

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(5 June 2023)

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>. *[[Double square brackets]] indicate card links.*

GLOSSARY UPDATES

Persistence of Memory –

Revise the Horga'hn sub-entry as follows:

Horga'hn - Artifact allows opponent to ~~take double turns from now on~~ gain an additional card play or card draw each turn. (Not cumulative.)

Updated to reflect recent errata.

species –

Delete The Trois from the exceptions list.

The Trois have received clarifying errata and no longer need a special ruling to make their species work.

RULEBOOK UPDATES

4.0 The Seed Phases –

At the start of the fourth paragraph, add:

Seed a card by placing it on the spaceline or table; it is now **in play**.

The rules never actually explained what seeding is fundamentally -- putting a card in play during the seed phases. Now they do.

4.1 Doorway Phase –

Replace "play" with "seed."

Seeding and playing are not equivalent or interchangeable.

4.3 Dilemma Phase –

At the end of the second paragraph, add:

Whenever you seed a card beneath a mission, that card always goes on the bottom of any other cards already stacked there.

The rules should say explicitly that a seed card ordinarily goes on bottom of the stack, especially with batch seeding around to confuse people (since batch-seeded cards do NOT always go on bottom of the stack).

4.3.0.3: Open Rules: Alternating, Again [Sidebar] –

Delete these words:

...but also makes the dilemma phase significantly slower, which is irritating for many players and impossible under tournament conditions.

This editorializing against alternate seeding is unnecessary and unhelpful.

6.4 Leaving Play –

Revise as follows:

Dilemmas are placed *out-of-play* instead of being discarded (even when the dilemma specifies "discard dilemma"). Cards put out-of-play are placed in a separate pile from the discard pile. They are now conceptually outside the game, and ~~cannot be retrieved by any means~~ **can only be retrieved by a card that expressly allows you to retrieve a discarded dilemma.**

This rule, formerly part of Modern Rule #2, seems to exist solely for Q's Planet, but we haven't figured out what to do with it yet, so here it is in the Rulebook for the time being.

7.2.1 Beginning a Mission Attempt –

Revise the first paragraph as follows:

You may attempt any mission ~~with a point box~~ that you seeded. You may **not attempt or solve** a mission an opponent seeded ~~only if~~ **unless** its point box shows 40 points or more, ~~if~~ **or** it is a **shared mission**, or ~~(for ♦ Universal missions)~~ **if** there is more than one copy in play ~~(for ♦ Universal missions)~~. **You may not attempt or solve missions without a point box.**

Revise the inline clarification as follows:

Clarification: Attempting, Scouting, and Empok Nor Commandeering The rules for mission attempts, mission scouting (by [Bor]), and Empok Nor commandeering are largely identical. For simplicity's sake, all ~~further~~ references in this section to a "mission attempt" include scouting and Empok Nor commandeering attempts, unless patently inapplicable. **Likewise, when a rule forbids "solving" a mission, it also prevents completion of scouting and Empok Nor commandeering.**

Rewording to remove the false implication that you could attempt opponent's duplicated missions without a point box, and clearly ties Borg scouting restrictions to normal attempting restrictions (by deleting the word "further"). Borg can only scout opponent's missions if they're >40 points, shared, or duplicated. This is not a change, just a clarification.

7.2.1.0.1 Open Rules: Attempt Opponent's Missions [Sidebar] –

Revise as follows:

Under Open Rules, any player may attempt any mission as long as the attempting crew or Away Team meets the affiliation requirements. **[Bor] Borg may scout any mission.**

Clarifies the rule for Borg under Open rules.

7.2.1.0.4 Clarification: Permission to Attempt & Solve [Sidebar] –

New sidebar:

Permission to attempt a mission granted by a card implies permission to complete that mission as well, unless another card or rule specifically prevents you from "solving" that mission.

For example, if you play [[Espionage: Federation on Romulan]] on your own copy of [[Covert Installation]], your [Fed] Federation personnel may attempt and solve the mission.

However, if you don't seed that mission, and then play the Espionage on your *opponent's* copy of Covert Installation, your [Fed] Federation personnel may still attempt the mission... but they may not solve it, because the rules in this section expressly forbid you from "attempting or solving" an opponent's mission unless it shows at least 40 points or is shared or duplicated. Espionage overrides the first restriction, but not the second.

Clarification of a tricky bit of the Modern Fair Play rule.

7.3.2.1: Missions Are Irrelevant: Scouting Locations –

At the end of the first paragraph, add:

(However, [Bor] do not need a personnel with matching affiliation to begin a scouting attempt.)

A good thing to clarify, and necessary after the revision to the inline clarification in Rule 7.2.1: Beginning a Mission Attempt.

10.3.0.4.1: Species: Exceptions –

Delete The Trois from this list.

The Trois have received clarifying errata and no longer need a special ruling to make their species work.

11.3 Tribbles –

Revise the relevant paragraph as follows:

[Tribble] Tribble cards may be played only from a Tribble side deck (opened with Storage Compartment Door). Each **tribble** card represents some number of tribbles. *Small tribble cards* (1 Tribble and 10 Tribbles) cards may report anywhere. *Large tribble cards* (100 Tribbles and greater) may only be *bred* from your tribble cards already in play (not your opponent's), and may only report where their "parents" are present. **You may play only one tribble card on a group of tribbles each turn.** Each of the different tribble cards inflict annoyances of increasing scope, described in their gametexts.

Rulebook was missing this important Tribble rule.

FORMAT UPDATES

Warp Speed increments to Version 1.1 this month. The updated rules sheet makes the following changes:

- Incorporates several Decipher-era rulings that were not part of the original rule sheet, including How Borg Work in Warp Speed and how "draw no cards this turn" interacts with "evening up."
- Tweaks a rule about ignoring [AU] and [Holo] icons in order to avoid strange interactions with cards like Revised Tuvok.
- Removes the special rule applying Red Alert! to both players.
- Reinstates compatibility and attack restrictions in Warp Speed Constructed (but leaves them non-existent in Warp Speed Sealed).
- Provides recommendations about the Constructed card pool and an *optional*/ban list.
- Updates much of the wording of the rule sheet, especially to conform with Modern rules.
- Thanks to Johnny Holeva, updates the spaceline graphic. Ain't it gorgeous now?

TEMPORARY RULING UPDATES

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

See the Glossary for the full list of current temporary rulings.

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