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

Blade of Tkon –

Add cross-reference to **spaceline**.

Useful.

downloading, downloading - special download –

Replace with:

See **Rulebook: 6.5.3: Downloading**, **Rulebook 6.5.4: Special Downloading**.

Removing redundant section so it is no longer necessary to support both texts.

movement between quadrants –

Add cross-reference to **spaceline**.

Useful.

spaceline –

Modify the second paragraph as follows:

~~The effects of a card which references the "spaceline" apply only to the quadrant where it is played or encountered.~~ When an effect moves a card to another "spaceline location," the destination must be on the same spaceline. For example, Blade of Tkon can move a planet (in any quadrant) to elsewhere within ~~its current spaceline~~ the same spaceline, but not to another ~~spaceline~~ spaceline; The Traveler allows a ship to move only within one spaceline. See **movement between quadrants**, **time travel**.

Making the Blade of Tkon capable of targeting planets outside the quadrant where it is encountered (but targeted planet must still remain in its spaceline.)

RULEBOOK UPDATES

6.5.3: Downloading & 6.5.4: Special Downloading –

Change the phrase "play to the table" to "play" in several places.

Change the phrase "normal reporting restrictions like native quadrant and compatible facility do not apply" to "The requirement to report the personnel to a facility in their native quadrant does not apply."

Change the Montana Missile Complex example to Activate Subcommands.

Polish.

7.6: Cloak –

Combine bullet points #3 and #6 into a single bullet point:

Although cloaked ships are technically at locations (for movement) and may be on a spaceline or at a year (for cards like Quantum Slipstream Drive or UFP: One Small Step), they ignore requirements and abilities that would treat them as present, opposing, "here" or which otherwise acknowledge their current location. For example, if on a cloaked ship, Captain Chakotay's attribute bonus applies to personnel on his ship, but not on any others at that location.

Clarification that cloaked ships ARE at locations, just invisible to most targeted effects there.

[Continued next page]

7.9: Infiltrate –

Modify the first paragraph and start of the second as follows:

Your personnel who have a diamond-shaped <Baj> <Car> <Dom> <Fed> <Kli> <Rom> <Maq> infiltration icon may *infiltrate* your opponent's cards, if ~~they are compatible with~~ your opponent is playing that **affiliation** (or **faction**).

Such cards may join the opponent's side ~~in one of two ways:~~ by reporting to your opponent's usable, compatible ~~facility, ship, or Away Team~~ outpost or headquarters, as if your card were one of your opponent's cards of the affiliation in their infiltration diamond. (You may ignore quadrant restrictions while reporting this way.)

Your infiltrators may also begin infiltrating by joining an opponent's crew or Away Team where your compatible infiltrator is present (even during your opponent's turn).

Once an infiltrator has begun infiltrating, it ~~gains~~ becomes the affiliation or faction ~~icon~~ shown in its infiltration diamond, and it becomes an *infiltrator*.

Furthermore, add a new sidebar (renumbering others as necessary):

7.9.0.1: Tip: Opponent *Must* Be Playing Affiliation
Notice that, until your opponent plays or seeds face-up at least one card of the affiliation (or faction) in your infiltrator's infiltration diamond, you can't infiltrate their cards with that personnel.

Updating text to align better with Glossary / remove misleading language.

10.2.3: Disabled –

Add this sentence at the end of the first paragraph:

Disabled cards may be targeted by effects that target their card types. For example, disabled personnel may be battled by an Away Team, captured by Ilon Tandro, or targeted by Release This Pain.

Simple clarification of what how the rule has traditionally been understood.

10.2.4 Stasis –

Modify the first two sentences as follows:

Cards in stasis may not take actions, use gametext, or characteristics, and may not be targeted or moved by any effect except the one placing them in stasis. ~~are considered in play for uniqueness only~~. ~~In this respect, they are just like disabled cards. However, unlike disabled cards,~~ ships and personnel in stasis cannot be attacked in battle and cannot be targeted by other cards.

Furthermore, add a new sidebar (renumbering others as necessary):

10.2.4.0.1: TIP: Disabled vs. In Stasis
These two conditions are very similar. In both cases, affected cards can't do anything. However, disabled cards can have things done *to* them, like being attacked or relocated. Cards in stasis generally can't.

Simple clarification of what how the rule has traditionally been understood. No longer formally considered "in play for uniqueness only" because that was causing confusion and some weirdness.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULING UPDATES

The forum "bluetext" ruling about disabled and in-stasis effects is resolved with a permanent ruling this month. Not bad!

The temporary ruling about unique dilemmas and Disrupted Continuum remains in place this month.

The temporary ruling about forces winning battles remains in place this month, but we're VERY close!

See the Glossary for the permanent list of temporary rulings.