Star Trek™ Customizable Card Game
Current Rulings
01/18/99

Current Rulings are periodic updates to the Rulebook and Glossary, including rules changes, clarifications and situations not addressed in the Rulebook, Glossary or rules supplements. Current Rulings are the official supplement to the Rulebook and should be used by tournament directors in making tournament rulings.

Answers given by official Decipher representatives are not official until included in a Current Rulings document. Such answers are highly recommended for use by tournament directors, but the TD always has the final authority on rulings.

This document contains all Current Rulings issued since the 12/7/98 Rulebook and Glossary (which includes all prior FAQs and Current Rulings). Entries that are new or changed since the last Current Rulings document (12/14/98) are marked with an asterisk (*) before the topic. A complete set of Star Trek Customizable Card Game rules consists of:

Rule Booklet (12/7/98)
Rule Booklet Glossary (12/7/98)
Current Rulings (1/18/99)
Enhanced First Contact Rules Notes (1/13/99)
The Dominion Rules Supplement (1/20/99)

NOTE: Entries are arranged alphabetically, ignoring punctuation symbols. Entries for specific cards are sorted according to exact card title (e.g., the entry for The Emissary is in the T's, not the E's). Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven). Text in square brackets represents an icon. Most icon designations are listed below.

LEGEND

[AU]	Alternate Universe
[Baj]	Bajoran affiliation
[BO]	Borg use only
[Borg]	Borg affiliation
[C]	Command
[Car]	Cardassian affiliation
[Com]	Communication subcommand (blue icon)
[Def]	Defense subcommand (red icon)
[Dom]	Dominion affiliation
[DQ]	Delta Quadrant
[EE]	U.S.S. Enterprise-E
[Fed]	Federation affiliation
[Fer]	Ferengi affiliation
[H]	Holographic re-creation
[HA]	Hidden Agenda
[Klg]	Klingon affiliation
[M]	Maquis
[NA]	Non-Aligned
[Nav]	Navigation subcommand (green icon)
[Nem]	Nemesis
[OCD]	Optical Compact Disk
[P]	Planet
[Rom]	Romulan affiliation
[S]	Space
[S/P]	Space/Planet
[SD]	Special download
[ST]	Staff
[univ]	Universal
{3}	Countdown box
[35]	Point box

SIGNIFICANT RULINGS CHANGES AND CLARIFICATIONS TO NOTE

Several earlier formal and informal rulings have been changed or clarified to enhance gameplay and for better consistency. For details, see the following listings (entries marked with an asterisk have been added since the previous Current Rulings):

* **actions, "just":** Definition and timing of "just" actions.
battle, ship: A matching personnel is required aboard a ship to fire WEAPONS, even in retaliation.
* **Borg - objectives:** Borg may now have non-[BO] objectives in addition to their [BO] current objective.
* **Borg Outpost:** May be built at an assimilated homeworld.
* **cloaking device:** A cloaked ship may not scout a space location.
commandeering: An all Non-Aligned Away Team may commandeer a Nor, but its affiliation does not change.
* **Cryosatellite:** If multiple personas or counterparts are acquired from a Cryosatellite, all but the first are discarded.
* **Distortion of Space/Time Continuum:** May not be played on your ship during your opponent's turn.
* **docked ships:** Six listed interrupts may no longer be played on a docked ship.
* **downloading:** Clarification of special download rules.

facilities: Personnel lines are eliminated. Cards stack on top of sites or under other facilities.
Lore's Fingernail: Allows androids to report as Non-Aligned.
* **outside the game:** Cards added from outside the game must be removed from your deck at the end of the game.
reporting for duty: Cards may report to any quadrant when allowed by a card other than a facility (even if they report aboard a facility). A card may be reported by "Devidian Door" to a site on a Nor without a docking site.
* **responses:** Interrupts that "prevent" an action may be used as a response.
* **seeding duplicate cards:** Seed cards are now "unique per mission."
showing your cards: You may no longer look through your opponent's personnel while they are aboard a facility.
* **timing:** Clarification of start-of-turn and end-of-turn action timing.

RULINGS

* **Abandon Ship!** - The personnel abandoned for this dilemma cannot be rescued by a docked ship.

* **actions, "just"** - Some actions may be initiated only just after some other action or condition has occurred, before anything else can intervene. These are typically indicated by the word "just" in game text. It may be a response to another action (e.g., "just initiated," "just played"), or it may be a new action that follows the reult of the other action (e.g., "just completed"). An action may be responded to or followed by any number of applicable "just" actions.

"Just" actions always take place before non-"just" actions. This may allow or require you to initiate an action when it would otherwise be your opponent's turn to do so. For example, you initiate a planet mission attempt and solve the mission. Although it is normally your opponent's turn to initiate the next action, you may first play Particle Fountain ("play...on just completed planet mission").

* **Add Distinctiveness** - For this incident, seed cards (which must be placed out-of-play) include missions, dilemmas, artifacts and any other card which is only seedable (has no normal "play" function). See **outside the game**.

* **affiliation attack restrictions** - See **battle**.

Anti-Matter Spread - The phrase "opposing ships' WEAPONS" on this interrupt refers to ships that are "opposing" the ships of the player playing the card. You may not play it on behalf of the Borg Ship dilemma to reduce the WEAPONS of your opponent's ships being attacked by the dilemma.

* **Asteroid Sanctuary** - 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 **responses**.

* **Away Team and crew** - An Away Team remains associated with the ship it beamed (or disembarked) from until they board another of your ships or facilities,or until they are separated by the departure of the ship or the Away Team from that location (including the ship time-traveling into the future via Temporal Rift). For example, if you play Memory Wipe on your ship, beam an Away Team to a planet and move the ship to another location, those personnel revert to their normal affiliations. Also, Magic Carpet Ride OCD will relocate only the Away Team(s) at the ship's location; a personnel sent away by a Love Interest is no longer associated with that ship.

Bajoran Civil War - See **Computer Crash**.

* **Bajoran Interceptor** - In the RANGE example for this ship in the glossary, substitute Establish Station (an Alpha Quadrant mission) for Investigate Rumors (a Gamma Quadrant mission).

* **Balancing Act** - The point loss for this dilemma is not scored at any specific location (because it may affect both players, not just the one encountering the dilemma), and thus is not affected by Altonion Brain Teaser.

* **battle, affiliation attack restrictions** – When attacking a force composed of more than one affiliation, you must obey all relevant affiliation attack restrictions. However, if a card specifically allows you to attack a particular affiliation, then you may attack any forces that include that affiliation, even if other cards are working with them. For example, Admiral Leyton allows you to attack a joint Dominion/Cardassian/Non-Aligned force.

* **battle, cancelled** - If a properly initiated battle is cancelled (e.g., with I'm a Doctor, Not a Doorstop), all cards involved have still participated in a battle and are "stopped."

battle, ship - Each ship or facility involved in a ship battle must have a personnel of matching affiliation aboard in order to fire its WEAPONS (even in retaliation).

* **beaming personnel into space** - You may not beam, report or otherwise transfer personnel into space unless a card specifically allows you to do so (e.g., Airlock).

* **Borg - objectives** - When you are playing Borg and you have an uncompleted [Borg Only] Objective card face up in play, this is defined as your current objective. You are limited to one [Borg Only] current objective at a time. You may have any number of non-[Borg Only] objectives in play at a time.

* **Borg - use of non-Borg cards** - Players using [Borg] affiliation cards may not stock any non-Borg personnel, ships or facilities in their decks. Because Site cards have no affiliation, a Borg player may include them in his deck.

* **Borg Outpost** - You may build a Borg outpost at any location your Borg have assimilated (even a homeworld).

Borg Queen - If this personnel is "stopped," her selected regular skill may still be

shared with the hive through the Interlink Drone. Although she may not use her skills or perform any actions, skill-sharing requires no action on her part.

* **Cardassians, Non-Aligned** - The Non-Aligned personnel of Cardassian species (Ocett, Evek and Madred) are still Non-Aligned, *not* of Cardassian affiliation.

* **Clan People** - "Must have Opaka present" refers to the personnel card Kai Opaka.

* **cloaking device** - A cloaked ship may not scout a mission location.

commandeering - When a card allows you to commander a ship or facility, you may do so only if you do not already control that ship or facility (e.g., your opponent's Nor). When you commandeer a Nor, its affiliation changes to match any one of the affiliated personnel in your commandeering Away Team. (If all the personnel in your Away Team are Non-Aligned/Neutral, they may commandeer the Nor but its affiliation does not change.)

Computer Crash - If you initiate the play of a multi-function card such as Bajoran Civil War, and select a function that requires a download, then that card becomes a "card that requires downloading" and may be responded to by the activation of this hidden agenda event. The card requiring downloading returns to your hand; you may then play it for its other function, but you are not required to do so.

* **counterparts** - A Borg personnel with "assimilated counterpart" in his lore may be used as a "matching counterpart" for the objective Assimilate Homeworld. A counterpart is not a drone and may not be downloaded or affected by cards that specify drones.

Your collective is limited to one counterpart in play at a time, even if that counterpart has an [AU] icon. This restriction is similar to the persona and "Unique" card rules, which allow you to have only one copy of a unique personnel (or its persona) in play at a time, one Dead End etc. Thus, if you have one counterpart in play, you may not play or assimilate another, and if you acquire another one (e.g., from a Cryosatellite), the second one must be discarded. See **Cryosatellite**.

* **Cryosatellite** - If you earn your Cryosatellite containing another copy of a unique personnel you already have in play (or another version of the same persona), the one in the Cryosatellite is discarded. If the Cryosatellite contains two versions of the same persona (e.g., Lakanta and The Traveler) or two or more assimilated counterparts (e.g., Tomalak of Borg and Gowron of Borg), the first one encountered will join your crew while any others will be discarded. You may not select one to keep or leave personnel on the Cryosatellite.

If your opponent earns your Cryosatellite, the personnel still belong to you but are captured by your opponent. Duplicates and additional versions of personas and counterparts are discarded as if you had earned them.

* **Crystalline Entity** - If this dilemma is encountered after DNA Clues and thus requires 2 more MEDICAL, and Lore is in play (doubling Crystalline Entity), it will require 6 MEDICAL and 2 SCIENCE to pass the dilemma. Lore doubles whatever Crystalline Entity requires, and DNA Clues makes it require 3 MEDICAL and SCIENCE.

If this dilemma is encountered at a dual-icon mission, the Away Team and crew are affected separately by the "planet" and "space" text, and cannot pool skills, as if it were two separate dilemmas. However, to overcome the dilemma and score its bonus points, you must overcome both parts.

Devidian Door - See **reporting for duty**.

* **Distortion of Space/Time Continuum** - You may not play this interrupt on your ship during your opponent's turn. Your opponent's ship which you control with Alien Parasites is a valid target.

* **docked ships** - The following cards may not be played to target a docked ship:

   • Asteroid Sanctuary
   • Loss of Orbital Stability
   • Near-Warp Transport
   • Temporal Rift
   • Wormhole (on a ship as it undocks)
   • Temporal Wake (to force it to follow another time-traveling ship)

All other cards that target a ship may target docked ships (if applicable) unless otherwise specified on the card.

* **downloading - Special Download** – A card with a special download icon allows you to suspend any action at any time while you download the specified target card and immediately play it. If the card is played at (or to affect something at) one particular spaceline or timeline location, the special download icon must be at that location. (If it is not possible to play the card according to these rules, then the target card may not be downloaded.) For example, 10 and 01 may download Bynars Weapon Enhancement to the table at any time, because that event is not specific to one location.

When you use a special download icon to download a hidden agenda card, you must play that card to the table, then immediately reveal it and follow its game text (targeting something at the location of the special download icon if applicable).

* **drones** - A Borg drone has "Drone" as part of its Identification. All personnel assimilated from the opponent are drones unless assimilated as a counterpart. The Borg Queen and counterparts are not drones and may not be downloaded or affected by cards that specify drones.

* **dual-icon missions** - See **Crystalline Entity**.

* **Evek** - See **Cardassians, Non-Aligned**.

facilities - Facilities no longer slide underneath a mission, but are instead placed in front of the mission on your side of the spaceline. Whenever you have personnel or ships aboard (or docked at) a facility, stack them on top of the appropriate site (for a Nor) or underneath the Facility card (for any other facility). Personnel aboard a ship docked at an outpost should be stacked underneath the Ship card, while personnel aboard the outpost itself should be stacked between the Ship card and the outpost card. See **showing your cards**.

* **Guramba** - Wherever your Away Team has Guramba, your opponent must have two leaders present (or two [Def] personnel) in order to initiate a personnel battle (unless counter-attacking).

headquarters - Headquarters cards allow both players to report any compatible cards (similar to an outpost) and to use the game text on the headquarters card. Reporting is not restricted to the cards listed on the headquarters (such as Cardassian Guls and Legates).

* **"in orbit"** - A ship is "in orbit" or "orbiting a planet" when it is in space, undocked, at a planet location. A docked ship is not considered to be "in orbit" even if the facility is orbiting a planet.

* **"just"** - See **actions**.

* **La Forge Maneuver** - "If the next action is an attack against that ship" refers to the next action of the player who played this interrupt (or to an attack by a Borg Ship dilemma). If your opponent takes an action immediately after you play La Forge Maneuver on his ship, it does not cancel La Forge Maneuver's effect.

Lore - See **Crystalline Entity**.

Lore's Fingernail - This event allows affiliated androids to report for duty as Non-Aligned. For example, with Lore's Fingernail in play you may report Data to an outpost after Earth has been assimilated.

Juliana Tainer becomes Non-Aligned with this event in play, even if she is unaware that she is an android. Because the card treats androids differently from other personnel, she becomes aware and is "stopped."

* **Madred** - This personnel does *not* have Obsidian Order skill. A skill must be in the skills box (not the lore) to qualify as a skill. See also **Cardassians, Non-Aligned**.

* **Memory Wipe** - This event implements a special play environment when playing Starter Deck II vs. Starter Deck II. You and your opponent each seed the card and agree not to nullify it. This allows each player's cards of different affiliations to mix without having to use one or more Treaty cards. (Memory Wipe may also be used in the normal play environment for its second function, but your opponent is of course free to nullify it.) See **Away Team and crew**.

* **misseeds** - As stated in the rulebook, misseeds are placed out-of-play when "discovered." Seed cards are "discovered" only when they are encountered during a mission attempt (when both players see the card). For example, game text (e.g., Ocular Implants) that allows you look at the bottom seed card under a mission does not "discover" a misseed. It remains under the mission and you cannot look at the next card instead.

mission game text (special instructions) - Game text in italic type on a mission card represents special instructions for use of the mission (not requirements for solving the mission). Unless the text specifies when it takes effect (e.g., "when mission solved"), it is always in effect. For example, no ship-to-ship beaming is allowed at any time at Quash Conspiracy, before or after the mission is solved.

* **nemesis icon** - If one of the nemesis ships is cloaked, neither is destroyed.

* **objectives** - A Borg player is limited to one [Borg Only] current objective at a time. See **Borg**. Any player may have any number of non-[Borg Only] objectives in play at a time.

* **Ocett** - See **Cardassians, Non-Aligned**.

* **"once per game"** - If you control your opponent's ship and crew (e.g., with Alien Parasites), and use a "once per game" skill of one of the crew, you have used only your own "once per game" allotment (because you treat the personnel as your own). Your opponent can still use that personnel's skill.

* **outside the game** - Any cards added to your deck from "outside the game" (e.g., universal missions used to replace duplicated unique ones, Phoenix seeded under Montana Missile Complex or the contents of a First Contact expansion pack added by Add Distinctiveness) must be removed from your deck at the end of the game, and your deck restored to its original condition.

point area - File Mission Report is no longer an example of a "non-bonus point box," as non-Borg objective points are now defined as bonus points.

* **"prevents"** - See **responses**.

* **Recruit Mercenaries** - The negative points for this event are scored ("paid") at the location where you download the mercenaries.

* **Red Alert!** - When you have this event in play, the multiple personnel, ships and equipment that you are allowed to play are in place of your normal card play.

Reflection Therapy - You may use this objective to change a regular skill that does not actually appear in a skills box, but was added by an equipment card (e.g., Engineering Kit), Mot's Advice, K'chiQ's selectable skill etc. If the personnel is separated from the equipment card, or Mot's Advice is nullified, the Reflection Therapy objective will be discarded, because its target (the skill that it affected) no longer exists.

reporting for duty - When a facility allows you to report a card for duty, you may do so only if that card and the facility are both in their native quadrant. (Equipment cards are native to all quadrants and thus may report to any appropriate facility that is in its native quadrant.) Also, when a site allows you report cards, you may do so only if that Nor also has at least one docking site.

However, when the reporting is allowed by some other card, such as The Emissary's special skill or Devidian Door, the card may report to any quadrant, even if it happens to be reporting aboard a facility; and a docking site is not required on the Nor.

* **responses** - Interrupts and skills that "prevent" an action may be used as a response to that action. If the action thus prevented is a card play, it nullifies that card play. For example, Howard Heirloom Candle "prevents Anya or Salia from morphing this turn." If I play You Dirty Rat on Anya to morph her into a rat, you may respond with Howard Heirloom Candle to nullify You Dirty Rat. If the prevented action is a battle, the battle is cancelled, but all cards involved are still "stopped."

* **Scorched Hand** - You may ask your opponent how many cards he has in his hand at any time.

Search For Weapons - This mission's special text ("May seed hand weapons here") does not allow you to seed the Varon-T Disruptor in addition to another artifact. While the Varon-T Disruptor is a hand weapon, the mission text does not override the "one artifact per mission" rule.

seeded personnel and equipment - Some game text allows you to seed Personnel or Equipment cards beneath missions. Such cards are seeded face-down, like artifacts, and are earned when you solve the mission. (Mirasta Yale is an exception, because her text states she seeds like a dilemma.) Equipment (and artifacts that say "use as equipment") join your crew or Away Team; personnel that you seeded join your crew or Away Team (if compatible; otherwise they are under house arrest or form a separate Away Team); and personnel that your opponent seeded are captured.

* **seeding duplicate cards** - Seed cards are now considered "unique per mission" rather than "not duplicatable per mission." This means that if both players each seed their own copy of the same card (e.g., Borg Ship dilemma, Cryosatellite, Dead End) under the same mission, neither of those cards is a mis-seed. (Both players are still limited to one copy of each seed card at each mission.)

* **shapeshifter** - This term refers to all changelings and allasamorphs.

showing your cards - When reporting any card for duty, you must announce the card's name and show that card to your opponent. Afterwards, your opponent will only get to see that card when necessary, such as during personnel battle, for an "opponent's choice" selection or when you must prove you have a particular skill, staffing icon etc. (You may no longer look through your opponent's cards while they are aboard a facility.) See **facilities**.

* **Space-Time Portal** - The phrase "at any time" on this doorway means that you may discard the doorway from the table for one of its functions during either player's turn, before or after your card play or executing orders. This action still must conform to the normal timing rules and may not interrupt another action unless it is a valid response to that action. It is not a valid response to the initiation of a battle or the encounter of a dilemma, because it does not specifically modify or nullify those actions; thus, you may not escape from battle or a dilemma encounter by returning a ship to your hand. See **actions, timing, responses** (glossary).

You may play only one [AU] card per turn even if you have multiple copies of this doorway in play. It is not cumulative.

This doorway does not allow seeding of [AU] cards that are not normally seedable, such as personnel or ships (unless another card makes them seedable, such as Cryosatellite). It allows you to seed [AU] dilemmas, artifacts or other seed cards.

* **special download** - See **downloading**.

* **special staffing icon** – This term refers to any icon used to staff a ship, except the "normal" staffing icons (command, staff and Borg subcommands) and affiliation icons (e.g, on Zalkonian Vessel). There are currently five special staffing icons: [AU] [Excelsior] [EE] [OCD] [Enterprise]

"stopped" - Personnel aboard a "stopped" ship are also "stopped".

Supernova - The previous Current Rulings referred, in the "discard pile" entry, to missions being discarded due to a Supernova or a Black Hole. The mission is not discarded when it is destroyed by a Supernova, but remains underneath for span reference only. None of its game text remains in effect other than the span.

The Emissary - See **reporting for duty**.

* **timing** - Any mandatory start-of-turn actions must take place before optional start-of-turn actions. Other than that, the player whose turn it is chooses the order of start-of-turn actions. For example, at the start of your turn, a Rogue Borg battle and scoring of Colony points are scheduled to take place (mandatory), and you may process ore (optional). You may choose whether to score the Colony points or conduct the Rogue Borg battle first; after both actions are complete, you may process ore. No other actions may take place between start-of-turn actions, other than valid responses. Your normal card play is not a start-of-turn action.

End-of-turn actions are timed the same way as start-of-turn actions. For example, a Borg Ship dilemma is scheduled to move and a Computer Crash is scheduled to be discarded (both mandatory) and you wish to probe (optional). You may choose whether to move the Borg Ship or discard the Computer Crash first; you cannot probe till both have been completed. No other actions may take place after end-of-

turn actions begin, other than valid responses. The card draw (or an action "in place of a card draw," such as a download) signals the end of the turn and is the last action of the turn.

See **actions, "just."**

* **Turrel** - This personnel still protects your treaties from nullification even if he is on a ship in a Temporal Rift.

Vulcan Mindmeld - The example in the previous Current Rulings (and the rulebook glossary) of adding skills with multipliers is amended as follows:

While cards that "select" skills disregard skill multipliers (x2, x3 etc.), Vulcan Mindmeld "adds" skills and thus keeps the multipliers. For example, if Sarek (Diplomacy x3 and Mindmeld) mindmelds with Riva (Diplomacy x2), Sarek would have the following skills: Diplomacy x3, Mindmeld, Diplomacy x2.

* **You Dirty Rat** - The shape-shifter morphed by this interrupt may not be targeted by anything (not just in battle).