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

(NOTE: The Ships of the Lines Rules Supplement, which was posted only days ago, is appended at the end of this official rules supplement.)

GLOSSARY UPDATES

affiliation and ship origin –

Replace this entry with link to Rulebook.

Merged into Rulebook.

Away Team and Crew –

In the fourth paragraph, delete the second sentence and replace with:

For example, a Flintlock Rifle unstops personnel only in your Away Team, not in your crew.

Changed the example to account for Genetronic Replicator's recent errata.

Cha'Joh –

Add:

The Cha'Joh is a multi-affiliation 🔵🔴 ship of 🔴 Klingon origin ("Bird-of-Prey"); thus, it is a "Klingon ship" regardless of its current affiliation mode (by origin), but a 🔱 "Romulan ship" only in [1E-Rom] Romulan affiliation mode

Ruling moved from the affiliation and ship origin entry. Also in Rulebook.

characteristics –

Replace this entry with link to Rulebook.

Merged into Rulebook.

changeling –

Replace this entry with link to Rulebook.

Merged into Rulebook.

class –

Replace this entry with link to Rulebook.

Merged into Rulebook.

gender –

Replace this entry with link to Rulebook.

Merged into Rulebook.

hand weapon –

Replace this entry with link to Rulebook.

Merged into Rulebook.

matching commander –

Replace this entry with link to Rulebook.

Merged into Rulebook.

named in lore –

Replace this entry with link to Rulebook.

Merged into Rulebook.

romantic partner –

Replace this entry with link to Rulebook.

Merged into Rulebook.

ship class –

Replace this entry with link to Rulebook.

Merged into Rulebook.

ship origin –

Replace this entry with link to Rulebook.

Merged into Rulebook.

species –

Replace this entry with link to Rulebook.

Merged into Rulebook.

RULEBOOK UPDATES

2.11.0.1 Facilities Contain Their Sites –

New clarification sidebar:

> Anything at a site, including special equipment, is also at the facility the site is aboard, but not at the facility's other sites. For example, if **Colonel Kira** is at **Commander's Office** on **Deep Space 9**, she can be killed by **Symbalene Blood Burn** targeting Deep Space 9. If **Docking Ports** (which has a Tractor Beam) is on **Alliance Nor**, Alliance Nor has a Tractor Beam, but **Guest Quarters** does not.

Though intuitive, this needed to be formally clarified.

7.0.1 Crews, Away Teams, and Movement –

Replace the second sentence with:

> A Flintlock Rifle can unstop your personnel after they're stopped by a Founder Secret on a planet, but not after they're stopped by Ankari Spirits in space.

Changed the example to account for Genetronic Replicator's recent errata.

7.4.0.6 Clarifications: Affiliation Attack Restrictions –

Add this at the end:

> A card (like Kirk) that allows your force to override affiliation attack restrictions applies only to its own crew or Away Team, unless otherwise specified (for example, Admiral Leyton's effect applies to all your cards at the location). Each ship in the force must either be following affiliation attack restrictions or have permission to override it.

Clarification based on question from player Franklin Kenter.

7.4.2.0.2 Clarifications: Response Precedence in the Combat Stage –

Add this at the end:

> If either or both combatants are stunned, mortally wounded, killed, abducted, returned to hand, or otherwise removed from the combat before comparing their STRENGTHs, do not compare their STRENGTHs. Proceed to the next combat pairing.

Clarification based on question from player Franklin Kenter.

7.6 Cloak –

Change the quote to:

> *"Can you learn to see in the dark, Captain?" -Shinzon*

In the second paragraph, after the second sentence, insert:

> (No personnel are required to operate a cloak.)

The quote better explains cloaking, and also is much cooler. Even though the clarification about personnel isn't strictly necessary—the rule never requires personnel, and therefore personnel aren't required—we get asked about personnel to operate a cloak so often we figured, heck, just put it in the Rulebook.

10.3 Characteristics –

This is a general overhaul.

Divide the clarifications sidebar (10.3.0.2 Characteristics) into six separate sidebars:

> 10.3.0.2 Characteristics: Context Matters
> 10.3.0.3 Former & Future Characteristics
> 10.3.0.4 Disguises as Characteristics
> 10.3.0.5 Characteristics Aren't Skills
> 10.3.0.6 Ignore Information Outside the Card
> 10.3.0.7 Ignore Card Image

> Preserve existing content and renumber accordingly.

In 10.3.0.2 Characteristics: Context Matters, revise as follows:

> For example, the phrase "uses the same hull as the Cardassian shuttlecraft" in the lore of Patrol Ship does not give it the characteristic "shuttlecraft," and Falcon is not "any Miles" just because he "took on the appearance" of Miles O'Brien.

In 10.3.0.3 Past & Future Characteristics, revise as follows:

> A card that identifies its subject as formerly having a characteristic or gaining it in the future, ~~still~~ has that characteristic ~~for gameplay purposes~~. Thus, Bok, the "former Ferengi DaiMon", is a DaiMon, and Beyor, who "later rose to become a minister," is a minister.

In 10.3.0.6 Ignore Information Outside the Card, delete "therefore."

In 10.3.0.9 Species, add the missing line break after the first paragraph.

In 10.3.0.9 Species, rewrite the third paragraph as follows:

> If lore states a native planet ~~(for example, The Traveler is "from Tau Alpha C")~~, this indicates the species if no other species is given. For example, Coutu is "from Parada II." His species is "Parada II native".

At the end of the sidebar, add this clarification from the Glossary:

> A multi-affiliation card could be the "usual species" of any of their affiliations... or all of them. For example, Kira Meru is Bajoran species.

Add Kira Meru, Kira (Holodeck Adventures), The Emissary, Kasidy Yates, Captain Nog, Jake and Nog, Koval, Stefan deSeve, Tora Ziyal, and Sisters of Duras to the species "exception" list, along with their species.

Within the Gender sidebar (10.3.0.8 Gender), rewrite the Borg rule thus:

> Borg Rule: Gender is Irrelevant (10.3.0.3.1)
>
> Gender is irrelevant to the Borg. [Borg] cards and [Borg] players are not affected by gender-related gametext (for example, **Venus Drug**).
>
> However, if gender is invoked on a Borg-**related** card, such as **Borg Kiss**, gender is relevant. ~~queens and counterparts have gender, as do former Borg and any other non [Bor] affiliation personnel who are members of the Borg species.~~ When gender is relevant, [Borg] Queens are female, and [Borg] counterparts are male. [Borg] drones are genderless, even if gender-specific pronouns are in their lore or gametext. An **assimilated** [make this a link] [Borg] drone becomes genderless.
>
> This applies to only to [Borg] cards. Members of the Borg species who are not [Borg] (such as **Jean-Luc**) have normal genders.

In 10.3.0.10 Class, change the sidebar title to Ship Class and revise the first paragraph as follows:

> Every ship has a class defined in its class box. The class box may also suggest more ~~than one~~ characteristics. For example, Cha'Joh's class ("Class D-12 Scout Vessel") also identifies it as a scout ship that can be used with Scout Encounter.

In 10.3.0.11 Ship Origin, add a paragraph at the end:

> A **commandeered** ship retains its origin. Thus, a [Romulan] Romulan-origin ship that becomes [Klingon] by **commandeering** is a "[Klingon] ship," a "Klingon ship," and a "Romulan ship," but *not* a "[Romulan] ship".

In 10.3.0.12 Named in Lore, follow the Glossary more closely:

> A few cards and rules, like Dramatis Personae and matching commanders, check to see whether a card is "named in lore" of another. But this can raise questions: does William Samuels name Bok in lore, simply because he bombed the freighter Bok'Nor? (No.)
>
> A card names another card in lore only if the named card's title exactly matches the name given in lore, including any capitalized modifiers (such as ranks, titles, and descriptors). Standard word form variations, such as declined or possessive nouns, do not "break" a match, and the capitalization of articles ("a", "the") may be disregarded. For example, **I.K.C. K'elric** names **Captain Kang** in lore (but not **Kang**), **Ezri** names **Mr. Brunt** in lore (but not **Brunt**), **Gorta** names **Duras** (but not **Sisters of Duras**, because, in Gorta's lore, "sisters" is not capitalized), **Bareil**'s lore names **The Intendant** and **Els Renora**'s lore names **Jadzia Dax**.
>
> Context matters for determining whether the lore is naming the subject. Incidental uses of a word, like "One" in Kovat's lore, do not count. For example, **Telle** mentions "data" in lore, but does not name **Data**; **Kor**'s lore does name **Kahless** (who owns the "Sword of Kahless"); and **Zegov**'s lore names both **Sisters of Duras** and **Duras**. Moreover, a card's lore may refer to its own subject by a different name. This can be used to identify the card's as (for example) a matching commander~~.~~ For example, the lore of Jean-Luc Picard (Premiere) identifies the card's subject, Jean-Luc Picard (Premiere), as a matching commander of U.S.S. Enterprise. (It would *also* name a card with the title "Captain Jean-Luc Picard," if any existed.)

In the "hand weapons" bullet point, change

> "hand weapon" in title or lore

to:

> having the "hand weapon" characteristic

In the "romantic partner" bullet, change "are or were" to "have been".

Also insert an appropriate line break after "Deputy Quark are not."

In the "matching commander" bullet, insert "(or facility)" as appropriate.

Also replace "a ship or facility" with "cards" in the last sentence.

Make "disabled" and "in stasis" bold links in the sidebar.

General cleanup and merge with Glossary, so all rules about characteristics can be found in the same place. Please let us know if we missed anything!

FORMAT UPDATES

There are no format updates this month.

TEMPORARY RULING UPDATES

The temporary rulings about unique dilemmas and Disrupted Continuum, Escape, and Commandeer Ship all remain in place this month.

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

This is the official rules supplement for *Ships of the Line.*

Rules updates are scheduled for the first Monday of each month and for the official release day of any new expansion set.

For additional resources or to find answers to your questions, please visit http://www.trekcc.org.

(NOTE: As previously announced, there is a special scheduled rules update coming next Monday, August 14th, the day after European Continentals are over.)

GLOSSARY UPDATES

Report with –

When a card allows a ship to *report with* certain cards, you may play the ship from your hand with the specified cards (also from your hand) aboard. The cards aboard must be compatible (as usual), but are reporting to a specific destination (the ship) and thus do not need to be in their native quadrant. Staffing is not required. If the card only allows a certain number of additional cards to report with the ship, it must report with exactly that number (and no less), unless otherwise specified.

Each card is reported as a separate sub-action of the report with group action, and may be responded to appropriately. See **action - group**.

Playing a ship ordinarily uses your normal card play. Reporting with additional cards aboard does not change that. (However, some cards, like Space-Time Portal, allow you to report a ship with cards without using your card play.) "Report with" text on a ship may not be used in combination with cards that play the ship some other way. For example, if you download Bajoran Raider with Hidden Fighter, or report a Rigelian Freighter *for free* at Docking Ports, it may not report with personnel.

The "report with" mechanic is intended to eventually replace the "**report with crew**" mechanic (to which it bears a very close resemblance). It will be expanded in a future rules update.

This supports Klingon Transport and future cards.

RULEBOOK UPDATES

There are no Rulebook updates.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULING UPDATES

New temporary ruling regarding the card Escape, pending errata:

This card may be played in response to any dilemma that targets your personnel to be killed. This includes dilemmas where there is no choice in the selection, such as Subspace Fracture or Climbing the Ranks. Those are still selections.

To play this card, you must save *all* personnel about to be killed by the dilemma by discarding *that number* of cards from your hand. You cannot play Escape to save only *some* of the personnel targeted by the dilemma.

New temporary ruling regarding the card Commandeer Ship, pending errata:

On Commandeer Ship *only*, the word "empty" means "unopposed." (In all other cases, follow the game's usual definition of **empty**.)

See the Glossary for the permanent list of temporary rulings.