

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(4 March 2024)

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

coexist – new entry:

When a card allows two or more cards to coexist, it removes the restrictions for those cards that would otherwise prevent them from being in play (or entering play) at the same time and/or at the same location. For example: Continuing Committee states that it may coexist with Office of the Proconsul, so if either headquarters card is in play the other may be played or seeded, removing the restriction that a player may not play or seed a facility at a location with a facility they control.

Generalizing the definition from Chamber of Ministers and Continuing Committee.

Chamber of Ministers –

Replace the first sentence with, "See **coexist**." Delete "however."

Generalizing the definition.

Continuing Committee – new entry:

see **coexist**.

Generalizing the definition.

once per game –

Insert "once," "twice," and "thrice" as examples alongside "once per game," "twice per game," etc.

Support for streamlined wording.

RULEBOOK UPDATES

Earning and Using Artifacts (2.3.0.1) –

Revise as follows:

You earn (or acquire) an Artifact when you complete the mission where it was found. You may only play or use the gametext of an Artifact that you have earned ~~(except when specifically permitted by another card, such as Ferengi Commerce Operation, Secret Compartment, or a [DL] Special Download icon)~~. You may not replay an Artifact that has left play without earning it again. [When a card, such as Reclamation or James Tiberius Kirk's \[DL\] Special Download icon specifically permits you to play and use an artifact, that artifact is earned.](#)

Clarifying that getting permission to use an artifact does in fact earn the artifact.

Seed Phases (3.1) –

In the first paragraph, strike:

"must include six missions,"

Insert a new paragraph after the Dilemma seed limit:

Alongside your seed deck, you *must* bring a mission pile, and you *may* bring a site pile. These piles are separate from the seed deck, and they do not count toward its 30-card limit. (You may not include Missions or Sites in your 30-card seed deck.)

Add a new heading after that:

3.1.1. Mission Pile

Revise the following paragraph as follows:

~~Your seed deck mission pile must include exactly 6 Missions, but these 6 cards do not count toward the seed deck's 30-card limit. (In game terms, they seed "for free.")~~

Before the last paragraph (on seeded sites), add the header:

3.1.2 Site Pile

Then rewrite the paragraph as follows:

Your ~~seed deck~~**optional site pile** includes up to 6 Site cards, ~~which also do not count toward the 30-card limit.~~

Segregating mission and site cards from the seed deck to prevent them being mis-seeded or otherwise abused as if they were normal seed-deck cards.

Seeding Sites (4.4.1) –

Change the first paragraph to read:

During the Facility Phase, you may seed the Sites in your site pile. You are not required to seed all of them. You may *not* **mis-seed** your Sites, nor misrepresent them as part of your seed deck.

Change the fourth paragraph to read:

Although you are limited to 6 Sites during the seed phases, you may stock Site cards in your draw deck and add them to your facility during the game using your **normal card play**.

Clearly stating that you can't mis-seed sites.

Starting the Game (4.4.2) –

Revise thus:

The facility phase continues until both players announce they have no more cards to seed by saying "pass." Once both players have passed, the seed phases are complete. Show your opponent any seed cards you did not use (**including unseeded Sites**), then place them **out-of-play**. Both players shuffle their draw decks and place them face-down on the table, then draw seven concealed cards to form a starting *hand*.

Change the fourth paragraph to read:

Although you are limited to 6 Sites during the seed phases, you may stock Site cards in your draw deck and add them to your facility during the game using your **normal card play**.

Clearly stating that you can't mis-seed sites.

Missions are Irrelevant: Scouting Locations (7.3.2.1) –

Insert a new second sentence:

As with mission attempts, [BO] [Obj] Borg-Only Objectives targeting missions for scouting may only target missions with a point box that you seeded (unless its point box shows 40 points or more).

Clarifying that Borg can't mission-steal, either. (Though they still can do that thing where you solve a mission and then they swoop in to scout the location.)

"Once Per Game" and Similar Limits (12.8) –

Change to "'Once' and Similar Limits."

Insert "once," "twice," and "thrice" as examples alongside "once per game," "twice per game," etc.

Support for streamlined wording.

Equivalents (12.14) –

Add a new bullet point (first on the list):

For card types, the icon and name are equivalent. For example, all equipment is "[Equ]" for **Quality of Life** (even equipment that doesn't have the [Equ] icon).

Card types and their icons are equivalent, and have been used that way for several years now.

Icon Legend -

Add to the "Icons without built-in rules" section:

[Shield] - **Shielded**: These cards are partially protected from nullification or closure (by **Door-Net**, **Amanda Rogers**, or other cards).

[SKR] - **Sha-Ka-Ree**: Indicates that this personnel participated in Sybok's quest for Sha-Ka-Ree.

A new icon and one that should have been added earlier.

FORMAT UPDATES

There are no format updates this month.

TEMPORARY RULING UPDATES

No changes in temporary rulings this month.

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

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