

***Ships of the Line* Rules Supplement**

(11 August 2023)



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.

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