

# THE CONTINUING COMMITTEE



## First Edition Current Rulings Document (5 December 2011)

Current Rulings are periodic updates to the First Edition Rulebook, including changes, clarifications, and situations it does not address. Current Rulings are an official supplement to the Glossary and should be used by tournament directors in making tournament rulings. (The rulebook is intended for beginners and should not be used for rulings.)

Answers given by official Continuing Committee representatives are not official until included in an official rules document such as the Current Rulings, Official Clarifications, or Official Rulings. Such answers are highly recommended for use by tournament directors, but the Tournament Director always has the final authority on rulings.

This document contains all Current Rulings issued since the Glossary v1.9. Entries that are new, changed, or expanded since the last Current Rulings document are marked with an asterisk (\*) before the topic and in red text. These rulings are effective immediately.

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

### RULINGS – General

#### \*bonus point area –

Replace the first sentence with the following:

When you score points from any non-mission card with a point box, that card (unless it remains on a target or otherwise specifies that it stays in play to score the points) is placed in a bonus point area near your discard pile, as a reminder of those points, even if the card says to discard it.

#### \*control –

Replace the third paragraph with the following:

Treaties, ship enhancement cards, etc. apply to the controlled cards only when they normally apply to your cards (or all cards). For example, if you control the *U.S.S. Enterprise* owned by your opponent, it receives an attribute bonus from your Wall of Ships, and its attributes are not reduced by a Virus dilemma placed on your opponent's *U.S.S. Yamato*.

#### \*Founder –

Replace this entry with the following: see **characteristics**.

#### \*Investigate Legend –

Replace the first paragraph with the following:

An outpost at this location in space and thus is not cloaked. See **points, cloaking and phasing**.

#### \*Kova Tholl –

Delete the first paragraph of this entry.

#### \*spaceline –

Replace the second paragraph with the following:

Spaceline locations may not be moved between quadrants by cards that relocate locations. The effects of a card which references the "spaceline" apply only to the quadrant where it is played or encountered. For example, Blade of Tkon can move a planet to elsewhere within its current spaceline, but not to another spaceline; The Traveler allows a ship to move only within one spaceline. See **movement between quadrants, time travel**.

#### \*special equipment –

Replace the second sentence of the first paragraph with the following:



Special equipment currently includes Cloaking Device, Energy Dampener, Holodeck, Holographic Skin, Invasive Transporters, Long-Range Scan Shielding, Particle Scattering Device, Phasing Cloak, Tractor Beam, MEDICAL, SCIENCE, and Stellar Cartography.

#### \*timeline disruption –

Replace this entry with the following:





The existence of time locations makes it possible to conceptually go back in time and alter history in such a way that you change conditions in the present. The effects of timeline disruption vary by event:

**"Timeline disrupted in 2063"** – If the Borg change history by completing a Stop First Contact or Build Interplexing Beacon objective, the timeline is disrupted and Federation and Starfleet history ceases to exist. Cards which are disrupted include:

- All personnel of Human species.
- All  and  affiliation cards (including multi-affiliation cards, regardless of current mode), such as personnel, ships, and facilities.

However, things from other universes or currently time travelling are not affected by this timeline disruption thus, the following cards are protected:

- cards with a  icon.



- cards with an  icon (unless they also have a , , or  icon).
- cards that have disappeared (e.g. Temporal Rift or Time Travel Pod).
- cards which have lost their affiliation (e.g. Thine Own Self)
- cards at a time location.

Except for cards which are protected, all disrupted cards in play (in any quadrant) and in any player's hand, draw deck, side deck, discard pile, etc., are placed out-of-play. (Reshuffle where appropriate.) If any cards are aboard (or played on) a disrupted ship or facility (but are themselves not disrupted), those cards return to owner's hand.

**"Timeline disrupted in 2267"** – the effects of this disruption are described on Hero of the Empire.

#### \*unique and universal –

Replace the first paragraph with the following:

Universal personnel, ships, facilities, sites, missions, and time locations are those with the four-diamond  universal symbol at the beginning of the card name. Those without the  universal symbol are unique (unless they have an enigma icon [Enig].) All other card types are universal unless marked "Unique" or "Not duplicatable."

#### \*Where No One Has Gone Before –

Replace the entry with the following:

Only once copy of this event is needed to affect all spacelines. However, it does not allow movement between quadrants.

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