



...turn, and you may play a personnel or draw a card.

- \* **Engage Cloak** – Any effect that would remove a ship from Engage Cloak also decloaks (or dephases) the ship before it is placed at a location.
- \* **Intermix Ratio** – Erratum: This card has the [Ref] icon.
- \* **Intruder Alert!** – Erratum: This card has the [Ref] icon.
- \* **Juggler, The** – Erratum: This card has the [Ref] icon.

**Kahn** – This glossary entry title is misspelled and should read “Khan.”

**Khan** – Misspelled “Kahn” in Glossary 1.8 and incorrectly alphabetized under that spelling.

\* **Mirror Image** – Erratum: This card has the [Ref] icon.

\* **Mission Attempt** – While your personnel are attempting a mission, if a dilemma is replaced under that mission, the mission attempt immediately ends. (Example: your Away Team including Benjamin Sisko, Bold Captain attempts Hunt for DNA Program, and fails to pass Scientific Method. Since the mission is worth 40 or more points, Scientific Method does not stop Benjamin Sisko. The dilemma is returned under the mission, ending the mission attempt. Sisko remains unstopped (unless Mission Debriefing is in play) and could choose to reattempt the mission (encountering Scientific Method again)).

**Nexus, The** – Personnel under The Nexus are not considered present with each other. They cannot battle each other, or enable or use any text that requires them to be present with another personnel.

**Ocular Implants** – Delete the Glossary entry, which was made obsolete by the updated present ruling.

\* **Oof!** – Erratum: This card has the [Ref] icon.

\* **Q the Referee** – Erratum: delete this card's second sentence as irrelevant, as these cards now all have the [Ref] icon.

**quadrant rule** – The glossary cross-reference should read: See **report**.

**Quark's Bar** – The glossary cross-reference should read: See **report**.

\* **revised text** – The following cards have revised game text. See each individual entry for the actual revision. Also, see the **Conversion Rules** for a list of **First Edition Compatible cards with revised text**.

- Ankari “Spirits”
- Bajoran Resistance Cell
- Cloaked Mission
- Delta Quadrant Spatial Scission
- Intermix Ratio
- Intruder Alert!
- Juggler, The
- Mirror Image
- Oof!
- Q the Referee
- Scorched Hand
- Temporal Vortex
- Vic Fontaine

\* **Scorched Hand** – Erratum: This card has the [Ref] icon.

**scouting locations** – Replace the second paragraph of this Glossary entry with the following:

Before you may scout a location, you must have an activated current objective that specifically allows you to scout that location. A dual-icon mission may be targeted as either a space or a planet location, but only one Borg objective may be completed at any one mission location (either single- or dual-icon).

**Second Edition cards** – Second Edition cards which have a “First Edition Compatible” indicator (a colored bar) in the lower left corner may be used with First Edition rules. A few rules are required for conversion of new features and skills when mixing Second Edition and First Edition cards. These rules may be found in the separate rules document “First Edition Conversion Rules.” First Edition cards may not be mixed with Second Edition cards for use with Second Edition rules.

\* **Starfleet** – An affiliation.

**Starship Excelsior** – This ship has special equipment providing one Stellar Cartography skill. This skill may be used to overcome space dilemmas or satisfy requirements of space missions.

**Strategema** – When this incident is in play, Q's Planet cannot enter play (it cannot be taken from a Q's Tent and inserted into the spaceline).

## Star Trek™ Customizable Card Game™

### Current Rulings

12/4/08

This Current Rulings document is the official supplement to the Star Trek CCG Glossary version 1.8 published in August 2002. A complete set of Star Trek CCG First Edition rules, which should be used by tournament directors in making tournament rulings, consists of Glossary Version 1.8, the latest version of the Current Rulings, and the latest version of the First Edition Conversion Rules. (The Rulebook is intended as a simplified starting point for beginning players and should not be used as a definitive guide to the rules.)

\* **Using this document:** When a ruling or card question arises, you should check this document first, followed by the Glossary, using the card name, game text word or phrase, concept, or card type. A Current Rulings entry will usually state if it replaces all or part of a Glossary entry; otherwise, the entry supplements any previous Glossary entry. **If the rules question involves a Second Edition card, check the Conversion Rules first.**

\* **Rules questions that are not covered in the Glossary, Current Rulings, or First Edition Conversion Rules may be posted on the [www.trekcc.org](http://www.trekcc.org) message boards.**

Although rulings and clarifications may be made by **Continuing Committee** personnel in various forums, they are not considered official unless specifically noted or included in an officially published rules document. Such unofficial rulings are highly recommended for use by tournament directors, but the TD always has the final authority on rulings.

\* An entry preceded by an asterisk represents a new or changed entry since the last Current Rulings, which either emphasizes existing rules, clarifies text where no clear rulings yet exist, answers a frequently asked question, or rewords or reproduces an existing rule or ruling. These changes are effective immediately.

Cross-references that have no corresponding entries in the Current Rulings refer to entries in the Glossary. Entries are arranged alphabetically, ignoring apostrophes and quotation marks and treating hyphens, dashes, and colons as spaces. Entries for specific cards starting with “The” are sorted according to the second word of the card title (e.g., the entry for The Emisary is in the E's, not the T's). Universal Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven); unique drones are listed by their card titles (e.g., Seven of Nine). Text in square brackets represents an icon. Refer to the Glossary for a complete icon legend.

### RULINGS

\* **affiliation** – There are 14 affiliations: Bajoran, Borg, Cardassian, Dominion, Federation, Ferengi, Hirogen, Kazon, Klingon, Neutral, Non-Aligned, Romulan, **Starfleet**, and Vidlian.

**Ankari “Spirits”** – Erratum to lore: Delete the word “murderous.”

This dilemma is no longer affected by Cyrus Redblock.

**Bajoran Resistance Cell** – Erratum to game text:

**Seeds or plays on table.** Once each turn, your [Baj] Resistance personnel may report for free to your [Baj] facility or ship or to any planet. Also, your Bajoran espionage cards may not be nullified. Once each turn, you may download a Bajoran espionage card to one of your unsolved missions (limit one per mission), then draw two cards if you have at least two [Baj] Resistance personnel in play.

\* **Cloaked Mission** – Erratum - this mission's location is “Romulus System: Romulus”.

**conversion rules** – See **Second Edition cards**.

**Defend Homeworld** – The “compatible ships, leaders, [and] SECURITY personnel” that you may download with this objective when your card is attacked at a homeworld must be compatible with the card that was attacked (and with each other, if they are mixing).

**Delta Quadrant Spatial Scission** – Erratum to last line of game text:

\* **Temporal Vortex** – Erratum: This card has the [Ref] icon.

**U.S.S. Excelsior** – Delete this glossary entry. It belongs under **Starship Excelsior**.

**Vic Fontaine** – Erratum to skills:

- ▼ Any card (if an opponent's dilemma just "stopped" your personnel present; once per game per dilemma). • Music

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