

Star Trek™ Customizable Card Game™

Current Rulings

3/27/00

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 October 1999 Rulebook and Glossary (which includes all prior FAQs and Current Rulings). Entries that are new or changed since the last Current Rulings document (2/28/00) are marked with an asterisk (*) before the topic. A complete set of Star Trek Customizable Card Game rules consists of the following documents:

- Rulebook Version 1.6 (October 1999)
- Rulebook Glossary Version 1.6 (October 1999)
- Current Rulings (3/27/00)

NOTE: Cross-references that have no corresponding entries in the Current Rulings refer to entries in the Glossary. 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), except for Seven of Nine. Text in square brackets represents an icon. Refer to the Glossary for a complete legend of icons.

SIGNIFICANT RULINGS CHANGES AND CLARIFICATIONS

Several earlier formal and informal rulings have been changed or clarified to enhance gameplay and for better consistency. For details, see the following listings:

- actions – interrupting actions:** Interrupt and Doorway cards may no longer be played during a mission attempt between seed cards or prior to encountering the first seed card (unless allowed by a specific rule or game text).
- actions – required:** When your cards are required to take more than one action, you may choose the order in which to take those actions.
- android:** This term is no longer interchangeable with “Soong-type android.”
- Away Team and crew:** You may no longer voluntarily split your personnel on a planet into separate Away Teams.
- Borg – The Delta Quadrant and Borg Outpost:** Native quadrant rules now apply to reporting at this outpost.
- card types:** A card that says it is “played as” or “used as” another card type now counts as both card types for all purposes.
- Cargo Bay:** Clarified explanation of cargo runs, including that you may now count missions your ship passes even if they are not in a direct line between the two facilities.
- commandeering:** When you commandeer a ship docked at an opponent's facility, you may not undock unless specific game text allows it.
- cumulative:** This Glossary entry has been deleted and replaced with a clarified explanation.
- dilemmas – DNA-related:** This Glossary entry has been deleted. Androids, Exocomps, and holographic personnel are now treated normally by all dilemmas.
- dilemmas – resolution – targets:** You no longer need to meet the conditions of a dilemma targeting a personnel with a particular characteristic if no such personnel is present.
- empty ship:** This Glossary entry has been revised; equipment and carried ships no longer prevent a ship from being considered “empty.”
- Exocomp:** Exocomps are now considered androids.
- movement – personnel:** Whenever a card or rule allows your personnel to move, you may also move equipment cards.
- once each turn:** A non-universal, non-cumulative card whose effect is limited to use “once each turn,” “once per turn” or “once every turn” can be used only once regardless of the number of copies of that card you have in play.
- outpost:** If you have no outpost in play, no player may play a card requiring you to return a personnel or ship to your outpost, nor may you choose an effect on a card that would require it.
- showing your cards:** If the conditions for playing a card in your hand are dependent upon your opponent's cards, you may ask them to reveal whether they meet those conditions.
- side decks:** Whenever you draw or play a card from your side deck, it is not defined as a “card draw” or “card play” for purposes of cards affecting card draws or card plays.
- stasis:** Cards played on a card in stasis are no longer also placed in stasis, but are suspended unless they affect a player (or a card not in stasis).
- Subspace Warp Rift:** A ship that is “relocated” away from this event does not incur damage.
- time location:** Personnel and ships listed on a time location as “native to this timeline” are no longer required to report there when it is in play.

RULINGS

Access Denied - See **Ferengi Ingenuity**.

actions – interrupting actions - Interrupt and Doorway cards may no longer be played during a mission (or scouting) attempt unless the card “suspends play” (e.g., Flight of the Intruder) or represents a valid response to the attempt or to one of its sub-actions (e.g., Hugh, Senior Staff Meeting). This reverses all previous Glossary and Rulebook entries otherwise allowing these cards to be played during mission attempts.

actions – required - When your cards are required to take more than one action, you may choose the order in which to take those actions. For example, if your Federation ship affected by Cytherians is at Samaritan Snare, you may choose whether to move the ship or attempt the mission as your next action (if you have no available RANGE, you must still attempt the mission). This reverses the existing Glossary entry (which stated you must always resolve one moving required action before resolving a new one that just targeted a ship).

actions – step 1: initiation - See **showing your cards**.

android - This Glossary entry has been deleted and replaced: “Android” is considered a **species**. It includes any personnel which is a “**Soong-type android**” or Exocomp, and Commander Data. They are affected normally by all cards, and are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**.

“any” - If a card refers to a specific Star Trek character using the word “any” (e.g., “any Miles” on Pup, “any Odo” on Intelligence Operation), it is referring to any personnel card representing the specified character (including AU icon personnel). Impersonators are never considered true representations of the character they depict. (Thus Chief O'Brien is “any Miles” and Montgomery Scott is “any Scotty;” while Odo Founder is not “any Odo.”)

Arbiter of Succession - The two Klingons targeted by this interrupt may belong to the same player.

assimilation - See **exchanging cards**.

* **Away Team and crew** - The third and fourth paragraphs of this Glossary entry (beginning: “On your turn, you may declare your personnel on a planet...”) have been deleted and replaced:

You may not voluntarily split your personnel on a ship, facility, planet, or site into separate Away Teams or crews, but a dilemma may “stop” some of your personnel, temporarily forming a separate Away Team or crew. See **dilemmas – resolution**. All such separate personnel automatically rejoin with other Away Teams or crews present at the end of your turn.

An Away Team can be associated with only one ship or space facility at a time. When multiple Away Teams join to form one Away Team, you must designate which single ship or facility the new combined Away Team will be associated with (if any of them were associated with one).

Bashir Founder - This personnel cannot use his special download while on board a **cloaked ship** (or phased ship).

Beware of Q - The second function of this objective can be used to replace a dilemma seeded at **Empok Nor**.

Big Picture, The - See **The Big Picture**.

* **Bok** - This personnel does not count as a DaiMon. See **rank and title**.

Borg – The Delta Quadrant and Borg Outpost - The rule that you may not report cards to a Borg Outpost in the Alpha or Gamma Quadrants has been modified. The **native quadrant** rules now apply to Borg Outposts and assimilated outposts. You may now report an Alpha Quadrant personnel (e.g., Locutus of Borg, Bareil of Borg) to an assimilated facility in the Alpha Quadrant (if the facility is native to that quadrant). All other interim rules on the Borg Outpost remain unchanged.

Breen CRM114 - Your Away Team using this disruptor to damage a planet facility or landed ship is making a special kind of attack; thus a leader is required and the Away Team is subject to its normal attack restrictions. The attack automatically succeeds, causing one damage marker from your Battle Bridge side deck (no damage is caused if you aren't using the side deck). Cards involved in the attack are “stopped” and your opponent is allowed to counter-attack there normally. See **once each turn**.

You must have a Breen or arms dealer present to report the Breen CRM114, even when reporting by using another card (e.g., Devidian Door, Security Office). You do not need a Breen or arms dealer present to acquire a Breen CRM114 seeded at Search for Weapons.

capturing - Personnel you have captured do not oppose you (and thus, you may not initiate battle against them).

card types - A card that says it is “played as” or “used as” another card type now counts as *both* card types for all purposes. (This reverses the existing Glossary entry.) For example, an artifact that plays as an Event card can be protected by Rishon Uxbridge or nullified by Kevin Uxbridge: Convergence. An artifact that is used as an Equipment card may be stolen by a Procurement Drone, discarded to satisfy Rebel Encounter or (if reclaimed from discard pile with Reclamation) reported in any way that an Equipment card may be reported (e.g., outposts, Devidian Door). (The text on Amanda Rogers, Kevin Uxbridge and Disruptor Overload referring to cards played as Interrupt or Event cards or used as Equipment cards is redundant.)

Note that artifacts must still be earned or acquired legally before use.

* **Cardassian Trap** - This Glossary entry has been deleted. Discard this dilemma if you encounter it with no unique, non-Cardassian personnel present. See **dilemmas – resolution – targets**.

Cargo Bay - You begin a “cargo run” when one or more of your personnel aboard a facility pick up one or more equipment cards and bring them aboard your ship. You must announce the run and show your opponent which personnel and equipment are involved (but you do not have to specify now which personnel, equipment or Cargo Bay you will use to complete it). When that ship arrives at a different facility any number of turns later, any of those same personnel who has been a member of the ship’s crew since the run was announced may take any of those equipment cards to the Cargo Bay to complete it.

Your ship can take any path from the starting facility to the ending facility, giving you credit for each mission passed (except starting and ending locations). You may count each mission only once per cargo run. To “pass” a mission, your ship must move to it from one location and away from it to a different one, all using span numbers. The ship is not considered to pass a mission it moves to or from without using span numbers (e.g., Wormhole), or if it moves to the mission from a location and away from it back to that same location.

While you may have multiple ships making cargo runs concurrently, a single ship’s crew can complete only one at a time, earning card draws or Latinum downloads for only one piece of equipment. To deliver any additional equipment, a crew must begin a new cargo run.

carried ships - Personnel aboard a carried ship are also part of the crew of the carrying ship, or are considered intruders if the carrying ship is controlled by a different player. This does not apply to ships landed at Docking Pads.

Chief O’Brien - The Glossary entry on this personnel is reversed. See **once each turn**.

commandeering - When you commandeer a ship docked at an opponent’s facility, you may not undock unless specific game text allows it (e.g., Croden’s Key, Docking Ports).

Commander Data - This personnel is an **android**.

cumulative - This Glossary entry has been deleted and replaced:

Unless a card is marked “cumulative,” more than one copy of it

- may not have the same effect on the same **target(s)** at the same time; and
- may not (when you “play” or “place” it on the same card) be used to produce the same effect at the same time, even on different targets.

For the purposes of cumulativity only, all end of turn actions (or start of turn actions) are considered to be happening “at the same time.” Although not so marked, multiple copies of the same damage marker (Tactic cards) are cumulative, including reductions to attributes and HULL integrity. All other cards are non-cumulative unless specifically marked “cumulative.”

Examples:

- HQ: War Room, Reflection Therapy, Science Kit: Multiple copies of each of these cards cannot have the same effect on the same personnel at the same time.
- Process Ore, Telepathic Alien Kidnappers, The Traveler: Transcendence: These cards produce end-of-turn (or start of turn) actions, so only one copy of each will have its effect each turn.
- Reaction Control Thrusters, Transwarp Conduit: These cards generate lasting effects, so more than one copy of each cannot affect the same target each turn (the first is still having its effect).
- Automated Security System, Dal’Rok, Establish Tractor Lock: Only one copy of each of these cards will produce an effect if they are played or placed on the same card, even if different targets are present.
- Android Headlock, Antique Machine Gun, Barclay Transporter Phobia: The effects of multiple copies of these cards occur as separate actions, not at the same time, and are thus not restricted by cumulativity rules.
- Fajo’s Gallery, REM Fatigue Hallucinations: Multiple copies of these cards generate benefits at the same time (card draws when capturing unique personnel, and points when cured, respectively), thus only one copy can have that effect on the same target at that time.

Dabo - See **Writ of Accountability**.

Devidian Door - Because calling “Devidian Door” is an [AU] effect, it counts against the one per turn limit of a Space-Time Portal. You would not be able to report an [AU] icon personnel through Devidian Door using only a Space-Time Portal.

dilemmas – DNA-related - In order to simplify dilemma resolution, this Glossary entry has been deleted. Androids, Exocomps, and holographic personnel are now all treated normally by the dilemmas listed in the Glossary, unless specific game text states otherwise (e.g., Barclay’s Protomorphosis Disease).

* **dilemmas – resolution** - The next-to-last paragraph of this Glossary entry (beginning: “Note that while triggers and conditions can have an effect...”) has been deleted. See **dilemmas – resolution – targets**.

If no personnel remain to resolve a dilemma just encountered, replace that dilemma under the mission. For example, your Away Team of Elim Garak (“May avoid any

random selection”) encounters Armus - Skin of Evil (“Kill one Away Team member (random selection). Discard dilemma.”). If you choose to have Elim Garak avoid the random selection, there is no one left to resolve Armus, and it is replaced under the mission. Other cards that might remove all personnel before you can resolve a dilemma include Flight of the Intruder and Launch Portal.

When encountering a dilemma at a space mission, personnel who are “stopped,” disabled, in stasis etc. are not affected by dilemma text targeting “crew,” “entire crew” or “all crew” (which refers only to the crew facing the dilemma). Only dilemmas that enter play and have continuing effects, or dilemmas using broader terms such as “all life on ship” or “personnel at this location” can affect personnel not involved in a mission attempt. See **Crystalline Entity, Dal’Rok, present, “stopped.”**

* **dilemmas – resolution – targets** - The “Targets” section of the **“dilemmas – resolution”** Glossary entry has been deleted and replaced:

Targets: A type of card that the dilemma affects. If a card with particular characteristics (e.g., a personnel with Empathy, a male, a non-Cardassian) is specified, and there are no cards present with those features, discard the dilemma. The crew or Away Team is not “stopped,” even if the dilemma had conditions that you did not overcome (as when a required trigger is not present).

dilemmas – timing - Interrupt and Doorway cards may no longer be played during a mission (or scouting) attempt unless a card or rule specifically allows it. See **actions – interrupting actions**.

dual-icon missions - When a Space/Planet dilemma (or a Q-icon card) is encountered during a dual-icon mission attempt, the player attempting the mission must choose whether it applies to his crew or to his Away Team. (Such cards no longer apply to both groups.)

When you encounter a Q-Flash during a dual-icon mission attempt, X = the number of personnel in both your crew and Away Team.

* **Empathic Echo** - This Glossary entry has been deleted. Discard this dilemma if you encounter it with no personnel with Empathy present. See **dilemmas – resolution – targets**.

empty ship - This Glossary entry has been revised: An “empty ship” has no personnel aboard (or Rogue Borg, which battle like personnel). See **occupied ship**.

End Transmission - This Glossary entry has been deleted. This interrupt is not restricted by the new cumulativity rules. See **cumulative**.

Establish Trade Route - See **mission requirements – alternate**.

exchanging cards - When a card in play is assimilated or exchanged for another card (e.g., persona replacement, one Founder morphing into another, Young Jem’Hadar exchanged for a universal Jem’Hadar), you do not re-check the conditions (or targets for playing a card) for any cards already played on it. Such cards remain in play unless the card type has changed (for example, discard Adapt: Modulate Shields from an Equipment card morphed into a Founder using In the Bag) or their results are now inapplicable (the skill changed by Reflection Therapy does not exist on the replacement card).

Exocomp - This Glossary entry has been deleted and replaced: An Exocomp is considered an “android” (but not a “**Soong-type android**”). Exocomps are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**.

Ferengi Ingenuity - When affected by Access Denied, this dilemma should be read as follows: “If one personnel present has 3 Computer Skill, discard dilemma. Otherwise, to get past, place on 2 most CUNNING Computer Skill present (“stopped” during countdown).”

Forced Labor Camp - This objective refers to two existing planet locations: Cardassia IV (Rescue Prisoners) and Ligos VII (Distress Mission).

Genetronic Replicator - Personnel are not “stopped” by the use of this event, although the action or card that would have caused their deaths (e.g., battle, failing to overcome a dilemma) may still do so.

Hail - Although the ship targeted by this interrupt is not “stopped” (e.g., it is not prevented from battling or attempting a mission), it may not move this turn.

holographic personnel and equipment – dilemmas - Holographic personnel are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**.

Horga’hn - You “use” this artifact (for purposes of cards such as Temporal Narcosis and Writ of Accountability) each time you choose take a double turn.

HQ: Ferengi Credit Exchange - On this incident, “score 2 points,” “draw one card” and “place any one card from discard pile beneath draw deck” are three different options. You may choose only one for each Latinum discarded.

Incoming Message: Attack Authorization - This interrupt allows you to attack another of your own ships.

Interlink Drone (Nine of Eleven) - Sharing skills is not optional.

Into the Breach - Because all damage is resolved as a group, this Q Event will not repair a ship that has received enough damage to destroy it.

Intruder Alert! - This incident is not itself a valid response to Rogue Borg, and thus cannot be revealed in response to them. See **hidden agendas**.

* **Intruder Force Field** - Because this event is not marked “cumulative,” only one copy may affect Telepathic Alien Kidnappers each turn (the copy played by the opponent of the player using Telepathic Alien Kidnappers).

Ishka - See **skills – doubling skills**.

Jem'Hadar suicide - The rule that Jem'Hadar must commit suicide when a Founder dies has been canceled. (This eliminates the existing Glossary entry.)

* **Kai Winn** - This personnel does not count as a Vedek. See **rank and title**.

Kathleen Tonell - The Glossary entry on this personnel has been deleted. See **time location**.

Kevin Uxbridge: Convergence - This interrupt may now nullify any card type "played as an Event card" on the spaceline. See **card types**.

Klingon Civil War - Points scored for this event are based on the printed values of WEAPONS and SHIELDS on the ship cards destroyed.

Memory Wipe - See **multi-affiliation cards**.

mission attempt - Interrupts such as Rogue Borg, Emergency Transporter Armbands (unless escaping Firestorm) and End Transmission may no longer be played between dilemmas as described in the Glossary. See **actions – interrupting actions**.

mission requirements – alternate - In order to gain any additional benefits from an objective that provides alternate mission requirements (such as Establish Trade Route's download of a Ferengi Trading Post and equipment upon completing the mission), you must complete the targeted mission using the objective's alternate requirements.

mission solving – timing - The first sentence of this Glossary entry has been revised: When you meet the requirements for solving a mission, you first score any mission points, then resolve any special game text on that mission (or on any objectives targeting it), then earn and resolve any artifacts or cards seeded like artifacts.

movement – personnel - Whenever a card or rule allows your personnel to move (e.g., Security Office, Emergency Transporter Armbands, walking between sites), you may also move equipment cards.

multi-affiliation cards - If a multi-affiliation personnel whose skills or attributes are dependent on their affiliation mode is made Non-Aligned (e.g., by Memory Wipe, Frame of Mind) they may still switch "modes" as a game action.

once each turn - A card whose effect is limited to use "once each turn," "once per turn" or "once every turn" can be used only once regardless of the number of copies of that card you have in play. Cards with a universal icon and cards marked "cumulative" are an exception: each copy of a universal or cumulative card with a limited effect may use that effect once during a turn (as appropriate).

"on planet" - Cards which affect personnel "on planet" also affect personnel aboard landed ships or in a planet facility.

Open Diplomatic Relations - This Glossary entry has been deleted. This objective is not restricted by the new cumulativity rules. See **cumulative**.

Ops - You may use this site to download a card only if the destination site itself allows that card to play there (or the card says it may play at that site). Cards present at a site do not expand what Ops may download there, and cannot satisfy reporting conditions on a card being downloaded. For example, The Emissary does not allow Ops to download any Bajoran to his site, and a Breen or arms dealer does not allow Ops to download a Breen CRM114 to the Security Office.

* **outpost** - If you have no outpost in play, no player may play a card requiring you to return a personnel or ship to your outpost (e.g., Rescue Captives with no Prepare the Prisoner in play, Incoming Message cards), nor may you choose an effect on a card that would require it (e.g., replying "five" to Interrogation).

personas - Two copies of the same universal personnel are instances of the same persona.

Persona replacement – See **exchanging cards**.

Phased Matter - This dilemma has errata: "Away Team is split into two Away Teams (owner's choice). Larger team is phased and cannot beam until cured by ENGINEER and SCIENCE in another Away Team on planet."

As with phased ships, phased personnel are both invisible and untouchable. They are not affected by exterior phenomena (e.g., The Sheliak), and may not affect non-phased cards (e.g., engage in battle with non-phased cards, attempt or solve missions). However, they remain vulnerable to global effects caused by changes in the timeline (e.g., Anti-Time Anomaly, Stop First Contact).

Phased personnel may not be used to cure this dilemma. This reverses the Glossary entry on Phased Matter.

Although a phased personnel would be initially unaffected by a Supernova, they will be killed upon exposure to space (unless they are Borg or an android).

Phasing Cloak - This device allows a ship and its crew to go "out of phase" with the universe. The ship is both invisible and untouchable, and thus can fly right through planets and other navigational obstructions. In game terms, ships with this capability may "phase" or "dephase" once each turn. (While phased, the ship receives a RANGE enhancement as indicated on the card.)

Phasing has the same protections and restrictions as cloaking. In addition, the ship and crew are not affected by external phenomena (for example, Q-Net, Temporal Rift, Supernova, Space-Time Portal and Anti-Matter Pod). However, they are still vulnerable to global effects caused by changes in the timeline, such as Anti-Time Anomaly and Stop First Contact.

Phasing and cloaking are separate game conditions; thus, cards such as Tachyon Detection Grid, La Forge Maneuver, T'Rul and the Tachyon Drone do not affect phased ships (but note that Engage Cloak specifically states that it also works for phasing). If a ship has both a Cloaking Device and a Phasing Cloak, it may perform only one cloaking, decloaking, phasing or dephasing action each turn and it may not be cloaked and phased at the same time.

points - When points are transferred between players, the changes in score are treated independently. For example, if one player nullifies a point loss from Mandarin Bailiff using Bribery, the other player still gains points. If one player is playing Borg and cannot gain bonus points, the other non-Borg player will still lose them.

* **ranks and titles** - When a personnel's lore mentions a rank or title with the prefix "vice," they count as having that rank or title. For example, Alynna Nechayev (a "Vice-Admiral") counts as an Admiral for the purposes of Office of the President or Going To The Top. If a personnel's lore indicates they do not currently hold a rank or title, they do not count as having that rank or title. For example, Bok (a "former Ferengi DaiMon") is not enhanced by Calandra.

Reactor Overload - A player has "processed ore to draw two cards" if they created two card draws using the Process Ore objective, even if they performed other actions such as downloads in place of those card draws.

revised game text - The following card has revised game text. See the introduction to the Glossary for more information on revisions. See the individual Current Rulings entry for the actual revised text.

Phased Matter

scouting attempt - Interrupt and Doorway cards may no longer be played between dilemmas as described in the Glossary. See **actions – interrupting actions**.

Security Office - See **movement – personnel**.

showing your cards - If the conditions for playing a card in your hand are dependent upon your opponent's cards, you may ask them to reveal whether they meet those conditions.

Examples:

- If you have Thine Own Self in hand, you may ask your opponent how many personnel are in their Away Team.
- If you have a Dal'Rok in hand, you may ask your opponent to reveal the location of their Orb Fragment in play.
- If you have Outgunned in hand, you may ask your opponent to reveal the total SHIELDS of their only undocked ship at a location.

* **side decks** - Whenever you "draw" (not "take," as on Q's Tent) a card from a side deck, it is not defined as a "**card draw**" for purposes of cards affecting card draws (e.g., Subspace Schism). When a card just drawn from a side deck is played (e.g., your current tactic, a Q-icon card during a Q-Flash), it is not defined as a "card play" for purposes of cards affecting card plays (e.g., 211th Rule of Acquisition, Goddess of Empathy).

skills – doubling skills - Doubling skills (e.g. Grand Nagus Zek's skills by Ishka) is a form of adding skills. See **skills – sharing, adding and selecting skills**.

"Soong-type android" - A card that specifically says "Soong-type android" refers only to androids identified in their lore as "Soong-type" or as being "created by Dr. Noonien Soong."

* **stasis** - The second paragraph of this Glossary entry has been deleted and replaced: Any card in play on a card in stasis is suspended unless its game text has an effect on a player (or other cards not in stasis). For example, an Aphasia Device will not disable personnel on a ship in stasis, and cards with a countdown icon or effect (e.g., Ketracel-White, REM Fatigue Hallucinations) will not countdown aboard a ship in stasis. However, Writ of Accountability affects a player, so it will not be suspended if the personnel it is played on enters stasis.

"stopped" - When a card "stops" personnel for a given duration (e.g., Parallel Romance, Chinese Finger Puzzle), they may still be "unstopped" by other cards (e.g., Distortion of Space/Time Continuum, Deanna Troi).

Subspace Schism - This last sentence of this Glossary entry has been deleted. The draw of a new card is not restricted by the new cumulativity rules. See **cumulative**.

Subspace Warp Rift - To avoid damage from this event, a ship must stop moving at its location and cannot move for the remainder of the turn, but is not "stopped" (e.g., it is not prevented from battling or attempting a mission). A ship that is "relocated" away from the location of this event does not incur damage. See **movement – ship, relocation**.

Telepathic Alien Kidnappers - When both this event and any card forcing your opponent to reveal his hand (e.g., Alien Probe, Ferengi Bug) are in play, you must allow him to shuffle and conceal his hand before you make the selection.

Tetryon Field - A ship without Navigation aboard must stop moving at the location of this event and cannot move for the remainder of the turn, but is not "stopped" (e.g., it is not prevented from battling or attempting a mission).

The Big Picture - You may satisfy either requirement of this event at any point before or after it is played. You are not required to have solved (or scouted) a space mission and a planet mission at the time it is played.

The Wake of the Borg - Because this interrupt does not specify it can affect **landed ships**, they are not destroyed by it.

time location - Personnel and ships listed on a time location as "native to this timeline" are no longer required to report there when it is in play. You may report such cards either normally (requiring an Alternate Universe Door or Space-Time Portal, if appropriate), or directly to the time location (ignoring those requirements).

tournament scoring – forfeited games - If you "lose the game" due to an opponent's **Writ of Accountability**, you receive a score of 0 (-100). Your opponent receives a score of 2 (+100). If both players forfeit a game (e.g., both fail to show Devidian Door, or one fails to show a Devidian Door and the other loses to Writ of Accountability), the game is scored as a true tie.

towing - A ship being towed cannot be used to tow another ship.

variable attributes - Some personnel have an X in one of their attribute boxes, with a corresponding special skill such as "X=2 or 7". Each time you need to know the value of a variable attribute, the owner of the card may choose one of the listed values at that time – it is not necessary to specify one in advance. Whenever the special skill is unusable (for example, because of Brain Drain or Hate Crime), the attribute is undefined and thus treated as zero (like Mortal Q's CUNNING).

Wake of the Borg, The - See **The Wake of the Borg**.

white deprivation - Even when disabled, a white-deprived Jem'Hadar is still subject to death by random selection as described in the Glossary. They do not, however, initiate battle when disabled.

Wormhole - This interrupt plays as a ship "begins to move." The movement is already having its results and is past the optional responses step, and thus cannot be targeted by responses to the *declaration* of movement (e.g., Establish Tractor Lock).

Writ of Accountability - If an opponent's action directly causes you to score points from your own dilemma, you are not yourself considered to have used the dilemma to score points. For example, an opponent "posting bail" to your Mandarin Bailiff or losing a personnel with your Vendetta in play on it does not count as a dilemma you used to score points.

Dilemmas in your point area that were "wagered" using Dabo count as dilemmas you have used to score points. See **Horga'hn, tournament scoring – forfeited games**.