

Star Trek™ Customizable Card Game™

Current Rulings

7/14/03

This Current Rulings document is the official supplement to the Star Trek CCG Glossary version 1.8 published in August 2002. A complete set of Star Trek CCG First Edition rules, which should be used by tournament directors in making tournament rulings, consists of Glossary Version 1.8, the latest version of the Current Rulings, and the latest version of the First Edition Conversion Rules. (The Rulebook is intended as a simplified starting point for beginning players and should not be used as a definitive guide to the rules.)

Using this document: When a ruling or card question arises, you should check this document first, followed by the Glossary, using the card name, game text word or phrase, concept, or card type. A Current Rulings entry will usually state if it replaces all or part of a Glossary entry; otherwise, the entry supplements any previous Glossary entry.

Rules questions which are not covered in the Glossary, Current Rulings, or First Edition Conversion Rules may be emailed to trekanswers@decipher.com.

Although rulings and clarifications may be made by Decipher personnel in various forums, they are not considered official unless specifically noted or included in an officially published rules document. Such unofficial rulings are highly recommended for use by tournament directors, but the TD always has the final authority on rulings.

* An entry preceded by an asterisk represents a new or changed entry since the last Current Rulings, which either emphasizes existing rules, clarifies text where no clear rulings yet exist, answers a frequently asked question, or rewords or reproduces an existing rule or ruling. These changes are effective immediately.

Cross-references that have no corresponding entries in the Current Rulings refer to entries in the Glossary. Entries are arranged alphabetically, ignoring apostrophes and quotation marks and treating hyphens, dashes, and colons as spaces. Entries for specific cards starting with "The" are sorted according to the second word of the card title (e.g., the entry for The Emissary is in the E's, not the T's). Universal Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven); unique drones are listed by their card titles (e.g., Seven of Nine). Text in square brackets represents an icon. Refer to the Glossary for a complete icon legend.

RULINGS

Ankari "Spirits" – Erratum to lore: Delete the word "murderous."

This dilemma is no longer affected by Cyrus Redblock.

Bajoran Resistance Cell – Erratum to game text:

Seeds or plays on table. Once each turn, your [Baj] Resistance personnel may report for free to your [Baj] facility or ship or to any planet. Also, your Bajoran espionage cards may not be nullified. Once each turn, you may download a Bajoran espionage card to one of your unsolved missions (limit one per mission), then draw two cards if you have a least two [Baj] Resistance personnel in play.

conversion rules – See **Second Edition cards**.

Defend Homeworld – The "compatible ships, leaders, [and] SECURITY personnel" that you may download with this objective when your card is attacked at a homeworld must be compatible with the card that was attacked (and with each other, if they are mixing).

Delta Quadrant Spatial Scission – Erratum to last line of game text:

...turn, and you may play a personnel or draw a card.

Kahn – This glossary entry title is mis-spelled and should read "Khan".

Khan – Mis-spelled "Kahn" in Glossary 1.8 and incorrectly alphabetized under that spelling.

Nexus, The – Personnel under The Nexus are not considered present with each other.

They cannot battle each other, or enable or use any text that requires them to be present with another personnel.

Ocular Implants – Delete the Glossary entry, which was made obsolete by the updated **present** ruling.

quadrant rule – The glossary cross-reference should read: See **report**.

Quark's Bar – The glossary cross-reference should read: See **report**.

revised text – The following cards have revised game text. See each individual entry for the actual revision.

Ankari "Spirits"
Bajoran Resistance Cell
Delta Quadrant Spatial Scission
Vic Fontaine

scouting locations – Replace the second paragraph of this Glossary entry with the following:

Before you may scout a location, you must have an activated current objective which specifically allows you to scout that location. A dual-icon mission may be targeted either as a space or a planet location, but only one Borg objective may be completed at any one mission location (either single- or dual-icon).

Second Edition cards – Second Edition cards which have a "First Edition Compatible" indicator (a colored bar) in the lower left corner may be used with First Edition rules. A few rules are required for conversion of new features and skills when

mixing Second Edition and First Edition cards. These rules may be found in the separate rules document "First Edition Conversion Rules."

First Edition cards may not be mixed with Second Edition cards for use with Second Edition rules.

Starship Excelsior – This ship has special equipment providing one Stellar Cartography skill. This skill may be used to overcome space dilemmas or satisfy requirements of space missions.

* **Strategema** – When this incident is in play, Q's Planet cannot enter play (it cannot be taken from a Q's Tent and inserted into the spaceline).

U.S.S. Excelsior – Delete this glossary entry. It belongs under **Starship Excelsior**.

Vic Fontaine – Erratum to skills:

▼ **Any card (if an opponent's dilemma just "stopped" your personnel present; once per game per dilemma).** • **Music**

World Championship special rulings – These rulings, which applied only to the 2002 World Championships, are cancelled.

TM, ® & © 2003 Paramount Pictures. All Rights Reserved. STAR TREK is a registered trademark of and all characters and related marks are trademarks of Paramount Pictures. Decipher Inc. Authorized User. TM, ® & © 2003 Decipher Inc., P.O. Box 56, Norfolk, VA, U.S.A. 23501-0056. All Rights Reserved. Customizable Card Game and The Art of Great Games are trademarks of Decipher Inc.