Star Trek™ Customizable Card Game™
Current Rulings
5/30/00

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 (4/24/00) 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 (5/30/00)

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.

Away Team and crew: You may no longer voluntarily split your personnel on a planet into separate Away Teams.

battle: You may now initiate battle against any force you do not control (e.g., uncontrolled Empok Nor, Borg Ship dilemma), rather than just opposing forces.

Borg: You must use a [Def] personnel to initiate battle, except when counter-attacking. (You may no longer use a leader.)

"capturing-related card": Expanded definition of capturing-related cards.

commandeering: You may now commandeer using Non-Aligned personnel.

cumulative: This Glossary entry has been deleted and replaced with a clarified explanation.

damage: You do not retrieve damage markers (Tactic cards) from ships at −100% HULL integrity until the end of a battle.

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.

Diplomatic Conference: This mission has a clarification: "One V.I.P. from each of three aligned affiliations + one Non-Aligned V.I.P."

disabled: This Glossary entry has been deleted and replaced with a clarified explanation.

downloading: You may no longer choose to download a card to your hand unless the card allowing the download requires or allows you to download to hand, or works "in place of one card draw."

execute orders: Clarified explanation of when this portion of a player's turn begins.

facilities: The requirement to be "playing" an affiliation in order to seed their outpost has been removed.

holographic personnel and equipment: Holograms may now be mindmelded with.

in play: When a card leaves play, any cards played on it leave play in the same way (with the exception of cards protected from timeline disruption), reversing two Glossary rulings.

Latinum Payoff: This interrupt has a clarification: "Plays if Greed aboard your ship when it destroys another ship in battle (once per destroyed ship). X=3 for each OFFICER aboard destroyed ship."

Neutral and Non-Aligned: Neutral and Non-Aligned are now considered affiliations like any other, with the exception that cards with these icons may still mix and work with cards of any affiliation (except Borg).

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.

Samaritan Snare: Any ship and crew containing Federation cards must attempt this mission. After doing so, they are free to move away.

scouting locations: A Survey Drone may acquire artifacts as part of successfully completing a Borg objective.

Senior Staff Meeting: This interrupt is played "just before" a mission attempt; once played, neither you nor your opponent may take any other action before the attempt begins (except valid responses).

Sense the Borg: This interrupt has errata: "… just entered play. Download to hand Weak Spot OR …"

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: This Glossary entry has been deleted and replaced with a clarified explanation.

Subspace Warp Rift: A ship that is "relocated" to or from the location of this event does not incur damage.

unopposed: This Glossary entry has been deleted and replaced with a clarified explanation.

Wartime Conditions: This event no longer destroys any treaties when it is played.

white deprivation: White-deprived personnel may attack captives.

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**.

ANIMAL - Personnel of this classification may not commandeer.

"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 second, third and fourth paragraphs of this Glossary entry (beginning: "By default, all your compatible…") have been deleted and replaced:

All your compatible personnel on a planet (outside a facility or landed ship), or on the same ship or facility (same site if a Nor) are considered a single Away Team or crew, excluding personnel who are disabled, in stasis, under house arrest, or "stopped" (they form a separate group). When a dilemma "stops" some of your personnel, they temporarily form 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). See **WEAPONS – using**.

* battle - Non-Aligned ships or facilities now require a personnel of Non-Aligned (matching) affiliation aboard to initiate battle. The first line of the affiliation attack restrictions in the Rulebook now reads: "Klingon, Non-Aligned and Neutral forces may also attack their own affiliations."

You may now initiate battle against any force you do not control (e.g., uncontrolled Empok Nor, Borg Ship dilemma). In the Rulebook, the second bulleted point under "Engaging in Battle" (beginning: "Battle can occur only if opposing forces…") is deleted and replaced:

You may attack only cards which you do not control, unless a card or rule requires or allows you to attack your own cards. (The Borg Ship dilemma and Rogue Borg are considered self-controlled.) You may attack cards only if they are present with your cards. Ships, space facilities and the Borg Ship dilemma can be present together in space at the same location (for ship battle). Personnel and Rogue Borg

can be present together on the same planet, ship, facility or site (for personnel battle). Ships (and the Borg Ship dilemma) can also attack planet facilities at the same location.

Multiple targets – When drawing damage markers for multiple hit targets (e.g., because of a Multiplexor Drone or Borg Ship dilemma), you do not get to look at the markers before placing them; just choose a ship, draw its damage markers, choose the next ship, and so on.

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 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.

A leader no longer allows your Borg to initiate battle as described in the Glossary. You must use a [Def] personnel to do so, except when counter-attacking.

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** - You may not initiate battle against personnel you have captured, unless a card or rule (e.g., **white deprivation**) allows or requires it.

* **"capturing-related card"** - The Glossary definition of this term has been clarified and expanded. This phrase, used on Prepare the Prisoner, includes any card that

- captures personnel or prevents their capture;
- specifically affects captives or allows them to be used in any way
- has an effect when a captive is taken or escorted; or
- downloads, nullifies or modifies another specific capturing-related card (by title).

Examples of capturing-related cards include Thine Own Self, Ilon Tandro, Wolf, Brainwash, Rescue Captives, Impersonate Captive, Holding Cell Door, Fajo's Gallery, Gul Madred and Madred.

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. See **passing locations**.

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 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**.

cloaking device - Non-Aligned ships now require a personnel of Non-Aligned (matching) affiliation aboard to cloak or decloak.

commandeering - Delete the second sentence of the first paragraph of this Glossary entry. You may now choose Non-Aligned or Neutral as the affiliation of a commandeered ship or facility if you have a personnel (except an ANIMAL) of that affiliation in the commandeering Away Team.

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**.

* **damage** - Ships and facilities destroyed in battle are not discarded until the end of that battle, thus you cannot retrieve any damage markers (Tactic cards) from targets at −100% HULL integrity to use in separate engagements of the same battle. See **battle – multiple targets**.

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**.

* **Diplomatic Conference** - This mission has revised game text (clarification): "One V.I.P. from each of three aligned affiliations + one Non-Aligned V.I.P."

* **disabled** - This Glossary entry has been deleted and replaced:

A disabled personnel is conceptually unconscious. While similar in some ways to personnel in **stasis**, they are not affected by cards that specifically affect personnel in stasis. Personnel may be disabled by a card (e.g., Hypospray, Ktarian Game) or by a rule (e.g., captives are disabled unless Brainwashed). They remain disabled until the card or effect is cured or nullified.

Disabled personnel may not use any of their game text (including attributes and icons), lore, skills or traits (such as gender, species, matching commander status etc.) and may not perform any actions such as attempting a mission or defending themselves in battle. However, they may be beamed or moved like Equipment cards. For example, a disabled Treachery personnel would not allow you to download personnel there with Recruit Mercenaries; a disabled android aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated. See **present**. (If a personnel worth bonus points when killed, such as Aamin Marritza, is killed while disabled, the disabling effect ends when he is killed and the points are scored.)

When a crew or Away Team that includes disabled personnel is attacked in personnel battle, the disabled personnel do not engage adversaries, but may be randomly selected to die at the end of the battle.

A ship attribute that is "disabled" (e.g., by "Pup") is considered to be an **undefined variable**. A disabled attribute or special equipment does not disable the ship itself.

* **discarding** - See **in play**.

downloading - The rules for downloading are revised as follows: you may no longer choose to download a card to your hand unless the card allowing the download

   • requires or allows you to put the downloaded card in hand (e.g., Quark's Isolinear Rods, 1st Rule of Acquisition); or
   • works "in place of one card draw" (e.g., Blood Oath, Borg Queen).

In all other cases, you must immediately play a card when you download it. If you cannot, the download is invalid. If the downloaded card has a Hidden Agenda icon, you may not activate it (unless it is a valid response, or was downloaded by a special download icon).

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**.

* **equipment** - See **movement – personnel**.

* **Establish Tractor Lock** - A ship already held by this objective may phase or cloak. Phasing will "break" the tractor lock and free the ship (discarding the objective); a cloaked ship will remain held.

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).

* **execute orders** - During the "play a card" portion of your turn (following start-of-turn actions), you may take no actions other than playing and downloading cards, actions that suspend play or may occur "at any time" (including playing interrupts or doorways and revealing hidden agendas) and sub-actions of these actions. Any other action advances you to the "execute orders" portion of your turn.

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**.

facilities - The fifth paragraph following the bulleted points in this Glossary entry (beginning: "You may seed an affiliated outpost only if…") has been deleted. The requirement to be "playing" an affiliation in order to seed their outpost has been removed; all outpost cards using the phrase "Seed one if playing _____ OR build..." are now considered to read "Seed one OR build…"

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. See **passing locations**.

holographic personnel and equipment - Holographic personnel are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**. The final sentence of this Glossary entry has been deleted. Holograms may now be mindmelded with.

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.

* **in play** - When a card in play is discarded, placed out-of-play or returned to its owner's hand, and cards played on (or aboard) that card are treated likewise. Cards which are protected from timeline disruption are an exception. See **timeline disruption**.

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.

* **Latinum Payoff** - This interrupt has revised game text (clarification): "Plays if Greed aboard your ship when it destroys another ship in battle (once per destroyed ship). X=3 for each OFFICER aboard destroyed ship."

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**.

Non-Aligned ships now require a personnel of Non-Aligned (matching) affiliation aboard to attempt a space mission.

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 or requires 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.

* **Neutral and Non-Aligned** - Neutral and Non-Aligned are now considered affiliations like any other, with the exception that cards with these icons may still mix and work with cards of any affiliation (except Borg). This involves important changes to a few rules. See **battle, cloaking device, commandeering, mission attempt, ship staffing, WEAPONS - using**. *All other rules on using Neutral and Non-Aligned cards remain unchanged.*

Neutral cards are neither "aligned" nor Non-Aligned.

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**.

* opposing - This Glossary entry has been deleted and replaced: An "opposing" personnel or ship is one controlled by your opponent and which is not cloaked, phased, disabled or in stasis. See **unopposed**, **Patrol Neutral Zone**.

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.

* out-of-play - See **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 (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).

* passing locations - To "pass" or "fly by" a location (e.g., for Cargo Bay, Subspace Warp Rift, Hail), 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 if it moves away from it back in the direction it came from (e.g., picking up someone stranded at the end of the spaceline), or if it moves to or from the mission without using span numbers (e.g., Wormhole).

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

Persona replacement – When replacing a persona, cards affecting the first version that cannot transfer to the second one return to their owner's hand (and are not discarded, as described in the Glossary). See **exchanging cards**, **in play**.

Phased Matter - This dilemma has errata: "Away Team is split into two Away Teams (your 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.

* return to hand - See **in play**.

* revised game text - The following cards have revised game text. See the introduction to the Glossary for more information on revisions. See the individual Current Rulings entries for the actual revised text.

> Diplomatic Conference
> Latinum Payoff
> Phased Matter
> Sense the Borg

In addition, **Scanner Interference** has been removed from the list of cards with revised card text (given in the Glossary).

Rishon Uxbridge - This Glossary entry has been deleted. You may play one Rishon on another Rishon.

* Samaritan Snare - On this mission, the phrase "Federation must attempt mission if present" includes any ship and crew containing Federation cards, even if the ship itself is of a different affiliation. After the mission attempt has ended (even if unsuccessful), they are free to move away (even on a later turn), but are required to re-attempt the mission each time they arrive (or undock from a facility) at the location.

Scanner Interference - This Glossary entry has been deleted. The new rules for **downloading** make the errata to this incident redundant.

scouting locations - Interrupt and Doorway cards may no longer be played between dilemmas as described in the Glossary. See **actions – interrupting actions**. A Survey Drone may acquire artifacts as part of successfully completing a Borg objective, or later where unclaimed artifacts that have been placed on a mission are present.

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

* Senior Staff Meeting - The first paragraph of this Glossary entry has been deleted and replaced:

This interrupt is played "just before" a mission attempt; once played, neither you nor your opponent may take any other action before the attempt begins (except valid responses; e.g., Amanda Rogers).

Sense the Borg - This interrupt has errata: "… just entered play. Download *to hand* Weak Spot OR …"

ship staffing - Delete the last line of this Glossary entry. A Non-Aligned ship now requires a personnel of Non-Aligned (matching) affiliation aboard, like all other affiliations, for any of the listed actions (movement etc.).

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 Acquistion, 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."

* Spacedoor - When you return an empty ship to hand, any cards on it also return to their owner's hand (and are not discarded, as stated in the Glossary). See **in play**.

* stasis - This Glossary entry has been deleted and replaced:

A personnel or ship in stasis is conceptually in "suspended animation." Cards in stasis may not be used in any way (including game text, lore, skills, traits such as gender or matching commander status, etc.), and are considered in play for uniqueness only. They may not perform any actions and may not be moved or beamed. For example, a Treachery personnel in stasis would not allow you to download personnel there with Recruit Mercenaries; an android in stasis aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated; and Borg personnel may not be reported to a Borg Cube in stasis using the ship's game text. If personnel who are not in stasis are aboard a ship in stasis (e.g., because a Cyber Drone was aboard when the ship entered stasis), they cannot move the ship, or beam off using that ship's transporters.

Cards aboard a ship in stasis are also in stasis (unless the Cyber Drone prevents the stasis). A card already in play on a card in stasis is suspended, unless its game text affects 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 count down 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.

Cards or rules that have a global effect, such as Anti-Time Anomaly and Borg timeline disruption, will have their normal effect on cards in stasis. No other cards may affect or play on a card in stasis unless they specifically permit it (e.g., Dead In Bed). (If a personnel worth bonus points when killed, such as Aamin Marritza, is killed while in stasis, the stasis effect ends when he is killed and the points are scored.)

Cards in stasis may not be attacked; they may not be targeted in ship battle and are excluded from a personnel battle (and may not be randomly selected to die).

"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 - A ship that stops at the location of this event to avoid damage is not "stopped" (e.g., it is not prevented from battling or attempting a mission). A ship that is "relocated" to or from the location of this event does not incur damage. See **passing locations**.

Survey Drone (Sixteen of Nineteen) - See **scouting locations**.

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.

* unopposed - This Glossary entry has been deleted and replaced:

Your personnel are unopposed if your opponent has no personnel present with them on a planet, ship, facility or site. Your ship is unopposed if your opponent has no ships at the same spaceline or timeline location. A site is unopposed if your opponent has no docked ships or personnel at that site. Cards that are cloaked, phased, disabled or in stasis do not oppose. See **opposing, Patrol Neutral Zone**.

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**.

Wartime Conditions - Delete from this Glossary entry both the last sentence of the first paragraph and the second sentence of the second paragraph. Non-Aligned is now an affiliation, so this event now allows your Federation forces to attack Non-Aligned forces if a Non-Aligned ship attacked your Federation ship. Also, this event no longer destroys any treaties when it is played.

WEAPONS – using - The first paragraph of this Glossary entry has been deleted and replaced:

You cannot use your ship's or facility's WEAPONS for any purpose unless it is uncloaked and undocked, its WEAPONS are greater than zero and you have a matching personnel aboard. (If the facility is a Nor, the matching personnel must be in Ops.)

* 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.

White-deprived personnel will even attack captives, belonging to either player, if present.

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**.