered normally.~~

Updated for errata.

temporary control –

Insert "having" before "Q-Flashes".

Updated for Q errata.

Beginning a Mission Attempt: Clarification: Attempting a Dual-Icon Mission

Delete the reference to "Q-Flash".

Updated for Q-card errata.

Q-Icon Cards

Replace this section with:

[Q] Q-icon cards are **side deck** cards — they may be stocked only through a Q-Continuum side deck, which requires a **Q-Flash**, and are drawn out through other cards, like **Q: Enter the Supernova**. Q's meddling creates all kinds of cosmic chaos... for both players! [Q] icon cards have a normal card type, such as Event or Dilemma. For example, a [Q] Event is still an [Evt] Event, and may be nullified by **Kevin Uxbridge**.

Updated for Q-card offload.

Ship Battle: Clarification: Multiplexing and Multiple Targets –

Rename this sidebar to "Clarification: Multitargeting."

Revise as follows:

~~Some cards, like Nine of Seventeen (Multiplexor Drone), allow ships to target multiple enemy cards in the same attack. This expands the fire (or return fire) portion of the battle into two or more *engagements*. Each engagement has only one target, but it is possible to have multiple cards firing upon that target.~~

~~All engagements use the same current tactic (if any). Compute separate ATTACK and DEFENSE totals for each engagement.~~

Normally, each force in a space battle may target only one ship in the opposing force. However, whenever a [Self] self-controlling card, such as Spaceborne Entity, ~~or Osaarian Pirates~~ is the target of a player's attack, it targets *all* attacking ships~~, as though a Multiplexor Drone were aboard.~~. Also, some cards, like **Multiplexor Drone**, allow a ship to target multiple opposing ships.

If the multitargeting ship is in the attacking force, repeat the Open Fire step, with one *engagement* for each target. In each engagement, add together the WEAPONS of only the ships attacking that target, plus the ATTACK bonus from the current Tactic, then register a miss, a hit, or a direct hit on that target. Once *all* Open Fire engagements are done, the defending force may Return Fire.

If the multitargeting ship is in the defending force, repeat the Return Fire step instead.

Comments by members of the public indicated that there needed to be a clearer definition and explanation of engagements. So we wrote one!

Ship Battle –

Change destroyed to a cross-reference to "Killed or Destroyed".

Delete the text about what happens to ships when they are destroyed.

Updated for clarity in response to public request.

Characteristics: Automatic Characteristics: Gender –

Revise as follows:

> ~~There are three genders in the Star Trek CCG: male, female, and neuter (or "androdgynous").~~ If a personnel's gender (or lack of gender) is ~~stated~~ indicated somewhere on the card, it has that gender. This indicator may be explicit ("male," "genderless") or implicit ("his," "Queen," "it").
>
> Otherwise, if the personnel's gender is obvious from its image, it has that gender. If all else fails, treat the personnel~~'s gender~~ as male.
>
> Male and female are opposite genders. Other genders, like cogenitor, have no opposite.
>
> *SIDEBAR: Borg Rule: Gender is Irrelevant*
> [Bor] drones do not have gender, even if gender-specific pronouns are in their lore or gametext. An assimilated [Bor] drone ~~loses his or her gender and becomes genderless instead~~ becomes genderless. ~~Genderless is not the same as neuter.~~ [Bor] queens and counterparts have gender, as do former Borg and any other non-[Bor]-affiliation personnel who are members of the Borg species. ~~Gender is simply irrelevant to the Collective.~~

*New gender rule. (See **gender** entry in this month's Glossary revisions.)*

Killed or Destroyed

Revise thusly:

> Cards that are killed or destroyed leave play normally, usually to the discard pile. All personnel aboard a ship or facility when it is destroyed are killed, and all ships and equipment ~~present~~ aboard ~~is~~ are destroyed.
>
> *CLARIFICATION: Docked Ships Not Destroyed*
> Ships that are only docked at a facility are not landed aboard the facility (just inside its SHIELD bubble), so they are not destroyed if the facility is.
>
> Examples: **Armus - Skin of Evil**, **Vulcan Stone of Gol**, **V'Ger**, **Disruptor Overload**

Updated for clarity in response to public request.

The Q Continuum

Delete this section.

Updated for Q-card offload.