

THE CONTINUING COMMITTEE



RULINGS – General

actions – step 1: initiation –

Add the following before the *Dilemma encounters* paragraph:

Some actions require a specific card to be played as a cost in order to resolve. When this is the case, use only the game text of the action; ignore the game text of the card being played as a cost. Cards which are played as a cost may be responded to normally and if the card played as a cost is nullified, initiation of the original action fails, no other costs are paid and the actions performer may attempt to use the action again at their next opportunity. Examples:

- I Hate You allows you to play Vulcan Nerve Pinch as a cost to nullify itself.
- Relief Mission II (front side) allows you to play a Wormhole as a cost to move your ship between it and another location.
- ♦Nebula requires you to play Scan as a cost to initiate battle at its location.

Alien Parasites

replace the first sentence of the final paragraph with the following:

If you take control of your opponent's [Borg] cards, you must follow all Borg Away Team and battle restrictions, and they may not attempt missions.

*Any Intelligence –

Replace this entry with:

any Intelligence - see **Intelligence**

Bajoran Wormhole –

Whenever you play or download this doorway to the Alpha Quadrant, you *must* download another copy to the Gamma Quadrant (creating that spaceline if there are no missions there yet). The Alpha Quadrant Bajoran Wormhole card must be placed or inserted adjacent to a Bajor Region location if any are on the spaceline. If not, the doorway may be inserted anywhere on the spaceline that is not within another region, creating a Bajor Region. If one end of the Bajoran Wormhole is destroyed, the other end is discarded also. See **doorways, wormholes – movement through**.

battle – affiliation restrictions –

If a card allows you to attack a specific affiliation or faction, then you may attack any forces that include that affiliation or faction, even if other cards are working with them.

Borg

Replace the first paragraph of the *Objectives* subsection with the following

Objectives – [Borg] personnel may never begin or join mission attempts. Instead, a Borg player uses Objective cards to accomplish goals such as destroying a ship, scouting a space location, or assimilating a planet. Some Borg objectives score points; others confer different benefits.

All other sections of this entry remain unchanged.

First Edition Current Rulings Document (01 December 2014)

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 v1.9.1. 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>.

Brilgar –Erratum:

This card has updated lore:

Representative of Bajoran security officers serving aboard Deep Space 9. Often served as a bodyguard for visiting dignitaries and key personnel.

Classic Communicator –

At the beginning of this entry, add:

"When this Equipment card enters play, you may select which personnel adds which skill from which other personnel at the location."

cloaking and phasing –

Your non-mission card may only perform one cloaking, decloaking, phasing or dephasing action each turn, only during your turn, and only if it is not "stopped."

cloaking device –







This special equipment allows a ship or facility to cloak. See **cloaking and phasing**.

*Compatible –

replace paragraph 1 with

Your two non-[Bor] cards are compatible with each other if they belong to the same affiliation, or if at least one is Non-Aligned or Neutral, or if a card states they may "mix"; however, compatibility is overridden by any card or rule that specifically prevents compatibility (see **does not work with**). Borg-affiliation cards are only compatible with each other, not even with Non-Aligned or Neutral cards. Compatible personnel may mix in the same crew or Away Team and board compatible ships and facilities. Personnel and ships may report to compatible facilities. However, you must still have a personnel of matching affiliation when required by a card or rule.

Continuing Mission – Erratum:

Seed one on table. You may download one  card. Your personnel and ships that have a Star Trek: The Next Generation or Star Trek Generations property logo gain  (even if not in play). Once each turn, when you play a  personnel with four or fewer  icons (and no ), you may draw a card. Discard this incident if you play (or have played) a non- personnel or ship.

corresponding –

The corresponding spaceline location for a time location is the spaceline location in the same quadrant as the time location, which has the location name of the time location either as the location name in its own lore (in the case of a mission), or as the card title (in the case of a Doorway). For example, the mission Agricultural Assessment (Sherman's Planet) corresponds to the time location Sherman's Peak (2267 Sherman's Planet), and the Bajoran Wormhole which has been placed in the Alpha Quadrant corresponds to the time location The Celestial Temple.

couple - a personnel and their romantic partner.

Deep Space 9 icon –

A card with this icon is related to the *Star Trek: Deep Space Nine* television

series. It has no built in gameplay function and will be referenced on other cards.

Dilemma Resolution –

Add this paragraph before "Triggers"

Multisection Dilemmas. Some dilemmas have more than one section, each with independent triggers, targets, and/or conditions. (Nullifiers and cures always apply to the entire dilemma.) For example, Triage has a first section with a target of a Biology or MEDICAL, and a condition of stopping them; and it also has a second section with an INTEGRITY condition. Ferengi Infestation has a first section with targets (a facility and the downloaded personnel), and a second section with a skill and attribute condition.

If a dilemma has multiple sections, then situations listed below which say to discard the dilemma based on the triggers, targets, or conditions of a single section should instead be interpreted as only ignoring that section; the dilemma is only discarded once all of the independent sections have been resolved or ignored, or when the dilemma is cured or nullified. Unlike with combo dilemmas, which are conceptually two separate dilemmas, a single dilemma with multiple sections is always encountered in full; if the first section was resolved or ignored on a previous encounter, but the dilemma was replaced under the mission, the first section is still encountered again when the dilemma is re-encountered.

*Downloading

Change the second paragraph to:

When you choose the target card you must show it to your opponent (even if it has a hidden agenda icon), except via a "download and seed" action. Then you must immediately play or report the card (or seed it, via a "download and seed" action), unless the card allowing the download:

- requires or allows you to download to 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 which case you may either play the card or place it in your hand (however, you may not download from your hand to your hand).

Change the "Downloading dilemmas" section to:

Downloading dilemmas - Dilemmas may not be downloaded into play unless the downloading card specifically allows it (generally by allowing the downloaded card to be used as another card type, such as interrupt or event). If a card allows you to "download and seed" a card, it is placed under the mission as the last-seeded card (to be encountered next), and you do not need to show it to your opponent. If you download and seed a card that you are not allowed to download and seed, you lose the game. Upon request, you must show any of these cards at the end of the game to verify their status.

DS9 –

References in lore to "DS9" are equivalent to "Deep Space 9."

facility commander –

Your personnel aboard your facility is the facility commander if either the facility lore or the personnel lore states that the personnel is or was the commander of the facility. Only the named personnel or facility may be used, and not another card, even if it is another version of the same persona. Facility commander is different from matching commander, which applies to ships; you may not get "matching commander" benefits (e.g. Ready Room Door, Captain's Log) for a facility commander, or vice versa. See **DS9**.

Most facility commanders may be easily determined directly from the facility and/or personnel lore, following the rules given above. Two need clarification:




- The Intentant "commands Terok Nor in the Mirror Universe." When aboard, she is the facility commander for Mirror Terok Nor, not the Terok Nor which is native to the Alpha Quadrant.
- Dukat (DS9) "Desires to regain command of Terok Nor." He is the former commander of Terok Nor.

faction –

There are 3 factions: Klingon/Cardassian Alliance, Maquis, and Terran Empire. Cards may belong to one or more of these factions based on the presence of the corresponding faction icons. Factions are not affiliations, even though they may sometimes be referred to in a similar manner. See **battle – affiliation restrictions, infiltration icon, playing an**

affiliation (non-Borg).

Ferengi Military Operations – Erratum:

Plays on table. Once each turn, your  personnel (except V.I.P. or CIVILIAN) may report (for free) to your  outpost. Once per game, if your  DaiMon is at a location where you win a battle, capture an opponent's personnel, or commandeer an opponent's ship, choose two of the following: score 5 points, draw two cards, or download an equipment there.

Going to the Top – Erratum:

Plays if you have two  personnel together on a facility. Download a compatible personnel with Leadership x2 to them (once per game per affiliation).

HQ: Defensive Measures – Erratum:

Seeds or plays on table. Your personnel with any Intelligence gain 1 Leadership and may initiate battle against their own affiliation. Also, opponent may not attempt any of your missions with more than one affiliation icon on each end unless opponent attempted to seed a copy of that mission OR opponent is using an appropriate Espionage card.

infiltration icon –

Add the <SF> icon to the list.


Replace the first portion of this entry with the following:

Your personnel who has a diamond shaped infiltration icon may infiltrate your opponent's cards, if your opponent is playing that affiliation or faction, in one of two ways:

- It may report to your opponent's side of the table, to a facility (and crew or Away Team, if any) which it will be compatible with when infiltrating (regardless of quadrant); or
- It may report for duty normally, and infiltrate later in the game, during either player's turn, if present with an opponent's crew or Away Team which it will be compatible with when infiltrating.

If your opponent is not playing that affiliation or faction, you may not infiltrate his cards with that personnel. See **playing an affiliation (non-Borg), faction**.

When your personnel starts infiltrating, its affiliation changes to match that of the infiltration icon (or gains that icon, in the case of a faction) and it becomes an infiltrator.

- The infiltrator is part of your opponent's crew or Away Team, but is still under your control. For example, your opponent may not treat the infiltrator as "his personnel" to benefit from hand weapons. (Your infiltrator may not take your equipment into your opponent's Away Team.)
- The infiltrator is subject to your opponent's cards which allow compatibility. For example, your Lovok Founder may infiltrate your opponent's  cards if your opponent is playing Romulan and has a Federation/Romulan Treaty in play.

The remainder of the entry is unchanged.

*Intelligence –

the terms "Intelligence" and "any Intelligence" refer to any of several skills: FCA, Intelligence, Klingon Intelligence, Memory Omega, Obsidian Order, Section 31, and Tal Shiar. If a card requires multiple Intelligence skills ("any 3 Intelligence") you may use any combination of Intelligence skills to meet the requirement.

Liberty – Erratum:

The class has been changed to "Condor Class" and the Staffing to [Maq] [Maq]

Lore Returns – When you play this event on a ship, your Rogue Borg take control of that ship. They may move it and initiate battles regardless of staffing or leader requirements. The use of the name "Lore" in the game text is a reference to the event itself, not to the Lore personnel card.

matching commander –

Replace this entry with the following:

A personnel is a *matching commander* for a ship if either card both names the other in lore and states that that personnel is (or was) the *commander* or *captain* of that ship. (Also, a few personnel, such as Rinnak Pire and Regent Worf, have special game text that allows them to act as, or assign another personnel as, the matching commander of a ship.)

For example, Worf (First Contact) and Kudak'Etan are both matching commanders for all ship cards with the title *U.S.S. Defiant*, but not *Stolen Defiant*. All cards with the title "Benjamin Sisko" are matching commanders for *U.S.S. Sao Paulo* — but substitutes like Ben Sisko and The Emissary are not. See **named in lore**.

A statement that a ship "transported" or was "used by" a personnel does not qualify that personnel as a matching commander. Kivas Fajo is not a matching commander for *Zibalian Transport*, but he is matching commander of *Jovis*.

Unless otherwise specified (e.g., *Cha'Joh*), a ship can only gain benefits from one matching commander at a time. To gain matching commander benefits, the matching commander must not be disabled, in stasis, or under "house arrest". Facilities do not have matching commanders; see **facility commander**.

Dathon is a matching commander for *Tama*. The phrase "Dathon, speaking first" in *Tama's* lore is Tamarian for "Commanded by Dathon."

missions –

Replace the fourth and fifth paragraphs of this entry with the following:

You may seed multiple copies of missions with the universal (♠) icon, but only one copy **or version** of a unique mission **persona** (without the icon); if a unique mission is a **copy or version** of one your opponent has seeded, stack your mission **card** on top of his/her to form a single location.

Mission cards are designed with relevant information facing both players. A summary of the mission faces your opponent; complete information faces you. Sometimes the information facing your opponent is intentionally different from the information facing you. Unless otherwise specified by a card, each player is affected by the following only on the end of the mission facing him (and only on his/her copy, if both players seeded a copy or version of the mission): mission requirements, special instructions (italic game text), affiliation icons (or other indication of who may attempt a mission), point box, and span. Thus, Construct Depot may not be attempted or scouted by the opponent, because the opponent's end has no affiliation icons or text enabling an attempt, and no point box. Any information not normally included in the opponent's mission summary, including quadrant icons, [S] and [P] icons, and the mission name and lore (including regions) apply to both players.

missions attempt –

Add the following after the tenth paragraph of this entry:

Each listing of a skill (including personnel types), attribute total, personnel, characteristic (or combination of more than one), other named card, or the lack of any of these, ignoring multipliers, is considered to be a single mission requirement. For example:

- Find Hidden Base has 7 requirements: 3 requirements of SECURITY (which may be satisfied by skills or classifications), 2 requirements of Leadership, and 2 requirements of a hand weapon. If affected by Cytoplasmic Life-form, the first five of these must be met by different personnel.
- Verify Evidence has 8 requirements, though not all of them need to be met because of the "OR" wording on the card. "Smuggling" is a single requirement, as is "any tricorder."
- Search for Rebels has 5 requirements: 2 requirements of SECURITY, one requirement of CUNNING>30, one requirements of Professor Sisko, and two requirements of "👤 leader." This last one is a combination of two characteristics, but both characteristics must be on the same personnel.

If attribute requirements overlap due to replacement (e.g. with For the Cause), the larger attribute requirement is used. If other requirements are

duplicated (at any level) due to replacement, they are added. For example, the requirements of Intercept Maquis are usually OFFICER + SECURITY + CUNNING>24; replacing the OFFICER requirement with For the Cause changes the requirements to Leadership + SECURITY x2 + CUNNING>30.

Replace the eleventh paragraph of this entry with the following:

A mission is solved, or completed, when the attempting crew or Away Team meets the mission requirements. After solving a mission, first resolve those actions which happen when you solve or complete the mission, usually on the mission itself or an objective targeting the mission. Next, acquire any seeded personnel, except those seeded in a Cryosatellite. Your personnel seeded at that mission join your crew or Away Team (if compatible; otherwise they are under house arrest or form a separate Away Team). Capture any personnel your opponent seeded at that mission. Then earn and resolve any artifacts or other cards seeded like artifacts. Finally, score the mission points, even if your solving crew or Away Team is moved away from the mission, for example by Magic Carpet Ride OCD.

missions - persona –

Some missions represent the same location in the Star Trek universe. Two missions are instances of the same persona if they are duplicates (copies); or if they have the exact same location text, the bold text in lore. Some examples:

- Deliver Ancient Artifact and Observe Ritual, which both have the location text: "Vulcan", represent the Vulcan persona.
- Catalog Phenomena, which has the location text: "Nekrit Expanse Region • Plasma storm", and Study Plasma Storm, which has the location text: "Plasma storm", do not represent the same location. One has a region in the location text and one does not, and thus they do not represent the same persona.
- Disrupt Alliance, which has the location text: "Mirror Universe • Bajor Region • Bajor," and Alter Records, which has the location text: "Bajor Region • Bajor," do not represent the same location. One has "Mirror Universe" in the location text and one does not, and thus they do not represent the same persona.

You may not seed, nor include in your seed deck, more than once instance of the same mission persona, unless that mission is universal.

mission II –

Replace the third paragraph of this entry with the following:

Cards that specifically work with the original mission work with the corresponding Mission II; for example, Timicin scores 10 points if he helps solve either Test Mission or Test Mission II. ("Typhon Expanse" and "Beta Stromgren" are corrections of misspellings on the original missions, and are the same locations as "Typhone Expanse" and "Beta Stromgen.")

*multi-affiliation cards –

Replace the first two paragraphs with:

Multi-affiliation cards have two or more affiliation icons. Their skills and other features may differ according to their current affiliation "mode." When not in play, multi-affiliation cards count as all their given affiliations (for cards like Diplomatic Contact, and concepts like compatibility). Declare the affiliation of a multi-affiliation card when it enters play (personnel or ship affiliation must be compatible with the facility and/or crew where it reports or is earned; an outpost's affiliation must match an affiliation icon on the mission).

A multi-affiliation card (including a dual-personnel card) in play may use only one affiliation at a time, but you may change its affiliation at any time (between other game actions), any number of times during the course of the game. For example, Lursa on the Sisters of Duras cannot be [Klg] while B'Etor is [Rom]; if Major Rakal encounters Zaldan while in [Fed] mode, she cannot change to [Rom] mode during the mission attempt.

named in lore - a personnel or ship card is named in the lore of another card if the lore refers to that personnel or ship by name. The named card's title must exactly match the full name given by the lore, including any capitalized modifiers such as ranks, titles, or descriptors. For example, *I.K.C. K'elric* names Captain Kang in lore, but does not name Kang in lore; Ezri names Mr. Brunt in lore, but not Brunt; Gorta's lore names Duras, but not Sisters of Duras.

The capitalization of articles ("a", "the") may be disregarded. (Both Bareil and 0413-Theta name The Intendant in lore.) Standard word form variations, such as declined or possessive nouns, do not "break" a match. (Jadzia Dax is named in Els Renora's lore, despite the apostrophe + s after "Dax.")

Context matters for determining whether the lore is actually naming the subject. Incidental uses of a word, like "One" in Kovat's lore, do not count. For example, Telle mentions "data" in lore, but does not name Data; Kor's lore *does* name Kahless (who owns the "Sword of Kahless"); and Zegov's lore names both Sisters of Duras and Duras.

A card's lore may refer to its own subject by a different name, which may be the name of a different personnel or ship card. Though this does serve as a reference to the other card (if it exists), according to the above rules, it may also be used to identify the card's subject for other purposes (like establishing a personnel as matching commander of a ship that is named in lore). For example, the lore of Jean-Luc Picard (Premiere) begins "Captain Jean-Luc Picard of the U.S.S. Enterprise." This sentence would serve as a reference to a personnel card named "Captain Jean-Luc Picard", if one existed, but it also identifies the card's subject, Jean-Luc Picard (Premiere), as a matching commander of *U.S.S. Enterprise*. Use context to determine when a card is referring to its own subject.

◆ Nebula –

Delete the second paragraph of this entry. See **actions – step 1: initiation**.

*objective –

replace paragraph 3 with wrote:

Objectives remain in play until nullified, discarded, or relocated according to their gametext. Once an objective is completed or resolved and is relocated somewhere to mark this (e.g., Establish Gateway, Hero of the Empire), it may no longer be nullified. Points for an objective with a point box are scored when the objective is successfully completed. Performing other listed results of the objective are additional results and have no effect on scoring the points.

persona –

You may not use persona replacement to exchange missions. (See **missions – persona**.)

playing an affiliation (non-Borg) –

You are "playing [affiliation or faction]" or are an "(affiliation or faction name) player" if you have played, seeded face up, or seeded face down and acquired any personnel, ship, or facility of that affiliation or faction, or used a multi-affiliation card you seeded or played in that affiliation mode at any time during the game, regardless of whether any such cards are still in play. Your opponent's cards that you control with Brainwash, Ceti Eel, etc., or that have been reported to you by The Naked Truth or You Could Be Invaluable, do not cause you to be "playing that affiliation." See **faction, playing Borg**.

*Quantum Incursions –

Each time this dilemma is faced the QR code must be scanned to determine the dilemma requirements for that encounter. If this is not possible, a different method for generating a random number 1-6 (e.g. a standard die) should be used.

- 1: To get past, you must have SECURITY and 2 [AU] personnel
- 2: To get past, you must have an [AU] personnel and 2 SCIENCE
- 3: To get past, you must have SCIENCE and 2 Empathy
- 4: To get past, you must have Empathy and 2 Physics
- 5: To get past, you must have Physics and 2 Navigation
- 6: To get past, you must have Navigation and 2 SECURITY

Reactor Core icon –

A card with this icon is related to the *Star Trek: Deep Space Nine* television series. It has no built in gameplay function and will be referenced on other cards.

romantic partner - a personnel is the *romantic partner* of another personnel if the lore (on either card) both names the other and states that they are or were "romantically involved". For example, Pel and Quark are romantic partners of one another, but Pel and Deputy Quark are not. See **named in lore**.

The following terms (even if preceded by "ex-") are considered equivalent to the phrase "romantically involved": "husband", "wife", "mate", "married", "wedded", "imzadi", "mistress", "widow", "divorced".

Sam Lavelle –Erratum:

This card has updated lore:

Typical Starfleet ensign eagerly chasing a promotion. Served aboard the U.S.S. Enterprise in 2370. Decent poker player. His grandfather was Canadian.

scouting location –

Add the following

You may only scout a location that has a point box.

seed phase –

The only actions you may take during the seed phases are seeding cards, carrying out game text that takes place immediately upon seeding a card face-up, such as downloading Bajoran Wormhole with Ultimatum or an Emblem card with Disrupt Alliance, and special downloads. You may not activate a hidden agenda or use "play phase" game text such as effects that suspend play (except special downloads) or may happen "at any time" or "each turn."

Sergey and Helena - the two personnel represented on this **dual-personnel card** are **romantic partners** of each other. See **named in lore**.

special equipment –












Replace the first paragraph of this entry with the following:

When a card refers to a ship's "special equipment," this means ship systems expressed as a phrase of just a few words. Special equipment currently includes Cloaking Device, Energy Dampener, Holodeck, Holographic Skin, Invasive Transporters, Long-Range Scan Shielding, Particle Scattering Device, Phasing Cloak, Solar Sail, Tractor Beam, MEDICAL, SCIENCE, and Stellar Cartography.

species –

Replace this entry with the following:

In general, a personnel's species (singular or plural) can be determined by looking at the card. The species might be described to be only "humanoid" or the equivalent "alien". Some exceptions are listed below, but for most cards, use these steps in order until you find the species:

1. If the card is a **Second Edition card**, the species is indicated below the image.
2. If the personnel has an  icon, its species is Hologram.
3. All non- personnel with a **Borg subcommand icon** (, , or ) are Borg species, as well as any species also indicated in the next steps.
4. If the personnel's lore indicates the species, then they are the species indicated. The lore might indicate more than one species, such as "1/2 human, 1/2 Vulcan". In a case like this, the personnel belongs to each indicated species. If the lore does not otherwise indicate the species, but says they are "from" some particular planet, or a "native" of some particular planet, that indicates the species. (See characteristics.) If a non- personnel has a Borg subcommand icon, then besides being Borg species, they are also a member of their species of origin, which will be indicated either elsewhere in lore or by the following step.
5. If the preceding steps do not indicate the (non-Borg) species, look to the image. Each affiliation has one or more "usual species": if the image of the personnel matches a "usual species" of its printed affiliation, then the personnel is that species. For a multi-affiliation card, look for matches in the "usual species" of any of the card's affiliations; the personnel then retains that species in any affiliation mode.
 - For , , and , Human is a "usual species."
 - For , "usual species" are Changeling, Vorta, and Jem'Hadar.
 - For all other species except , the species with the same name as the affiliation is a "usual species."
6. If the species is not discernible from the preceding rules, they are considered **humanoid**.

Exceptions and clarifications:

- Commander Data, Exocomp, and all Cravic and Pralor Units are **Androids**

- Tora Ziyal is Bajoran and Cardassian
- The Trois: Lwaxana is Betazoid, Deanna is Betazoid and Human
- Phlox is a Denobulan
- 🗡️ William T. Riker, 🗡️ Jean-Luc Picard, and 🚀 Captain Picard are Human
- Stefan deSeve is Human
- Vina is Orion
- Arandis is Risian.
- Dathon is Tamarian.
- Targ is a Targ.
- Hannah Bates is Human.

Comparing species - Two personnel are the same species if there is any species of which they are both members. For example, Spock (who is Vulcan and Human) and K'Ehleyr (who is Klingon and Human) will not be stopped if selected by Racial Tension, because they both have Human as a species. However, both would be targets for Hate Crime, because Spock is the only Vulcan and K'Ehleyr is the only Klingon. And if they are in play when Seek Out New Life is triggered, they will prevent the download of any Vulcan, Human, or Klingon, including personnel who also have another species: for example, to download Daniel Kwan, you would need his two species (which are Human and Napean) to not be in play. See **humanoid**.

Stop First Contact –

This entry is replaced with: See **timeline disruption**.

stopped –

Add the following bullet point to the section "some additional notes"

- Your cards aboard your ship when it becomes "unstopped" are also "unstopped".

*Target –

Replace the entry with:

target - Act of selecting and identifying a particular thing such as a card, discard pile, draw deck, player, etc. for a purpose specified by a card or rule. Also, the thing that is targeted. A card does not have to explicitly use the word "target" to target something. If an Objective, Incident, or Event requires you to target (select) a ship, planet, personnel, etc., and the target is removed from play or becomes an invalid target, then the card which required that target is immediately discarded.

Targets are selected during the initiation step of an action. You cannot target an action. For example, Barclay Transporter Phobia targets a personnel, randomly selected from a group that is beaming. It does not target the beaming action itself. See **showing your cards, actions - step 1: initiation**.

time location –

Replace this entry with the following:

A card type representing a location in the past or future of the Star Trek universe. Time locations may be [S] or [P] locations.

A time location is not a mission or spaceline location, but it has a corresponding spaceline location identified by the lore of both cards. For example, the mission Agricultural Assessment corresponds to the time location Sherman's Peak; both are located at Sherman's Planet. You may not seed or play a time location unless the corresponding spaceline location is in play.


A time location is placed by itself on the table, creating its own planet or space location separate from the spacelines. The card may have special instructions to be carried out when it is seeded or played; if you cannot carry out all instructions, you may not seed or play the time location. Though they are not on the spaceline, time locations are located in quadrants, as indicated by the presence or absence of a quadrant icon in the lower right corner of the text box. Time locations with no symbol are in the Alpha Quadrant.

Playing a time location uses your normal card play.

Cards that affect a spaceline location, such as Supernova or Black Hole, have no effect on the time location. Cards that the time location are not at the corresponding spaceline location and cannot attempt it. Ships and personnel may travel between the time location and the corresponding

spaceline location using a card that allows **time travel**.

The cards listed on a time location as "native to this timeline" may be reported directly to the location if it is in play. You may choose to report personnel on the surface of a planet time location, aboard any of your compatible ships or facilities at the time location, or aboard any opponent's facility there that you are allowed to use (e.g., Deep Space Station K-7). You may report a ship or facility in space at the location (in orbit of a planet). When reported in this manner, you do not need an open doorway, such as an Alternate Universe Door, to allow you to **report the Alternate Universe icon cards**.


You are not required to have the time location in play to use cards native to that location, or to report them to that time location if it is in play. They may be reported normally to a facility on the spaceline, or by any other legal reporting method, if you have an open Doorway card which allows  cards to play.

unique and universal –


Replace the third bullet point of this entry with the following:

Non-universal missions (including **Q's Planet**) and time locations are *not duplicatable*. Each player may seed more than one copy of any universal mission or time location.


Visit Cochrane Memorial – Erratum:

Seeds or plays on Earth. (Unique.) When your unopposed  personnel or human ENGINEER personnel present, you may probe (once per game per persona):

 : "Oooh." Draw one card.

 : "Aaaaah." Play one personnel to planet.

 : "Wow!" Download probe card (or a copy).

 : "I thought it'd be bigger." Discard one card.

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