First Edition Recent Rulings Document
(2 October 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 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

beaming –

Replace this entry with a cross-reference to **7.1.1: Beam**.

Merged with Rulebook entry and clarified.

Clone Machine –

Delete the last two sentences. Add these new sentences:

A personnel **in play "for uniqueness only"** does not count as "a copy of your unique personnel already in play." (The rule is clear that "for uniqueness only" cards can only restrict plays, not enable them.)

Updated for errata and removed note that Mariposa = Aid Clone Colony.

selections –

Delete this entry, except for the cross-references.

Change the cross-reference for 7.2.2.0.3 to 7.2.6.0.1 (Reseed After Escapes).

Merged with Rulebook entry on selections and clarified.

Madred –

Replace the second paragraph with:

As the cards state, Madred's bonus points directly change the value of Torture and Interrogation; they are not separate scoring events. For example, if your opponent resists Interrogation and you control Madred, you score 2 points, and both points can be nullified by a single use of **Khan!**.

Updated to reflect errata.

Temporal Micro-Wormhole –

Replace instances of "mixing" to "compatibility." Insert "As the card states" where appropriate.

Updated on the occasion of its errata (but entry substantially left intact).

* passim. –

Wherever the release of a captive is referred to as "recovery" or "rescue" in the Glossary, update to say "release."

Now that the already-standard term "release" appears on two more cards, we need to make sure the rules docs reflect that and adequately define "release."

6.2 Entering Play –

Revise the second paragraph to read:

If a card is marked "*unique*", its **owner** may not play another **copy** if its owner already has one in play. Any additional copies its owner plays, earns, encounters, or activates are immediately discarded. Ships, Personnel, and Facilities are unique by default; Sites are **"unique by station"**.

Revise the fourth paragraph to read:

A very small number of cards are marked as ✷ *enigmas*. Their nature is mysterious or unexplained. For most purposes, ✷ enigmas are treated like uniques: you may not play (or earn, activate, encounter, etc.) an instance of an ✷ enigma if you already have one in play (the **persona rule** applies). However, ✷ enigmas are *not* unique, so they are immune to cards that specifically target uniques, such as The Arsenal: Separated.

Revised to clarify that uniqueness is checked only when a card enters play, not constantly.

6.3.1 Duplication and Personas –

Revise the first paragraph to read:

Unlike other cards, Ship, Personnel, and Facility cards are **unique** by default: you may not play another **copy** of a ship, personnel, or facility if you already **own** a copy in play. Just as there is only one Jean-Luc Picard in the *Star Trek* universe, you may only have one copy of Jean-Luc Picard in play at once.

In alignment with other updates to uniqueness texts.

6.3.0.4.1 *Random Selections and Dual Personnel* –

Replace the word "meet" with "satisfy" and "requirements" with "effect."

Remove misleading implication that Chula: Crossroads has requirements.

6.5.2.0.1 No Clone Swaps –

Put the correct number on this entry.

Housekeeping.

7.1.1 Beam –

In the second paragraph, insert new text as follows:

Any ship or facility that you control, even if it has no personnel onboard, may use its transporters to beam your personnel and/or equipment to or from that ship or facility. You may beam to (or from) your other ships or facilities at the same location, to (or from) your opponent's *unshielded* ship or facility at the same location, or, if your transporters are at a 🔵 Planet location, to (or from) the planet's surface. Announce the beaming, remove the cards from their origin, and place them at their destination.

Refactor the Transporter Arcana sidebar into multiple sidebars:

Clarifications .1: Transporter Limits
There is no limit to the number of times you can beam during your turn.

All cards in a group beam simultaneously unless you specify otherwise.

You may not beam cards into space.

All beaming is to or from a set of transporters. Thus, you may not use the transporters of one ship or facility to beam cards directly between a planet and another ship or facility without transporters.

Clarifications .2: Card-Activated Transport
Special beaming cards such as Near-Warp Transport, Emergency Transporter Armbands, or Extradition do not provide transporters and do not allow you to use your opponent's transporters. They do not overcome obstacles to beaming, such as Atmospheric Ionization, Barclay Transporter Phobia, Katherine Pulaski's beaming restriction, or being stopped. Special beaming cards simply allow you to use existing, functional transporters in unusual ways.

Clarifications .3: "Unshielded"
A card is *unshielded* if its SHIELDS are disabled, offline, or =0. Also, SHIELDS are always dropped *during* a transport in order to allow the transport (which you can exploit with **Dropping In**).

~~Transporters can't beam through SHIELDS, so operating transporters implies that your ship or facility's SHIELDS are dropped during the transport. This currently has few gameplay implications except for Dropping In, which can be played in response to a beaming action. It also explains why you may beam over to an opponent's ship or facility if it is unshielded.~~

Clarifications .4: Compatibility
As always, you may not deliberately place any personnel in a **house arrest** situation, so you may not beam one of your personnel onto one of your own incompatible ships. However, you may beam them aboard *opponent's* incompatible ships (if you can get around their SHIELDS), since house arrest only applies to **your** personnel.

Beaming clarifications merged in from the Glossary. Slight differences (especially regarding the beaming of equipment) clarified.

7.1.5 Fly a Starship -

Change the fragment "it can 'warp past' locations" to:

it can "fly by" locations (conceptually passing them at warp speed)

In the Warp Speed Immunity sidebar, similarly update to:

A ship "flying by" a location cannot affect... unless the card says it affects ships flying by... (A ship flying by a location is conceptually at warp speed.)

7.8 Commandeering –

Second paragraph, insert this new second sentence:

> Cards played on the ship, like **Subspace Transporters**, **Cytherians**, or damage markers, transfer to you.

Useful clarification.

10.3.0.9 Species –

Revise this sentence as follows:

> Personnel are presumed to belong to the "usual species" that corresponds to their printed affiliation.

Revise the fifth paragraph as follows:

> Any personnel who has a [KW] Ketracel-White icon is Jem'Hadar species. Any personnel who is [BOR] Borg affiliation or who has a Borg subcommand icon ([SCC] [SCN] [SCD]) is Borg species. ~~If they have another identifiable species, they are mixed race.~~ Borg-species personnel always have another species, their "biological distinctiveness," identified using the above rules. For example, Five of Eleven (Cyber Drone) is both Borg and Klingon. ~~Marika~~**Ensign Jameson** is both Borg and ~~Bajoran~~Human. Most Borg Queens are Borg and humanoid, but Borg Queen (The Borg) is Borg and Species 125.

Useful clarification.

* passim. –

> Wherever the release of a captive is referred to as "recovery" or "rescue" in the Rulebook, update to say "release."

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FORMAT UPDATES

Warp Speed 1.1.2: prevent dual-icon missions from being a one-mission win.

> The winner is the first player to solve at least ~~one planet~~ ~~mission and at least one space mission~~two missions (one [P] and one [S]), regardless of points.

> [...] Instead of solving missions, Borg must complete objectives targeting ~~a planet and space mission~~ two locations (a [P] and a [S]) ~~(instead of solving)~~, as usual.

TEMPORARY RULING UPDATES

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

The temporary ruling about Escape is lifted this month.

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