

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(5 December 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

captives –

Delete this entry.

Weird redundant entry in a weirdly redundant place.

capturing –

Add a cross-reference to "**held** (by a dilemma)", directing readers to **Rulebook 7.2.2.0.1: Reading and Responding to Dilemmas**.

Has needed a cross-reference to dilemma resolution rules for a long time.

dilemma resolution –

Replace this entry with:

See **Rulebook: 7.2.2: Encountering Dilemmas**.

Disparate dilemma resolution rules have been merged.

dilemma timing –

Replace this entry with:

See **Rulebook: 7.2.2.0.1: Reading and Responding to Dilemmas**.

Disparate dilemma resolution rules have been merged.

Dr. Gillian Taylor –

New entry:

See **selections**.

Ensuring all applicable cards cross-reference the ruling.

Elim Garak –

Replace just the first paragraph of this entry with:

See **selections**.

Ruling reversed and put in a central place.

held –

New entry:

For "held" by a dilemma, see **Rulebook: 7.2.2.0.1: Reading and Responding to Dilemmas**. For "held" as a captive, see **capturing**.

How'd we get away without an entry for "held" all these years?

meeting requirements –

Replace with:

See **Rulebook: 7.2.1.0.3: Meeting Requirements is Mandatory**.

Disparate dilemma resolution rules have been merged.

Menos –

New entry:

See **selections**.

Ensuring all applicable cards cross-reference the ruling.

Pel –

New entry:

See **selections**.

Ensuring applicable cards cross-reference the ruling.

Search and Seize –

New entry:

See **overcome**.

Overcoming isn't as broad as you might think.

selections –

Delete the middle two paragraphs.

Add the following cross-reference:

See **Rulebook: 12.1: Random Selection** and (for showing your cards during an "opponent's choice" selection) **Rulebook: 12.12: Showing Your Cards**.

Add the following paragraph:

When a personnel is removed from a selection before it is made, it may leave the selection with no valid targets. Resolve the card normally. For example, Elim Garak may avoid random selections. If Elim Garak, alone, encounters Armus - Skin of Evil (which kills one randomly selected personnel), he can avoid the random selection. Since there are no valid targets for the selection, no one dies. Since the dilemma has no other effects, and the Away Team did not fail any conditions (and the random selection itself is not a "to get past" condition for this dilemma), Armus - Skin of Evil is removed and Elim Garak's mission attempt continues. See **Rulebook 7.2.2.0.3: Dilemma Targets**.

Reverses an old ruling for Garak specifically and applies it broadly.

Thorough Debriefing –

New entry:

See **overcome**.

Overcoming isn't as broad as you might think.

Tosk –

New entry:

See **selections**.

Ensuring applicable cards cross-reference the ruling.

7.2.1: Beginning a Mission Attempt –

Correct the sidebar numbering!

New Sidebar: 7.2.1.0.3 Clarification: Meeting Requirements is Mandatory:

During a mission attempt, you cannot choose not to meet mission or dilemma requirements (including conditions, cures, and nullifiers). If your mission team meets the requirements, they overcome the dilemma or solve the mission. You can choose which personnel or equipment in the mission team fulfill the requirements of a dilemma (including conditions, cures, and nullifiers). You do not need to use everyone if a smaller group can meet the requirements. Thus, a personnel with [[Picard's Artificial Heart]] will not die when facing a dilemma with a STRENGTH requirement if you can satisfy the requirement with other personnel in the Away Team, and [[Matthew Dougherty]] will not score points from [[Collect Metaphasic Particles]] if his Treachery is not specified as contributing to the requirements.

Then delete the first and second paragraphs of 7.2.5.0.1 (Mission Points), since it's redundant with the new sidebar.

Migrated from the Glossary.

7.2.2: Encountering Dilemmas –

Delete the phrase "and all conditions have been met"; it's confusing.

In 7.2.2.0.1 (Reading and Responding to Dilemmas), before the graf about sub-actions, add:

A requirement such as STRENGTH>40 refers to the total STRENGTH of the Away Team or crew. When requirements or targets include attributes, apply any relevant attribute modifiers, such as [[Lower Decks]], phasers, [[The Emissary]], etc.

Only personnel in the crew or Away Team attempting the mission may trigger, be targeted by, overcome, nullify, or cure a dilemma during the mission attempt. Personnel who are "stopped," disabled, in stasis, intruders, etc. are SEPARATED and are not affected by dilemma text targeting "crew," "entire crew," "all crew," "Away Team," or "entire Away Team" (which refer only to the crew or Away Team facing the dilemma). If a dilemma "stops," disables, or places in stasis part of the crew or Away Team, they are no longer participating in the attempt and thus may not affect or be affected by subsequent dilemmas. Only dilemmas using broader terms such as "all life on ship" ([[Crystalline Entity]]) or "personnel at this location" ([[Dal'Rok]]) can affect personnel not involved in a mission attempt when the dilemma is encountered.

A personnel placed atop a mission by a dilemma and/or "held" there is in [stasis] (but is not a [captive]).

If a dilemma looks for something like "strongest" or "highest total attributes," and there is a tie, the opponent of the encountering player chooses. See [12.5: Ties].

In 7.2.2.0.2 (Some Dilemmas are Irrelevant), revise the final graf as:

Missions are Irrelevant: Because [Bor] attempt to scout <i>locations</i> instead of directly attempting <i>missions</i>, all game text referring specifically to a <i>mission</i> attempt (such as [[Edo Probe]]'s "Abandon mission attempt", [[Dead End]]'s "Mission may not be attempted" or [[Linguistic Legerdemain]]'s "Place on mission; it may not be attempted") do not affect [Bor]. Ignore such text, and discard the dilemma if it is wholly inapplicable. However, the word "attempt", by itself (for example, [[Buried

Alive]]s "attempt ends") includes scouting attempts and <i>does</i> affect [Bor].

Moreover, the phrase "Mission continues" is uniquely important in dilemma resolution (see [conditional effects]), and means "Scouting continues" for Borg.

In 7.2.2.0.4 (Triggered and Targeted Effects), delete all references to "condition" wrt triggers; it's confusing.

In 7.2.2.0.4 (Triggered and Targeted Effects), in the second paragraph, change "the" to "a".

In the same graf, insert "conditional" after "different".

In the third paragraph, delete "in play."

In the same graf, change "it is removed" to:

it cannot be placed on an opponent's ship and must be removed instead.

Having made all these changes, split the entire sidebar (7.2.2.0.4) into two sidebars: 7.2.2.0.3 Dilemma Targets and 7.2.2.0.4 Dilemma Triggers.

To make space for the new 7.2.2.0.3, demote the current 7.2.2.0.3 (Combo Dilemmas) to 7.2.2.0.7.

Remove this paragraph from 7.2.2.0.1 (Reading and Responding) and break it into new sidebar, 7.2.2.0.6 Doubling (or Tripling) Dilemmas:

If a dilemma is "doubled" (for example, by [[Lore]]), all features of the dilemma are doubled, including requirements, effects, and point values. However, some cards double only parts of a dilemma, like [[Howard Heirloom Candle]], which doubles effects only, and [[Shades of Gray: Brutality]], which doubles requirements only.

Rename 7.2.2.0.5 (Cards with Alternate Removal Destinations) to "Dilemmas Entering Play."

It should say "removed" instead of "discarded".

Also move ", for any reason," to parentheses after "target" (or delete).

7.2.2.1 (Automatic Effects): Change "this location" to "the mission where it is encountered". Delete the Fractured Time example, which is redundant.

Change "If ALL of the effects you face in a dilemma encounter are automatic effects, your mission team automatically removes it at the end of the encounter." to "If ALL the effects your mission team encounters on a dilemma are automatic, the dilemma is automatically removed at the end of the encounter."

Delete "(The dilemma is discarded unless otherwise specified.)," since that's already spelled out just above in 7.2.2.

Capitalize CUNNING correctly in the discussion of Chula: The Lights, and change the semicolon to ", so".

7.2.2.2 (Conditional Effects): Change the first "overcome" to "meet."

Change "which has several skill requirements" to "which has multiple options for defeating its effect".

Change "removed and discarded" to "overcome and removed."

Delete "often" from the discussion of "unless" or "to get past", but insert the phrase "cannot get past" (which is sometimes used instead).

Change both uses of "If a dilamma states" to "If a dilemma says". (This is just a simpler word.)

Change "even if the mission team failed to overcome its conditions" to "even if the mission team failed to overcome it".

7.2.2.2.0.1 (Condition Examples): In the first graf, change "removed" to "overcome (remove it)".

In the second graf, change "removed" with "overcome". Change "the chance" to "a second chance".

7.2.2.3 (Cures): Change the title of this section to "Curable Effects" to be consistent with 7.2.2.1 and 7.2.2.2.

Change "First, the effect happens" to "First, the dilemma has its effects" (clarifying that cure requirements can't be met until the end of the encounter with the entire dilemma).

Insert a paragraph break before the sentence "Cure requirements are often harder to meet than normal requirements,".

In the last paragraph, change "cure condition" to "cure requirement".

7.2.2.3.0.1 (Cure Examples): in the first graf, delete the word "establishing".

Split the nullification examples into their own sidebar in the next section. What are they doing here, even?

7.2.2.4 (Nullifiers): Change the title of this section to "Nullifiable Effects" to be consistent with 7.2.2.1 and 7.2.2.2.

Change "discarded" to "removed".

Append the following new paragraph at the end: "Failing to immediately meet a nullifier does not cause mission failure."

This is primarily a merger between the Glossary and Rulebook entries, so all the dilemma resolution rules are in one place and no one has to flip between different rulebooks for different fragments of rule anymore. However, there is also a clarification of how reseeding after an escape works, with a reversal of an old ruling about Elim Garak.

7.2.6: Mission Failure –

In 7.2.6.0.1 (Reseed After Escapes), clarify the first sentence:

If, just after encountering a dilemma, but before it has **any** effects, the entire crew or Away Team **leaves** the mission attempt,...

In the same sidebar, add further clarification:

On the other hand, if the dilemma encounter has begun to resolve when the entire crew or Away Team leaves the attempt, continue resolving the dilemma as if it were being faced by a crew or Away Team with zero members.

In the same sidebar, change the example to use [DL] The Gift and Disgraceful Assault.

This answers a standing question about what happens if a ship is destroyed by the first effect of Disgraceful Assault before the second effect is faced: the dilemma has had some effect, so does not reseed, but fully resolves (including its "Discard dilemma").

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.

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