

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(7 November 2022)

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](http://www.trekcc.org) 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

become –

Revise as follows:

when a card "becomes" a **characteristic** (such as a new gender, species, or affiliation), it gains the new characteristic and simultaneously loses any other characteristics of the same kind, for as long as the card causing the change is in play and/or the condition causing the change is true. For example, if **Mardah** is affected by **Frame of Mind**, she gains  but loses  and  (until **Frame of Mind** leaves play). If affected by **Q-Type Android**, she ceases to be Bajoran species and becomes Q-type android or human species (unless **Chef** nullifies it).

Clarifies that, as with other effects, "becoming" reverts if the cause is nullified.

points –

In the third paragraph, delete:

in your final score for the game (whether you win or lose)

Also in the third paragraph, delete:

or for calculating differential

Tournament scoring rules are given strictly in the Organized Play Guide.

RULEBOOK UPDATES

4.2: Mission Phase –

Add a new sidebar, 4.2.0.3: Shared Missions are Both Players':

Clarification: Since "your" missions are the ones you seeded, and since both players seeded any shared mission location, a shared mission is both "your mission" and "opponent's mission" for cards like **Warrior's Birthright** and **Issue Secret Orders**.

Clarification that shared missions really are shared, meaning things like Access Denied can work to block opponent's Establish Gateways at a shared mission.

7.4.2: Personnel Battle & 7.4.3: Ship Battle –

Revise as follows:

PERSONNEL BATTLE (7.4.2)

Personnel battle are fought between two crews or Away Teams (or *forces*) that are together on a planet, aboard a ship, on a station, or anywhere else they are **present** with each other. A force normally includes Personnel, who may be using Equipment (such as **Klingon Disruptor**). However, a few exotic cards, like **Satan's Robot** and **Rogue Borg Mercenaries**, can also join (or form) a personnel battle force. Normally, you will battle cards you do not control, but some cards allow you to battle your own cards.


The battle proceeds in 6 *stages*:


1. *Initiation*: The attacking player announces an attack, chooses which single force is performing the attack, and which single opposing force present they are targeting in the attack. The battle has now been initiated.

2. *Responses*: Players that control a force in the battle may now play or use cards that apply at the initiation of battle, such

as [Antique Machine Gun](#), [Bodyguards](#), [D'k Tahq](#), or [I Do Not Take Orders From You!](#).

3. *Form Up*. Set aside personnel who are **disabled, stunned, in stasis, mortally wounded**, or otherwise excluded from battle. Set aside other all other cards (like [Tricorder](#)s) unless they expressly participate in battle. The remaining cards (or *combatants*) in each force should be shuffled together and placed face-down on the table as a *combat pile*.

[New sidebar here: SIDEBAR Reminder:  Holographic Safety

Protocols: If there are  personnel involved in the personnel battle, remember that their **Holographic Safety Protcols** limit their lethality in battle. END SIDEBAR.]

4. *Combat*. Simultaneously reveal the top combatant in each combat pile. These combatants are now *adversaries*. They fight. After applying relevant modifiers (such as [El-Aurian Phaser](#) or [Lower Decks](#)), compare their STRENGTH attributes:

* If one combatant's STRENGTH is greater than the adversary's STRENGTH, the player controlling that combatant may choose to *stun* the adversary. (You may rotate stunned cards 90 degrees to signal their condition.)

* If one combatant's STRENGTH is more than double the adversary's STRENGTH, the player controlling that combatant may choose to *mortally wound* the adversary. (You may rotate mortally wounded cards 180 degrees to signal their condition.)

* If both combatants have equal STRENGTH, neither is stunned.

Repeat this stage of the battle until either combat pile is empty.

5. *Determine Winner*. Add the total STRENGTH of each force's combatants who are neither stunned nor mortally wounded, including any combatants who remain in a combat pile. Apply modifiers as usual. The force with the higher total STRENGTH is the winner. The other force loses. (If the winning force's controller does not control any other forces in this battle, the player wins the battle as well, and his or her opponent loses.) Randomly select a combatant from the losing force who is not already mortally wounded. That combatant becomes mortally wounded.

If STRENGTH totals are equal, the battle has no winner.

6. *Resolution*. All mortally wounded cards **die**. Stunned cards become unstunned. All surviving cards in both forces are **stopped**. The battle is over.

SHIP BATTLE (7.4.3)

A ship battle is fought between two space *forces*, which are composed of ships, facilities, or other cards with WEAPONS and/or SHIELDS (such as the Planet Killer dilemma). Some of the rules of ship battle depend on whether each player is using a **Battle Bridge side deck** or not.

A ship battle proceeds in 8 *stages*:

[Update Sidebar: Clarifications: Multitargeting: Revise the last sentence of the first paragraph: Also, some cards, like Multiplexor Drone, allow a ship to target multiple opposing ships, which are all targeted during the initiation step.]

1. *Initiation*: The attacking player announces an attack, chooses an attacking force (which can include any or all of that player's compatible cards at that location), and *one* opposing card to *target*. The targeted card forms the defending force. The player controlling the targeted card may add any or all compatible cards with WEAPONS at that location to the defending force, as long as they have at least one matching, compatible personnel aboard. The defending player must then decide whether to *return fire* during this battle. If so, he or she selects *one* card in the attacking force to target. The battle has now been initiated.

2. *Responses*: Players that control a force in the battle may now play or use cards that apply at the initiation of battle, such as [Awaken](#), [34th Rule of Acquisition](#), or [Battle Bridge Door](#).

3. *Tactics*. Each player who has an open **Battle Bridge side deck** may draw up to two Tactic cards from that side deck. (Players may look at each drawn card before choosing whether to draw the next.) Then, each player may choose to play one drawn Tactic face-down on the table (the *current tactic*). Unused Tactics return face-up to the side deck. Once all current tactics are chosen, reveal them all simultaneously.

4. *Open Fire*: Compute the attacking force's ATTACK total by adding all WEAPONS (including applicable attribute enhancements, such as [Tactical Console](#)), plus the ATTACK bonus from the force's current tactic (if any). Note that the tactic bonus applies only once, not once per ship.

Compute the target's DEFENSE total by adding the SHIELDS of the single targeted card (including any applicable attribute enhancements, such as [Nutational Shields](#)), plus 50% of the SHIELDS of the facility the target is docked at (if any), plus the DEFENSE bonus from the force's current tactic (if any).

If the ATTACK total is greater than the DEFENSE total, the target suffers a *hit*.



If the ATTACK total is more than double the DEFENSE total, the target instead suffers a *direct hit*.


Otherwise, the attack *misses* the target.

Note that no damage is applied at this time.

5. *Return Fire*: If the defending force is returning fire, repeat *Stage 4: Open Fire* with the forces reversed: compute the defending force's ATTACK total against their target's DEFENSE total. The target will receive a hit, direct hit, or miss.

6. *Damage*: If any opposing cards took a hit or direct hit, apply damage to them as follows:


* If you have a current tactic, the amount of damage is determined by the text of your current tactic. Place the appropriate damage markers on the damaged card. These are determined by the symbols on your current tactic:  means that you must use the current tactic as a damage marker.  means you must draw a new Tactic card from your side deck to place on the target as a damage marker.

* If you have a Battle Bridge side deck but do *not* have a current tactic, apply *default damage*: draw two cards from your Battle Bridge side deck for a hit () or four cards for a direct hit

([Flip] ).

* If you are not using a Battle Bridge side deck, it suffers **rotation damage**. On a hit, apply a **Rotation Damage Marker**, or simply rotate the damaged card 180 degrees to indicate damage. The ship's HULL is reduced 50%, its Cloaking Device goes offline, and its RANGE is reduced to 5. On a direct hit, apply two Rotation Damage Markers, reducing the HULL by 100%. (The ship will be destroyed at the end of the battle.)

[SIDEBAR: Clarifications: Unusual Tactic Scenarios: Separate this sidebar into 3-4 separate, more narrow sidebars, adding this new one as well: If the same player controls both forces in a battle, that player's *opponent* applies damage to both forces. Opponent ignores current tactics and applies default tactics damage or rotation

damage, as appropriate. If your force battles a  **Self-Controlling** or uncontrolled force, you will apply damage to the opposing force normally, but your opponent will apply any damage dealt to *your* force. END SIDEBAR]

7. *Determine Winner*. The force that sustained the least total HULL damage is the winner. The other force loses. (If the winning force's controller does not control any other forces in this combat, the player wins the battle as well, and his or her opponent loses the battle.) If both sides took equal HULL damage, there is no winner (or loser).

No card sustains more than 100% HULL damage. If more than 100% HULL damage is inflicted on a single card, the points beyond 100% do not count toward winning the battle.

8. *Resolution*: Discard your current tactic (if any) by placing it face-up beneath your Battle Bridge side deck. All cards with 100% or greater HULL damage are destroyed. (Players may now play cards that respond to the destruction of a card, such as Escape Pod.) Surviving cards in both forces are stopped. Cards that are damaged but not destroyed remain damaged until repaired. See **7.5: Damage and Repairs**.

There's only two functional change in all this: we clarified who counts as the winner of a battle, particularly when both forces are controlled by the same player, and we changed the casualty of a personnel battle to be mortally wounded instead of simply killed immediately at a weird separate timing step. We also combined the declaration and initiation steps.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULING UPDATES

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

The temporary ruling about forces winning battles is resolved and reversed this month by our permanent ruling this month on battle.

See the Glossary for the permanent list of temporary rulings.