

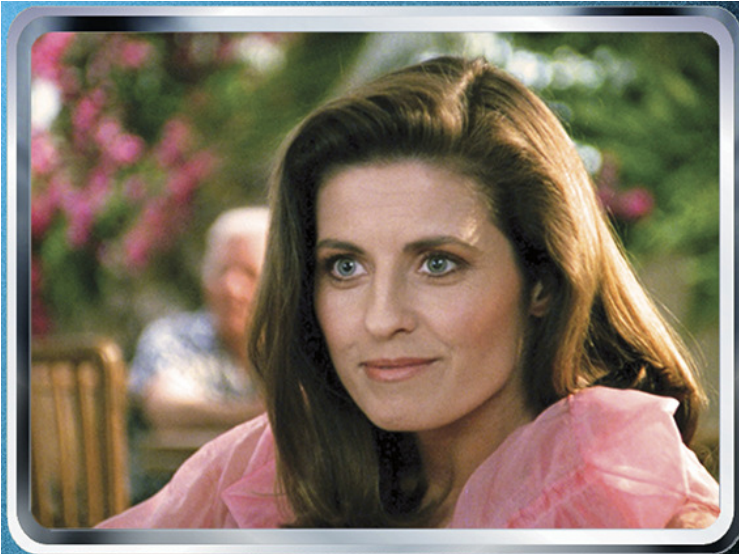
(24 January 2025)

This is the official rules supplement for *Premiere Remastered*.

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

This specific Rules Supplement goes into effect one week after its release (January 31, 2025). This is not normal behavior for Rules Supplements, which typically have immediate effect.

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



GLOSSARY UPDATES

actions - group –

Delete the Energy Vortex example. ("when a"... "reported. Likewise,")

Energy Vortex doesn't do that anymore.

actions - step 2: responses –

Replace the Borg Ship / Temporal Rift example with an example using Change of Heart (both functions) / Near-Warp Transport.

Old example no longer applicable.

Alien Parasites –

First, rename this entry to "Alien Parasites & REM Fatigue."

Then, revise as follows (deep breath!):

This entry covers both the original Alien Parasites dilemma and the version included in the **only** the combo dilemma **Alien Parasites & REM Fatigue**, whether encountered on a planet or in space, **not** the original dilemmas on which it is based.

When you encounter this dilemma and fail to meet its conditions, the mission or scouting attempt immediately ends. At a planet mission, beam the Away Team back to the ship or facility with which they are associated, if any (see **Away Team and Crew**). If they are not associated with a ship or facility, they remain on the surface. (if not, they remain on the planet surface) If associated with a landed ship or planet facility, they may walk aboard instead. or have them reboard their landed ship without transporters. At a space mission, the crew remains aboard their ship.

[In the paragraphs below, we have removed the suggestion that Alien Parasites allows you to control a facility, since, by its gametext, it clearly does no such thing.]


If the affected personnel are now aboard a ship, your opponent takes control of the ship and its entire crew. (If any personnel



aboard are already "stopped," they remain so unless your opponent plays a card that "unstops" them, such as Distortion of Space/Time Continuum; they then join the rest of the crew.) Your opponent then chooses whether or not to take control of the ship/facility and the crew or Away Team. If your opponent chooses to take control, your turn is suspended (you may not initiate actions except as normally allowed during your opponent's turn) while your opponent temporarily controls the ship or facility (if any), the Away Team or crew which encountered the dilemma, and any other personnel aboard that ship or facility. (If any personnel aboard are already "stopped," they remain so unless your opponent plays a card that "unstops" them, such as Distortion of Space/Time Continuum; they then join the rest of the crew.) Your opponent does not control any other ship or facility at the location or any personnel who were previously "stopped" on the planet.





Your opponent may not take any actions that would normally occur only during their turn, except those using your ship and crew which they control. Your opponent may take legal actions (see control for limitations) with the ship and crew until they become "stopped" (they may not then take any action to "unstop" them) OR they cannot take any further meaningful actions with them (e.g., they may not simply beam them up and down endlessly) OR they chooses not to take any further actions with them. Then control returns to you and your suspended turn resumes. If the ship and crew are not already "stopped" (or if your opponent chose not to take control), the personnel who originally encountered the dilemma (and the ship, if encountered at a space mission) are now "stopped" by their failure to overcome it. The dilemma is replaced under the mission to be encountered on the next mission or scouting attempt.

While your turn is suspended and opponent controls your cards, your opponent treats them as your opponent's own with regard to attempting missions, encountering dilemmas, having Q-Flashes, scoring points, playing cards that play on "your ship" (such as Auto-Destruct Sequence), and so on. The only exception is that your cards are not **compatible** with his, and therefore your opponent may not bring your cards aboard their ships, nor bring their personnel aboard your ships, nor dock your cards at their facilities.

The controlled ship and crew must continue obeying other rules, such as respecting affiliation attack restrictions and Borg-Away Team restrictions, attempting only missions of appropriate affiliation, etc. Within those constraints, your opponent may move the ship, abandon personnel on planets, engage in battle, attempt

missions, and so forth. (If your opponent solves a mission with your controlled crew, your opponent scores the points, unless playing ).

If you take control of your opponent's  cards, you must follow all  Away Team and battle restrictions **with them**, and they may not attempt missions.

You may use the controlled  to scout for your own current objective if you are playing . If you are playing  and control a non- ship and crew, they may attempt and solve a mission, but neither player scores the mission points.

The second half of this dilemma is a **copy** of **REM Fatigue**, by virtue of the combo dilemma's card title.

The original Alien Parasites no longer relies on these extra rules, but the combo dilemma still does, so we put them all under one roof here, with an eye toward future removal.

Alternate Universe Door –

Delete the clause about Energy Vortex.

Energy Vortex revised.

Altonian Brain Teaser –

Delete the last paragraph and replace with:

"Bonus points scored at this location" do not include points scored at another location by a seed card encountered at this location. For example, they do not include points earned from **Cytherians** if that dilemma is resolved at a different location.

Rewording this paragraph for clarity.

Amanda Rogers –

Delete and replace with:

For how this card interacts with other card types (like Artifacts) that may be played as Interrupts, see Rulebook 12.14: Equivalents.

This is already better explained elsewhere.

Anti-Time Anomaly –

Modify as follows:

As the card says, this event ~~kills~~ **affects** all personnel (**but not [self] interrupts**) **in play** on or off the spaceline, in all quadrants, at time locations, in a Penalty Box, ~~being held by aliens~~, in stasis, **in play "for uniqueness only"**, etc. (~~Holographic personnel deactivate as usual instead of being killed.~~) The only personnel who are protected are those who are timetraveling into the future (i.e., in a Temporal Rift or Time Travel Pod) at the time the Anti-Time Anomaly resolves. See in play **Since most cards in your point area (like Kova Tholl) or under other cards (like Assert Authority) are not in play, they are unaffected, but Duranja targets and Temporal Benefactors are in play "for uniqueness only" and so, as the card says, they are affected. (You lose the Duranja points; see **worth points** for details.)**

For Hero of the Empire, the player who initiated this action is the player who played Anti-Time Anomaly. As established by **Q-Flash's** gametext, this is typically the *opponent* of the player who owns Anti-Time Anomaly.

Updated after errata. No protection under newly standardized time travel rules!

Arms Deal –

New entry:

You score the points if you meet the requirements during the attempt. If you do, place it in your **bonus point area**.

Since there is no longer a general rule for this, clearly stating it here.

Asteroid Sanctuary –

Revise:

As established by Rulebook 7.4.1.0.2 Cancelled Battles, ~~this interrupt is a valid response to the initiation of a ship battle. It cancels the battle (but all cards involved are still "stopped"). See actions—step 2: responses. It may not target a docked ship.~~

Referring this back to the controlling rule.

Atmospheric Ionization –

Delete and replace with:

As the card says, it prevents all beaming "from" or "to" the planet, which includes beaming between different vicinities on the planet (such as between a landed ship and a planet facility).

A useful, if strictly unnecessary, clarification.

away team and crew –

Delete the words:

(including the ship time-traveling into the future via Temporal Rift)

No longer applicable.

Alternate Universe Door –

Delete the example about Energy Vortex.

Energy Vortex revised.

Birth of "Junior" –

Delete and replace with:

Because RANGE is considered 0 while **off-line**, a ship whose RANGE is off-line (for example, due to "**Pup**" or **Breen Energy-Dampening Weapon**) will be destroyed by this dilemma at end of turn.

Updated for greater clarity and conformity with attribute modifier rules.

Black Hole –

Delete the paragraph about Temporal Rift/Time Travel Pod. Replace:

When a time location's corresponding spaceline location is destroyed by a Black Hole, the Black Hole becomes the corresponding spaceline location.

Updated for Temporal Rift / Time Travel Pod updates.

Borg: Borg-Affiliation Ships –

Replace "Borg" with the affiliation icon where appropriate.

Delete Plasma Fire, Warp Core Breach, and Hugh from the exemptions.

Energy Vortex revised.

card draw –

Replace the phrase:

Cards chosen from your deck using a Betazoid Gift Box...

with:

Downloaded cards...

Probably shoulda been changed years ago.

combo dilemma –

Delete and replace with "See **Rulebook 7.2.2.0.7: Combo Dilemmas**"

This entry is now fully redundant.

control –

Delete the references to **temporary control**.

Entry no longer exists.

Conundrum –

Delete the references to Temporal Rift and Time Travel Pod.

Updated for Temporal Rift / Time Travel Pod updates.

copy –

Insert the words "or title bar" after "its game text".

This is a likely temporary change since titles in combo dilemma gametext no longer always quite match the gametext.

Crosis –

Replace entry with:

This card has been updated. As the card says, it still plays on and enhances a group of Rogue Borg, but does not count as a Rogue Borg and does not add 1 to their X.

This is enough of a change to Crosis that we felt it valuable to call out in a clearer-restatement-of-the-gametext entry.

Crystalline Entity –

Delete the first paragraph and replace:

Because this dilemma kills "all personnel on ship", its effects extend beyond the personnel participating in the attempt. This includes intruders and personnel who are "stopped" or disabled. However, it does not kill personnel in stasis (see **Rulebook 10.2.4: Stasis**) or non-personnel cards (like **tribbles** or **Rogue Borg**).

Replace the cross-reference to **dilemma resolution** with:

See **Rulebook 12.11: Set, Add, Multiply (S.A.M.)**.

Made this clearer.

Cytherians –

Delete this entry (except for cross-references).

Card now speaks for itself.

Distortion Field –

Delete and replace with:

As the card says, it prevents all beaming "from" or "to" the planet, which includes beaming between different vicinities on the planet (such as between a landed ship and a planet facility).

A useful, if strictly unnecessary, clarification (identical to the one for Atmospheric Ionization).

docked ships –

Delete this entry (except for cross-references).

No longer needed.

docking –

Delete this sentence:

~~For example, a ship must dock at an outpost to be repaired by a Spacedock there or to cure REM Fatigue Hallucinations.~~

Add a cross-reference to **Rulebook 7.1.4: Dock & Undock** at end.

Obsolete examples, and most of this entry is honestly redundant anyway.

does not use –

Delete and replace this cross-reference with:

A personnel whose restriction box states that they "does not use" a type of **equipment** may be in the same Away Team with it but may not enable its use and is not affected by it. For example, **Odo's** STRENGTH is not enhanced by hand weapons in his Away Team, and, if he is the only member of the Away Team, he may not pass Zaldan using its disruptor requirement.

Moved here from the equipment entry and clarifies how the restriction works now that the old "all using is use" ruling is reversed.

Echo Papa 607 Killer Drone –

Add a new second paragraph:

"Away Team battle" means "personnel battle." This card can be used in any personnel battle, regardless of whether it includes Away Teams or Rogue Borg. For example, you can use it when two personnel in your crew battle because of a card like **Beta XII-A Entity**. In that case, it would increase the total STRENGTH of both sides by the same amount. While this wouldn't affect the outcome of the battle, Echo Papa's STRENGTH will be 10 higher the next time you use it.

This is the last card using "Away Team battle" and I guess we voted to include a little strategy note here as well.

Emergency Transport Armbands. –

Revise:

~~With the exception of Firestorm, this interrupt may not be used to escape a dilemma. Beaming your personnel "up or down" includes beaming them between ships or between a ship and facility at the same location (including a landed ship).~~

As the card says, you may play this interrupt at any point from the initiation of a personnel battle up to the point of determining the winner, either before or between combat pairings, except you may not interrupt a combat pairing. If you remove all your personnel from an initiated personnel battle with this interrupt before any personal combat takes place, the battle is cancelled and there is no winner or loser, but all participants are still "stopped," and the opposing force wins (since it has the higher total remaining STRENGTH).

Likewise, during a ship battle, you may play this interrupt to beam personnel between any two stages of the battle to or from the ship after the initiation of a ship battle and before the actual attack, between the attack and the return fire, or after damage is assigned and before the ship is destroyed.

Card now says this all clearly, but leaving the ruling in anyway as an even-clearer-restatement-of-the-gametext.

End Transmission –

Replace this entry with a cross-reference to Rulebook 8.0.1 Cards that End Your Turn.

Ruling generalized.

Energy Vortex –

Delete the first paragraph.

Delete the third paragraph.

Revise the second (sole remaining) paragraph as follows:

As the card says the replacement card must be "different," ~~The replacement card~~ **it may not be a copy** of the original. The replacement card play may in turn be interrupted by another Energy Vortex; in that case, the original card may now be played.

Energy Vortex revised.

equipment –

Replace everything after the third paragraph with:

See **use (equipment)** ("use only" restrictions versus other "uses"), **Rulebook 2.8: Equipment** (overview), **Rulebook 10.1.0.1: Classifications vs. Skills** (for equipment that requires classifications), **Rulebook 2.13: Related** (for "ENGINEER-related equipment" and similar).

No longer needed and/or split out.

Escape Pod –

New entry:

See **location, damage: *order of battle results***.

Energy Vortex revised.

Espionage cards –

Revise as follows:

~~These events allow you to attempt a mission with personnel of a different affiliation from that printed on the Mission card. (Normally, a personnel of matching affiliation must be in the crew or Away Team.) They do not override a card or rule that prevents you from solving an opponent's mission (see Fair Play), or a more specific card that prevents you from attempting an opponent's mission.~~ These events allow your personnel to attempt a mission as if it had a specific affiliation icon in its affiliation icons box. This does not make the mission attemptable if it is unattemptable for other reasons (for example, [Fair Play](#), [HQ: Defensive Measures](#), or [I Tried To Warn You](#)). ~~The affiliation reference~~If an Espionage card refers to an affiliation by name (for example, "your Bajoran personnel"), this means only the affiliation and does not include species (see **affiliation and species**).

A "Bajoran espionage card" is one that allows Bajorans to attempt another affiliation's missions. For example, Espionage: Bajoran on Cardassian is a Bajoran espionage card, while Espionage: Cardassian on Bajoran is a Cardassian espionage card.

Discard an Espionage card only when the mission-solving action is entirely complete (after points are scored).

Reflects Premiere Remastered updates while remaining consistent with existing gametext. There are some functional changes here. In particular, while attempting a mission, you treat it as if it had the given icon, which can matter if a card like Captain Kang faces a dilemma that requires WEAPONS. Also, there used to be a nice little angle shot where you could use an Espionage card to attempt (but not solve) an opponent's mission, in order to trigger an early The Nexus (or whatever). This is no longer allowed. Fortunately, it doesn't look like anyone was doing it anyway.

Fair Play –

Add a new first paragraph:

If this card is preventing you from solving a mission, you cannot begin an attempt of that mission, either.

Revise the second paragraph as follows:

You may not solve your opponent's unique mission without a point box (e.g., Q's Planet). Espionage cards or other cards that allow you to attempt missions of other affiliations will ~~still~~ **not** allow you to attempt an opponent's unique mission, ~~but~~ if this event is in play, you will not be able to solve the mission or score its points.

We have removed the "Espionage allows you to attempt but not solve" angle shot, and thus we are, to the extent possible, effacing the distinction between "missions you can attempt" and "missions you can solve."

Firestorm –

Delete this entry.

Card now speaks for itself.

full RANGE –

New entry:

full RANGE means a card's printed RANGE plus enhancements (but not reductions). A card does not have its "full RANGE" available if its RANGE is reduced below full RANGE (for example, by [Space Amoeba](#) or damage) or if it has used any RANGE this turn.

Generalized from Quantum Slipstream Drive.

Gaps in Normal Space –

Delete this entry.

Card now speaks for itself.

Holo-Projectors –

Delete this entry.

Card now speaks for itself.

Hugh –

Delete this entry. Replace with cross-reference to:

See **Rulebook 7.4.1.0.2 Cancelled Battles**.

Card now speaks for itself.

I Do Not Take Orders From You! –

At the beginning, add:

As the card says it targets "personnel,"

Card updated.

I.K.C. and I.K.S. –

Delete "considered to be" and the second sentence. Add a cross-ref to:

See **Rulebook 12.14: Equivalent**s.

Rulebook has updated examples.

Incoming Message –

Add:

These cards do not all function identically. Follow the gametext.

Premiere cards updated; others pending.

intelligence –

Delete this entry. Replace with:

See **Rulebook 10.1.1.2: "Any Intelligence"**.

Not only were there three lists of Intelligence skills, but they weren't fully even consistent. The Rulebook list is now canon.

Investigate Time Continuum –

Delete the second clause of the first paragraph.

In the second paragraph, change:

"you must show an earned copy from hand or have one in play."

to:

"you must control an earned copy in play."

Delete the cross-reference to **action**.

Updated for Time Travel Pod errata.

Investigator Odo –

Replace this entry with, "See **does not use**."

This has been moved.

Kurlan Nasikos –

Delete this entry.

No longer needed.

location –

Delete the Supernova example.

Delete the duplicate Intruder Alert! reference.

Updated card text.

Long-Range Scan Shielding –

Revise:

A type of ship's special equipment. **Long-Range Scan** says it cannot target ships with this equipment. which renders a ship immune to Long-Range Scan.

Revised to be clear it isn't a freestanding rule anymore.

Lore –

Revise:

When either player has this personnel in play, the STRENGTH of every Rogue Borg in play is doubled, and all numerical features of all Crystalline Entity dilemmas seeded or encountered by either player are doubled (see dilemma resolution **Rulebook 7.2.2.0.6: Doubling (or Tripling) Dilemmas**). Two Lore in play do not quadruple Rogue Borg and Crystalline Entities. However, Lore and Crisis may each double the STRENGTH of the same Rogue Borg. See Rogue Borg Mercenaries [link to card], cumulative **Rulebook 12.9: The Cumulative Rule**.

Lore's nemesis is Dr. Soong, Data (First Contact), and/or Data and Geordi (dual-personnel card). See nemesis icon.

See **Appendix A: Lists: Nemesis Icons**.

Revised to account for new text.

Lore's Fingernail –

Delete this entry, except for the cross-reference to **Juliana Tainer**.

No longer needed.

Masaka Transformations –

Modify as follows:

If you have earned an artifact that is placed on the bottom of your draw deck due to this event, you may still play that artifact if you later draw it (or another copy of it) back into your hand. You must be able to verify that the copy you draw is the same copy that you placed under your deck. As always, you may not play more copies of an artifact than you earned.

Reverses an unenforceable ruling.

mis-seeds –

In the fourth paragraph, add "attempt or" before both "solve"s.

Clarification that seems helpful, especially now that missions you can attempt are the same as missions you can solve.

Near-Warp Transport –

Revise:

You may use this interrupt to transport through a Q-Net, but, as the card says, it does not allow you to overcome any obstacles to beaming. See **Rulebook 7.1.1.0.2: Card-Activated Transport**—it may not target a docked ship.

Card updated.

nullify –

Delete the second paragraph and replace with:

Some cards nullify an action or effect, rather than a card. For example, [Edo Vessel](#) may nullify a battle. This is synonymous with "cancel".

Also, update references to "Q-Icon cards" to include the [Q] icon.

Updated for Hugh's rewording.

Particle Fountain –

Delete this entry.

Card updated.

Persistence of Memory –

Modify as follows:

This artifact "reverses" the effect of one of a number of cards. The following entries are the official definitions of "reversed" effects for the cards affected by Persistence of Memory:

Horga'hn - Artifact allows opponent to gain an additional card play or card draw each turn. (Not cumulative.)

Thought Maker - ~~Look at your draw deck for ten seconds and rearrange as desired.~~ [Name a card type, then take all cards with that card type from your draw deck, shuffle them, and place them on top of deck.](#)

Mona Lisa - If destroyed, the opponent of the player directly causing the destruction (if any) loses points. (Not duplicatable.)

Static Warp Bubble - ~~You must discard one card before ending each turn. (Not cumulative.)~~ [At the end of each of their turns, this card's controller must discard a card \(their choice\).](#)

Kivas Fajo - Collector - ~~Opponent chooses any player to immediately draw three new cards from the top of their draw deck. Discard event after use.~~ [Opponent must choose a player to draw three cards. Discard event. \[also update card title to use colon\]](#)

The Traveler: Transcendence - ~~That player's opponent must draw one extra card at the end of each turn. Also, while in play, nullifies Static Warp Bubble. (Not cumulative.)~~ [End of each turn, the player not targeted by this card must draw a card. \(Static Warp Bubbles are still nullified.\)](#)

Devidian Door - While in play, allows you to send a card "to the future." Once each turn, you may say "Devidian Door" and take (from anywhere in play) one of your Personnel or Equipment cards to your hand. On your next turn (or at game end, if sooner), you must show opponent a Devidian Door from your hand and place it out-of-play, or you lose the game. (Note that you play Persistence of Memory on a copy of Devidian Door played on the table, not a copy that is shown from hand.)

Black Hole - Remains a location with span of 1. Every four full turns, inserts one new ?Space location from outside the game (regardless of out-of-play restrictions). Alternates, first inserting one on your

left, then on your right, and so on. (Not duplicatable.)

Supernova - Remove from mission (discard event). Everything previously destroyed there remains destroyed except Mission card, (which is restored [\(including converting back to a !\[\]\(5a351309c3b87e4420622c1f0e57efc0_img.jpg\) if applicable\)](#) and may be attempted unless already solved).

Anti-Time Anomaly - Regenerates literally ALL personnel from discard piles (both players' cards) at the end of your third full turn (since Anti-Time Anomaly was first played), unless Anti-Time Anomaly destroyed first. [Plays on table. At the start of each turn, you may remove a damage marker from one ship at any Devron System. When countdown expires, all players reveal their draw decks and take turns placing all of their revealed personnel into play, anywhere. This is not a card play or download. \(Uniqueness and reporting restrictions are therefore ignored.\)](#) ~~Players take turns placing their personnel anywhere personnel can normally exist in play (regardless of uniqueness and reporting restrictions).~~

This entry stood in need of substantial revision even if the Premiere cards weren't substantially revised.

Odo –

Replace this entry with, "See **does not use.**"

This has been moved.

Phased Matter –

Delete and replace with:

If there is only one personnel in the Away Team, that personnel is the "larger group" (compared to a size-zero group) and is placed in stasis. See [Rulebook 12.4: Stasis](#).

Drastically shortened thanks to Bookend errata.

Plasma Fire –

Delete this entry.

Card updated.

Q-Net –

Begin with "As the card says," (to make clear that this is not an exception to how this wording is normally interpreted).

Replace reference to Borg Ship and The Sheliak with "[Self] self-controlling cards."

Card updated.

Q-Type Android –

After "this dilemma," insert:

...they gain the characteristic "inorganic"

Delete the second sentence.

Add "(species human)" after "becomes human."

Updated for inorganics.

Quantum Slipstream Drive –

Replace this entry with, "See **full range.**"

This definition has been generalized.

REM Fatigue Hallucinations –

Delete this entry.

Card (now renamed to "REM Fatigue") speaks for itself after revision.

Replicator Accident –

New entry:

You score the points if you meet the requirements during the attempt. If you do, place it in your **bonus point area**.

Since there is no longer a general rule for this, clearly stating it here.

Rogue Borg Mercenaries –

Rename "Rogue Borg."

Delete and replace with:

For the legal equivalency of "Rogue Borg Mercenaries," see **Rulebook 12.14: Equivalents**.

Rogue Borg can not play as a response to another Rogue Borg play, nor as a response to a battle initiated by (or against) Rogue Borg. Each Rogue Borg may be targeted or responded to individually (for example, by Vulcan Nerve Pinch or Amanda Rogers).

If the entire crew is killed, surviving Rogue Borg remain on the ship, but cannot use the ship.

Rogue Borg affect [Bor] cards normally.

Card now speaks much more clearly for itself, although some clarification still useful.

Samaritan Snare –

Delete the second paragraph and replace with:

Samaritan Snare's specific text overrides the general rule that you cannot attempt or solve an opponent's unique mission showing less than 40 points. It does not override another card's effect, such as [HQ: Defensive Measures](#) or [Treaty: Federation/Klingon/Romulan](#).

Changes to Espionage cards allow us to simplify this. The old ruling, where Snare forced you to attempt (but you could not solve) is replaced by a simple ruling where you simply follow Samaritan Snare's gametext.

Samuel Clemens' Pocketwatch –

Delete Temporal Rift example (replace with Devastating Communique).

Delete "diseases."

Change "Borg Ship dilemma and the Sheliak" to "[Self] self-controlling cards." (Update surrounding text accordingly.)

General cleanup.

self-controlling cards –

Delete this entry, leaving a Rulebook cross-reference:

See **Rulebook 11.1: Self-Controlling Cards**.

No longer needed.

skills - modifying –



Delete the (circular) cross-reference to Vulcan Mindmeld.

Cleanup.

Supernova –

Revise as follows:

For "converts to , see **Rulebook 11.2: Planetary Destruction**.

This event plays *only* on a Mission card, not on any other location. The mission is not discarded, but remains underneath for span reference only, leaving a spaceline location of unspecified type (neither  nor ). None of its game text, icons, card title, etc. remain in effect other than the span. For example, if Intercept Sleeper Ship is destroyed, you can no longer report the I.K.S. Tong to this location (unless it is the end of the spaceline). As the card says, the mission loses gametext, point box, affiliation icons, but retains its span and other characteristics. Thus, if in a region, it is still in that region. If it is a corresponding spaceline location for a time location, it remains so; if a homeworld, it is still a homeworld for cards like Strategema and Straight and Steady. However, some homeworld-based cards are no longer usable, like Self-Sealing Steam Bolts, since you can no longer be "on" the destroyed homeworld, and Assimilate Homeworld, since the mission is unscoutable. (See **Assimilate Homeworld**.)

Any cards not affected by Supernova (e.g. for example, staffed Gomtuu, completed Borg objectives, **Venus Drug**, **These Are The Voyages**), and any cards in play on them, are not discarded.

Tox Uthat's stipulation that you "may play Supernova on a later turn" is a restriction; you may not play Supernova on the same turn you play Tox Uthat even if you have an extra card play or download. "Requires Tox Uthat" means Tox Uthat must be in play (in its Event mode) and in effect when you play Supernova. Moreover, Tox Uthat's own text prevents you from playing Supernova on the same turn that you play it.

If a mission was assimilated before being destroyed, reversing the effects of Supernova with Persistence of Memory does not unassimilate the mission (just as it does not "unsolve" a mission previously solved). Therefore, it still cannot be solved or targeted for assimilation again.

If a mission that corresponds to a time location in play is destroyed by this event, the time location is unaffected. See **Temporal Vortex**.

Once this event has resolved and destroyed all cards at the mission location, nullifying it with Kevin Uxbridge or moving it with Dr. Q, Medicine Entity has no effect.

Updated card text substantially changes (and simplifies) these rulings.

Subspace Fracture –

New entry:

You score the points if you meet the requirements during the attempt. If you do, place it in your **bonus point area**.

Since there is no longer a general rule for this, clearly stating it here.

Temporal Causality Loop –

Replace entry with:

The owner of each card must re-play (or re-seed) it (if possible). "Seed cards" means those cards that were seeded beneath this mission (either during the seed phase or subsequently).

See **Rulebook 8.0.1: Cards That End Your Turn, card play, Rulebook 6.4: Leaving Play, actions - taking turns, Rulebook 7.2.2.0.3 Dilemma Targets, Rulebook 6.3: Reporting for Duty - Special Reporting**.

This clarification proved necessary. The DRG entry is a doozy, too.

Temporal Rift –

Delete the entire entry except for the first sentence and cross-references.

No longer needed.

Temporal Vortex –

Delete the third paragraph.

No longer needed.

temporary control –

Delete this entry.

No longer needed.

time location –

Insert the word "unique" twice where appropriate in the second paragraph.

In the fourth paragraph, change the second "the corresponding" to "any corresponding."

This whole entry needs to be merged into the Rulebook, most likely, but this is a maintenance edit to keep it up to speed with the rule change about universal time locations.

time travel –

Delete this entry. Replace with cross-reference:

See **Rulebook 7.1.8: Time Travel**.

"Two forms of time travel" finally made obsolete. There's one form of time travel now: spaceline to time location.

Time Travel Pod –

Delete this entry.

No longer needed.

"timeline disrupted in 2063" –

Delete text about "cards that have disappeared."

Conforms to Temporal Rift / Time Travel Pod updates.

Treaty: Federation/Romulan/Klingon –

Revise the third paragraph as follows:

Playing an Espionage card will **not** permit you to attempt ~~(but not solve)~~ an opponent's mission while this treaty is in play. A required action (such as Samaritan Snare) ~~may~~ **does not** compel you to attempt an opponent's mission ~~despite~~ **while** the treaty restriction is **active**. See **actions - required**.

With changes to how the rules treat Espionage, Fair Play, & Samaritan Snare, we are reversing both rulings about how this Treaty interacts with them.

Tribble side deck –


Delete the example about Energy Vortex.

Energy Vortex revised.

use (equipment) –

Replace this cross-reference with content moved from **equipment**:

When equipment says "[Characteristic] use only," a personnel with that characteristic must be present to activate the rest of the card's gametext. Once a "use only" requirement is met (even by a single personnel present), the gametext applies to *all* personnel specified by the card. For example:

* If your Cardassian or  personnel is present, **Cardassian Disruptor** ("Cardassian and Non-Aligned use only") enhances the STRENGTH of *all* personnel present

* **Bat'leth**, on the other hand ("Each of your Klingons present is STRENGTH +2..."), has no "use only" restriction, but it enhances *only* Klingons present.

Stealing an equipment removes any "use only" restrictions it has.

Even if some gametext on an equipment card is not activated due to a "use only" restriction, it may still be used for other purposes, like donating to a **Kressari Rendezvous**, destroying a **Bajoran Shrine**, running **cargo** with **Bok'Nor**, or overcoming **Oh No!**,

Your personnel are "using" equipment, for **Shrouded Assailant**, **Organ Theft**, etc., as long as they are **present** (any "use only" restrictions on that equipment applying only to its gametext).

See **does not use**, **Echo Papa 607 Killer Drone**, **Study Plasma Storm**, **affiliation and species** (for the meaning of words like "Cardassian" and "Klingon")

*Moved this information from **equipment** and reversed some rulings about equipment use to conform better to the Premiere Remastered wording some now use.*

V'Ger –

New entry:

You score the points if you meet the requirements during the attempt. If you do, place it in your **bonus point area**.

Since there is no longer a general rule for this, clearly stating it here.

verification –

Delete the example about Energy Vortex.

Energy Vortex revised.

Vidiian Harvester–

Revise:

Since ~~no one is currently "using"~~ a **your** Vidiian Harvester **can be used by any of your personnel present, even** while its gametext is suspended, a Vidiian Harvester affected by Stone Knives and Bearskins ~~cannot~~ **can** be used to "steal organs" with Organ Theft.

See **equipment, immune**.

Ruling reversed!

Appendix A: Lists: Intelligence Skills –

Delete this list.

Not only were there three lists of Intelligence skills, but they weren't fully even consistent. (This list erroneously listed Orion Syndicate.) The Rulebook list is now canon.

passim. –

Update all references...:

...to Incoming Message - Whatever with Incoming Message: Whatever.

...to Jaglom Shrek - Information Broker to Jaglom Shrek: Information Broker.

...Rogue Borg Mercenaries to Rogue Borg.

...Kivas Fajo - Collector to Kivas Fajo: Collector.

...Palor Toff - Alien Trader to Palor Toff: Alien Trader.

Title changes.

2.12 Time Location –

Modify this entry as follows:

Time Locations are not part of the spaceline, ~~but~~. [insert paragraph break]

Every **unique** time location is paired with a spaceline location named in its lore. For example, Camp Khitomer states that it is located on 2293 Khitomer, so it is paired with the mission Khitomer Research, which states that its location is 24th-Century Khitomer. A time location may only ~~be played~~ **seed or play** if its *corresponding* spaceline location (if any) is in play. (Universal time locations have no corresponding spaceline location.)

Also, move this paragraph below the subsequent paragraph (seeding).

Universal time locations have no corresponding spaceline location.

5.0.1 Clarifications: Valid Responses –

Change "encountering the Borg Ship dilemma" to:

"a Borg Ship initiating battle against your ship."

Borg Ship hasn't been encountered for a long time.

6.3.2 Holograms –

In the first paragraph, insert "inorganic" before "computer programs."

In 6.3.2.1, change "holograms are present with Holo-Projectors when it is nullified" to:

"a hologram's worn Mobile Holo-Emitter is destroyed while on a planet."

In the sidebar, 6.3.2.0.1, delete "Holo-Projectors or".

In 6.3.2.3, change "organics" to "non-[Holo] cards" (both times).

Holo-Projectors no longer an apt example after revision. Updated for inorganics.

6.4 Leaving Play –

In the second paragraph, replace the first sentence:

Dilemmas are placed *out-of-play* instead of being discarded (even when the dilemma specifies "discard dilemma").

with:

Dilemmas do not stay in your discard pile. After discarding a dilemma, immediately place it *out-of-play*.

Then, replace the last sentence:

They are now conceptually *outside the game*, and can only be retrieved by a card that expressly allows you to retrieve a discarded dilemma.

with:

They are now conceptually *outside the game*, and cannot be retrieved by any means, except a card that specifically allows you to seed a card from your discard pile.

Dilemmas now touch the discard pile and then exit the game, and can be retrieved by cards like... well, like Temporal Causality Loop!

7.0.1 Crews, Away Teams, and Movement –

Replace Alien Parasites with Magic Carpet Ride OCD.

Alien Parasites no longer relies on this deprecating rule.

7.1.5 Fly a Starship –

Modify as follows:

A staffed ship can move along your side of the spaceline in either direction. The distance your ship can move on one turn is limited by its RANGE. You determine how far it can travel by adding up the span of each location the ship moves to (or passes), not counting the location where it begins. For example, three consecutive missions A, B, and C on a spaceline have spans of ~~2, 4, and 3~~ **3, 2, and 4**. A ship with full RANGE of 12 starting at mission A will use ~~7~~ **6** RANGE to reach mission C, and ~~6~~ **5** RANGE to return from C to A, with 1 remaining RANGE.

Modified to use the language of "full RANGE."

7.1.8.0.1 Clarifications: "Corresponding" Time Locations –

Edit the first graf by inserting "(if any)" after defining correspondence.

Delete the last paragraph.

The last paragraph was only there for Supernova, far as we could tell, and that's covered on the card now.

7.2.1.0.4 Clarification: Permission to Attempt and Solve –

Delete this sidebar.

This was an awkward rule designed to support situations that, with the revisions to Espionage and related re-rulings for Samaritan Snare and the Triple Treaty, no longer exist. Farewell to this useful but unloved rule.

7.2.4 Mis-Seeds –

In the last paragraph, add "attempt or" before "solve."

Useful clarification, same as the parallel change in the Glossary.

7.2.2.0.1 Reading and Responding to Dilemmas –

Replace "life" with "personnel" in reference to Crystalline Entity.

Wording on card updated.

7.2.2.0.7 Clarifications: "Combo" Dilemmas –

Delete the word "Hallucinations."

Insert a new last paragraph:

Even though combo dilemmas and the original dilemmas on which they are based are considered **copies**, they sometimes have different gametext. For example, **Microvirus** excludes inorganics, but Ancient Computer & Microvirus does not.

This interim rules for combo dilemmas may be short-lived, but it is necessary for the time being.

7.2.2.3 Curable Effects –

Add to the end of the first paragraph:

For example, Komar Possession stops personnel every turn until cured with 3 SECURITY.

Then delete the second paragraph.

Too many examples, at least one now obsolete.

7.2.2.3.0.1 Cure Examples –

Revise this portion as follows:

When encountered, Menthar Booby Trap is automatically removed from the mission's seed cards and placed on the attempting ship. Its first effect is that the ship cannot move, with a cure requirement of 2 ENGINEER "2 ENGINEER aboard".

Cleanup.

7.2.2.5 Dilemma Bonus Points –

Delete this.

Only four cards still rely on it: Arms Deal, Replicator Accident, Subspace Fracture, and V'Ger. These are few enough, and intuitive enough, that we are relegating the explanation to Glossary entries for each card.

7.4.1 Initiating a Battle –

Delete this sentence:

This is referred to as "personnel battle" (sometimes "Away Team battle" or, if Rogue Borg Mercenaries are involved, "Rogue Borg battle").

No cards still use these alternatives except Echo Papa 607, which has it called out in its own Glossary entry now.

7.4.2 Personnel Battle –

Replace step 3 with this new text:

3. *Form Up:* Create a *combat pile* for each force. The combat pile consists of all personnel (and other cards with STRENGTH) in the force, except for those that are disabled, stunned, in stasis, mortally wounded, or otherwise excluded from battle. Each combat pile is shuffled and placed face-down on the table.

Add a new step 6 (and renumber accordingly):

6. *End of Battle:* Players that control a force in the battle now play or use cards that apply at the "end of battle," such as **Assimilate Species**. Effects that last until "end of battle" end now.

Modify the Resolution step by changing the last sentence to:

Then, the battle is over.

Modify the Resolution step again by inserting this after "die":

(non-personnel, non-[Self] cards are destroyed).

Clarifications for Klingon Rite of Vengeance and Assimilate Species, and for non-personnel like Satan's Robot and Rogue Borg in battle.

7.4.3 Ship Battle –

Add a new step 8 (and renumber accordingly):

6. *End of Battle:* Players that control a force in the battle now play or use cards that apply at the "end of battle," such as **Straight and Steady**. Effects that last until "end of battle," like **Multivector Assault Mode**, end now.

Modify the Resolution step by adding a new last sentence:

Then, the battle is over.

Update the word "ship" (or "ships and facilities") to "targets", "cards", or similar.

Clarification for Klingon Rite of Vengeance and Assimilate Species. And [Self].

7.6 Cloaking and Phasing –

Revise this section as follows:

In *Star Trek*, some ships, facilities, and planets have the ability to render themselves invisible ("cloaked") or even immaterial ("phased").

In the *Star Trek Customizable Card Game*, some ships and facilities have the Cloaking Device special equipment. Once each turn, each card with a Cloaking Device ~~cloaking equipment~~ may cloak or decloak. (No personnel are required to operate a cloak.)

Cloaking is represented by flipping the cloaked card face-down. Decloaking is represented by flipping the card face-up again. The following rules apply to cards that are cloaked:

- Your opponent may not target your cloaked cards.
- A cloaked ship or facility ~~card~~ may not initiate battle, nor attempt or scout missions, nor be attacked or boarded.
- Cloaked cards are not considered to be opposing, present, "here" or otherwise located at their current location for requirements or abilities.
- Cloaked cards are affected normally by cards that do not require specific targeting. For example, cloaked ships are affected normally by **Q-Net**, **Stellar Flare**, and **Navigate Plasma Storms**.
- Cards aboard a cloaked ship or facility ~~card~~ are not considered cloaked.
- Although cloaked ships are technically at locations (for movement) and may be on a spaceline or at a year (for cards like Quantum Slipstream Drive or UFP: One Small Step), they ignore requirements and abilities that would treat them as present, opposing, "here" or which otherwise acknowledge their current location. For example, if on a cloaked ship, Captain Chakotay's attribute bonus applies to personnel on his ship but not on any others.
- Other cards may not embark or disembark from, beam on or off of, undock or dock with, or take off or land on, a cloaked card.
- ~~When your personnel cloak, they may cloak their carried equipment.~~

~~Cards~~ Ships with the Phasing Cloak special equipment may phase or dephase, which is exactly the same as cloaking, except phasing includes these additional effects:

- You may not target your phased ships ~~cards~~.
- Phased ships may not move except by using RANGE. ~~Phased personnel may not move except by beaming.~~
- A phased ship may not land or dock. If a landed or docked ship phases, it immediately takes off or undocks.
- Cards aboard a phased ship ~~card~~ may not be attacked or targeted by cards that are not on or aboard the same ship ~~card~~ (or vice versa). For example, a **Tantalus Field** played on a phased ship can target personnel aboard the same ship, but not other ships.
- Phased ships ~~cards~~ are unaffected by most cards in play. For example, a phased ship is unaffected by **Q-Net**, but also cannot use **Bajoran Wormhole**. ~~Only cards that affect all cards in play (such as Anti-Time Anomaly) can affect phased cards.~~
- Phased ships, and the cards aboard them, are still in play. Thus, they can be affected by cards like **Anti-Time Anomaly** and **Into the Breach**

Phasing rules no longer need to support phased personnel, now that Phased

Matter has been updated. However, facilities and planets were not well supported, and are now better supported.

8.0.1 Clarifications: Cards that End Your Turn –

New sidebar:



When a card (such as Temporal Causality Loop or End Transmission) instructs you to end your turn, it ends your turn immediately, skipping all end-of-turn actions (such as countdowns, probes, and draws).

Generalizing the ruling on End Transmission.

10.1.0.1 Clarifications: Classifications vs. Skills –

Add "and Tricorder" after "Crisis."

Add this passage at the end:

Since  have no classifications, they cannot activate the gametext on such cards (but may use such cards for other purposes). For example,  could use a Tricorder to pass Alien Labyrinth, but not to gain the SCIENCE to pass Warp Bubble Mishap.

This was in the Glossary but not the Rulebook.

10.1.1.2 "Any Intelligence" –

Delete "Intelligence" skill.

Also, put V'Shar after Tal Shiar to maintain A-Z order.

This was a 2EBC skill no longer in the game.

10.3: Characteristics –

Add a new bullet point below "changeling":

inorganic: in addition to cards which identify themselves as inorganics, cards with the characteristic "android" or "hologram" are inorganic.

New term.

10.3.0.7: Clarifications: Ignore Card Image –

Replace "Eric Pressman" with "Nick Locarno" and "admiral" with "cadet."

Changes to Erik (nee Eric) Pressman made this example obsolete.

10.3.0.9.1: Exceptions: Species –




Remove the Premiere cards (Hannah Bates, Exocomp).



Remove Arandis.


We fixed 'em.




11.1: Self-Controlling Cards –



Revise as follows:



Cards with the  Self-Controlling icon move, operate, and attack on their own. **If encountered during an attempt, a  enters play at that location.** After entering play, they are under the control of neither player. At the end of every turn (both players'), each  card in play acts according to its gametext.


When a  card with **RANGE** moves, it moves its full available RANGE toward the **far end of the spaceline**. (Exact ties are settled by the owner's opponent.) A  card **requires at the far end of spaceline uses 1 RANGE to move "off the spaceline" and leave play (discarded).**

A  card does not need matching personnel or a leader to attack, and may attack any affiliation, but is subject to restrictions that affect all cards, such as "We Are The Metrons", and needs usable WEAPONS or STRENGTH **(as appropriate)**.

When a  attacks in space, it attacks all eligible targets at that location at once. (For a detailed explanation, see **Multiplexing & Multiple Targets**.)  cards do not use either player's Tactic cards in battle. However, if your ships take a hit and your opponent has a Battle Bridge side deck, he or she inflicts default damage on your damaged ships. Otherwise, you suffer rotation damage. If attacked in space,  cards automatically return fire against every ship and facility involved in the attack, but not bystanders.

In personnel battle, a  attacks all eligible crew or Away Teams, one after another, and the player whose turn it is decides in what order. A  card stuns or mortally wounds its adversary when possible.

Any affiliation, including , may initiate battle against  cards. ([Bor] must obey their usual restrictions.)

 cards are not considered ships or personnel for the purposes of cards that affect ships or personnel (such as Q-Net, Plasma Fire, Isabella Shrouded Assailant, Dead in Bed, or Wormhole).

Revised to account for Rogue Borg.

11.1.0.1 Clarification: [Self] Battling Multiple Players –

Rename to "[Self] Battle Multiple Players in Space".

Insert the word "ship" betwixt "simultaneous targeting."

Insert the phrase "in space" after "multiple players."

Revised to account for Rogue Borg.

12.2.0.1 Clarifications: Who's the Subject? –

Delete all the examples.

All obsolete now. We aren't sure yet whether we can remove the sidebar entirely, because other cards may still rely on it.

12.14: Equivalents –

Add "Rogue Borg Mercenaries" as an equivalent to "Rogue Borg."

Revise as follows:

"I.K.C." is equivalent to "I.K.S." Thus, Kargan **Kavok** is matching commander of both the **I.K.S. Buruk**, ~~I.K.C. Pagh~~ and ~~I.K.S. Pagh~~, and the **I.K.S. Chang** reduces the staffing requirements for the **I.K.C. Fek'Ihr**.

Updated examples, new equivalencies.

12.14.0.1 Tips: "In Place Of" *Not* Equivalent –

Create a new "Tip" sidebar with the above title and this text:

An action taken "in place of" something is *not* that something. For example, you may not target a personnel downloaded with **Group Therapy** using **Subspace Schism**, nor target a **Spacedoor** download using **Energy Vortex**.

Re-number other sidebars in 12.14 accordingly.

Clarification that seemed useful for a couple of cards.

passim. –

Update all references...:

...to Incoming Message - Whatever with Incoming Message: Whatever.

...to Jaglom Shrek - Information Broker to Jaglom Shrek: Information Broker.

...Rogue Borg Mercenaries to Rogue Borg.

...Kivas Fajo - Collector to Kivas Fajo: Collector.

...Palor Toff - Alien Trader to Palor Toff: Alien Trader.

Title changes.

FORMAT UPDATES

Modern Rule #2 is revised to read:

Any time a dilemma ~~would be placed in a discard pile from play~~ is **discarded**, that dilemma is **immediately** removed from the game ~~instead~~. If a card would allow (**or require**) you to seed (or reseed) a dilemma **seed card** from your discard pile, ~~you may seed~~ (or reseed) your dilemma previously removed from ~~the~~ **this** game instead.

Matches some small timing changes, broadly supportive of Temporal Causality Loop and similar dilemma-retrieval cards.

TEMPORARY RULINGS

Three temporary rulings are added to the list following recent forum rulings:

1. On Respond to Distress Call, as the card says, the bonus points require double mission requirements: MEDICAL x2 + ENGINEER x2 + Honor x4 OR MEDICAL x2 + ENGINEER x2 + Treachery x4. No other combination of MEDICAL, ENGINEER, Honor, and/or Treachery suffices.
2. Probing considers *all* and *exclusively* printed features of the probe card.
3. You may only report a card aboard your ship or facility if both cards are compatible, or if reporting aboard a Nor. Cards that provide special reporting do not override this requirement (although some cards like Temporal Micro-Wormhole explicitly make the cards compatible, thus fulfilling the requirement).

Two of these should have been added to the temporary rulings in previous RRDs, but we haven't published an RRD in months, hence the delay.

Furthermore, the temporary ruling about Firestorm is revoked in light of its corrected gametext.

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

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