

# THE CONTINUING COMMITTEE



## First Edition Recent Rulings Document

(4 December 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](https://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

#### actions - step 2: responses –

Revise as follows:

A card which says it *suspends play* may be played at any ~~time~~ **point during a turn** (not just during the response step of an action).

Furthermore, add cross-references to "at any time" and "suspends play."

*Yes, you can suspend play during start and end-of-turn segments.*

#### actions - required –

Replace the second paragraph with this:

During your Execute Orders segment, you must take required actions at your first opportunity. If you are required to take multiple actions at the same time, you may resolve them in any order. For example, if, at the beginning of your Execute Orders segment, your *U.S.S. Galaxy* affected by [Cytherians](#) and [Saltah'na Clock](#) is at [Samaritan Snare](#) with an opponent's ship, you must immediately choose to move the ship (Cytherians), attack opponent's ship (Clock) or attempt the mission (Snare); you may not take other, non-required actions. (If you allow Cytherians to forcibly move you away from Snare, attempting Snare is no longer required. Likewise, if you choose to have the Clock force a battle, your ship will be stopped and unable to move for Cytherians.)

*Revision: you must do required orders immediately, rather than the complicated "you may not initiate actions that make it impossible to complete the required action" rule.*

#### mission II: built-in outpost –

Add this sentence at the end of the first paragraph:

A Mission II outpost shares the **uniqueness** of its mission card.

*Clarification that a Mission II outpost at a unique mission is unique for purposes of cards like To Boldly Go.*

#### printed number –

Replace with:

Cards that increase each printed number on another card affect number words (for example, "two" becomes "three"), ordinals ("first" becomes "second"), and numerals ("1" becomes "2"). This includes printed numerals on countdown icons ([countdown:2] becomes [countdown:3]). It does not include non-numbers such as "an" or "the."

*Clarified per popular request.*

#### suspends play –

Revise as follows:

A card which specifically says it "suspends play" may be played at any ~~time~~ **point** during the play phase (even during your opponent's turn) and may interrupt and temporarily suspend any action, **including actions at the start or end of turn (see turn)**.

*Yes, you can suspend play during start and end-of-turn segments.*

## RULEBOOK UPDATES

### 4.2.0.2 Built-In Cards ("Mission II")

Add this sentence at the end of the first paragraph:

A Mission II outpost shares the **uniqueness** of its mission card.

*Clarification that a Mission II outpost at a unique mission is unique for purposes of cards like To Boldly Go.*

### 9.0.2 Time Limit

Revise the second paragraph as follows:

In addition, in tournament play, either player may *concede* at any time, crediting his or her opponent with a full win and ~~an official final score of 100-0~~ **100 points**. Finally, in the event that a tournament game ends because both players ran out of cards, the player with the most points is automatically awarded ~~a final score of 100-0, regardless of the actual score~~ **100 points**.

*Updated to match new rules on concessions in OPG.*

## FORMAT UPDATES

There are no format updates this month.

## TEMPORARY RULING UPDATES

New temporary ruling:

On Firestorm, "unless thermal defectors present" is not treated as a condition (even though it is written as one). Mission continues, even if Thermal Defectors are not present.

The temporary rulings about unique dilemmas and Disrupted Continuum remain in place this month.

The temporary ruling about Commandeer Ship remains in place this month, due to a delay in its errata.

The temporary ruling about The Ultimate User and Computer Crash is lifted this month, due to The Ultimate User's errata.

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

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