Star Trek™ Customizable Card Game™
Current Rulings
10/30/00

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 August 2000 Rulebook and Glossary version 1.7 (which includes all prior Current Rulings). Entries that are new or changed since the last Current Rulings document (9/25/00) are marked with an asterisk (*) before the topic. A complete set of Star Trek Customizable Card Game rules for standard play consists of the following documents:

> Rulebook Version 1.7 (August 2000)
> Glossary Version 1.7 (August 2000)
> Current Rulings (10/30/00)

Rules for Warp Speed sealed-deck format are included in a separate document.

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). Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven), except for Seven of Nine and Third of Five. Text in square brackets represents an icon. Refer to the Glossary for a complete icon legend.

SIGNIFICANT RULINGS CHANGES AND CLARIFICATIONS

Several earlier formal and informal rulings have been changed or clarified. For details, see the following listings (entries marled with an asterisk have been added or revised since the previous Current Rulings):

Alien Parasites: Your opponent is not compelled to take control of your cards.

capturing: Captives must be relocated to the crew or Away team that made the capture, if applicable.

* **Classic Communicator:** The personnel from whom a skill is added must remain at the same location for the added skill to be retained.

* **Classic Medical Tricorder, Classic Tricorder:** Use of these cards in combined Away Teams is clarified.

* **Conundrum:** You must target a ship immediately when failing to overcome this dilemma. If there is no valid target available at that time, the dilemma is discarded, and the ship is not "stopped". (Correction to the Glossary.)

Council of Warriors: Non-Klingons obtained by persona exchange, Cryosatellite, or switching affiliations do not count as "playing a non-Klingon".

* **in play:** When a card leaves play, all effects on it are cancelled (cards played on it, "stopped" status, use of RANGE or "walking" allowance, etc.).

* **Panel Overload:** Only one copy may be used to kill a Computer Skill personnel following each Scan or Full Planet Scan.

* **personnel – seeded:** What happens to a seeded personnel depends on whether it is earned by its owner or the opponent (not on who seeded it).

* **Q-Type Android:** The personnel is seeded under Q's Planet by the opponent of the player encountering the dilemma.

* **seed deck:** Site cards in the seed deck may not be mixed with "counted" seed cards, seeded under missions, or represented as counted seed cards as a bluff.

In addition, the following entries in Glossary Version 1.7 contain changes and additions that did not appear in earlier Current Rulings documents. See the Glossary for details.

1 Tribble.
affiliation and ship origin
cloaking and phasing
cumulative
dilemma resolution – summary
Edo Vessel
Empok Nor
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infiltration icon
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* **actions – required** – A ship under the influence of a required action remains under that influence after it is commandeered or assimilated; the new controller must complete the action.

When a ship is under the influence of a moving required action, it may not time travel to a time location, even with the intention of time-travelling to the end of the spaceline on the next turn (e.g., with Orb of Time). The ship must make visible progress toward its destination, generally by using available RANGE.

Add Distinctiveness – If you obtain Jean-Luc Picard from an expansion pack using this incident, you may play him even if you have Locutus of Borg in play, and may not perform a **persona** exchange with the two cards. Personnel cards are assimilated as drones and their names and lore are irrelevant to the Borg. See **assimilation**.

affiliation and ship origin – Some cards, such as tactics, affect "Klingon ships," "Romulan ships," etc. These cards apply to ships currently holding that affiliation as well as ships that "originated" with that affiliation. A ship's class or core may indicate that its origin is different from its affiliation. For example, the B'Rel is a Ferengi-affiliation ship identified in its lore as a "Klingon Bird-of-Prey." It counts as a Klingon ship for Pulse Disruptor and as a Ferengi ship for Ferengi Energy Weapon. The *Cha'Joh* is a multi-affiliation [Rom][Klg] ship of Klingon origin ("Bird-of-Prey"); thus, it is a Klingon ship regardless of its current affiliation mode, but a Romulan ship only in Romulan affiliation mode. A Romulan ship commandeered by Klingons counts as both a Romulan ship and a Klingon ship.

The *Naprem* (K'Vort-class "Bird-of-Prey") is of Klingon origin; the *Stolen Attack Ship* ("Jem'Hadar attack ship") is of Dominion origin.

* **Alien Parasites** – Your opponent is under no compulsion to take control of your Away Team, ship or facility, and crew when you fail to overcome this dilemma. You beam the Away Team back to their ship or facility (if they are associated with one), and the mission attempt ends. If your opponent then chooses not to take control, your turn immediately resumes (the Away Team is "stopped" and the dilemma returns under the mission).

If the ship you control with this dilemma has any "stopped" crew aboard, and you "unstop" the ship and crew with Distortion of Space/Time Continuum, the newly "unstopped" crew members join the rest of the crew under your control.

Arne Darvin – This personnel does not allow you to draw a card for his own report aboard K-7.

* **Assign Support Personne**l – Any special skill disqualifies a personnel from being a support personnel for this objective, including a special download. See **Major Rakal**.

If a multi-affiliation personnel has different skill sets for each affiliation, the skill set for the affiliation selected for reporting determines support personnel status. For example, Stefan de Seve is a support personnel if reported in Romulan mode, but not in Federation mode.

Assimilate Counterpart – Participating in any battle at the location of the target prevents you from **probing** to complete this objective, even if the target is no longer at the location of that battle.

* **Bajoran Raider** – See **report with crew**.

Bajoran Shrine – "Using a disruptor at an adjacent site," which can destroy this site, means that a personnel is present there with a disruptor which he can legally use (see **equipment**). For example, a Klingon could destroy the site if he is carrying a Klingon Disruptor, but not a Romulan Disruptor (which can be used only by Romulans and Non-Aligned personnel). The disruptor does not have to be used in battle, nor does destroying the Shrine count as a battle.

battle – personnel – Add to step 2: See **Emergency Transporter Armbands**.

* **Borg – cooperation** – A Borg player may not include *any* non-Borg facilities in his deck, including a **Mission II** with a built-in non-Borg outpost, even if he does not use that function of the card.

* **capturing** – Replace the first bullet of the Glossary entry with the following:

> • When first captured, captives are immediately relocated to one of your crews or Away Teams at that location, if possible. If a specific crew or Away Team makes the capture (e.g., Ilon Tandro, or using Captured), the captive must be relocated to that crew or Away Team.

A trap card placed on a captive has resolved (is a marker of captive status) and can no longer be nullified. For example, you may nullify Mandarin Bailiff with Q2 or Q-Flash when it is encountered (after the captive is selected but before placing the card on it as a trap), but not later.

* **card type** – Mission II and Combo Dilemma cards are not separate card types; they are Mission cards and Dilemma cards, respectively.

Cargo Bay – You may not complete a cargo run begun by your opponent (e.g, if you take control of the ship with Neural Servo Device).

* **Classic Communicator** – The skill added by a personnel with this Equipment card is retained only while that personnel is present with the communicator and the personnel from whom the skill was added remains at the same location, or until you re-select the skill. See **re-selecting skills**.

Because this card is not **cumulative**, you may not use two copies to add two skills to the same personnel, but you may use two copies to add a skill (the same or different) to each of two personnel (even in the same crew or Away Team).

* **Classic Medical Tricorder** – This Equipment card works in all respects like the **Classic Tricorder**, but adding a skill to [OS] MEDICAL- and SCIENCE-classification personnel.

* **Classic Tricorder** – When this Equipment card joins your crew or Away Team, select which skill the [OS] ENGINEER- and SCIENCE-classification personnel present

add. They retain that skill until they are no longer present with the tricorder, or until you re-select the skill added by that tricorder (see **re-selecting skills**). If more personnel of appropriate classification join the crew or Away Team, they add the same skill already selected.

Because this card is not **cumulative**, you may not use two copies to add two skills to the same personnel. If you combine two personnel groups, each with a skill added from a Classic Tricorder, you must choose one tricorder to add its selected skill to all applicable personnel.

* combo dilemma – A combo dilemma is a two-dilemma combination in one Dilemma card. (See **card type**.) Encountering a combo dilemma is like encountering two separate dilemmas: if you get past the first half, you continue on to face the second half; if not, you place the card back under the mission and will have to face the first half again. However, some combo dilemmas say "not repeatable" in the first half; this phrase takes the place of "discard dilemma" and means that the first half is conceptually discarded after you face it; when you re-encounter that same exact card on another attempt, you skip the first half of the combo.

Cards that specifically affect the first half of a combo dilemma do not automatically affect the second half. For example, if Male's Love Interest is replaced by Beware of Q, overridden by Jealous Amanda, or nullified by Kareen Brianon or Adapt: Negate Obstruction, you still encounter the Tarellian Plague Ship half of the card. Similarly, if you fail to overcome Alien Parasites and your opponent uses your personnel to re-attempt the mission, they will begin by facing REM Fatigue Hallucinations. However, Mission Fatigue "stops" a personnel before each subsequent dilemma, so one personnel will be "stopped" before each half of the combo.

You may not legally seed a combo dilemma at the same location as either of the original dilemma cards on which it is based; the second one encountered would be a **mis-seed**. If the mis-seed is the first half of a combo dilemma, place it "conceptually" out-of-play while you encounter the second half, then place it physically out-of-play (instead of discarding it) once the second half has been resolved.

* Conundrum – Replace the first two sentences of the Glossary entry as follows (this also corrects the incorrect interpretation in the 7/00 Dilemma Resolution Guide):

When you fail to overcome this dilemma, your ship and crew are "stopped" and you must immediately target one of your opponent's ships (however, if there is no valid target, the dilemma is immediately discarded without effect and your cards are not "stopped"). Once "unstopped," the ship and crew must chase and attack that target.

Council of Warriors – This **objective** may not be nullified once it is relocated to your point area. Bringing a non-Klingon personnel into play by **persona** exchange, earning a Cryosatellite, or switching the affiliation of a multi-affiliation personnel is not "playing a non-Klingon personnel." See **card play, reporting for duty, affiliation and species**.

counterpart – An assimilated counterpart's skill that enhances their ship's WEAPONS and SHIELDS +4 against their former affiliation works against any force that includes that affiliation. For example, Locutus of Borg's skill enhances his ship "against [Fed]", including a Non-Aligned ship with some Federation crew or a mixed fleet of Federation and other ships under treaty.

cumulative – Add the following example to the bulleted list:

- Universal personnel: Multiple copies of the same universal personnel may not score points for Colony, Ressikan Flute, or Assign Mission Specialists at the same time. (But they may be used to meet mission or dilemma requirements.)

* Defend Homeworld – When this objective allows a download of personnel and ships in response to battle, it is to a specific destination ("download there") and thus the cards may report anywhere at the location (e.g., personnel may report aboard ships). However, a SECURITY personnel downloaded with the objective's final function must be reported to a facility or other place where that personnel may normally report, because no destination is specified. See **downloading**.

You may not download cards with this objective when your opponent attacks your Non-Aligned ship at your homeworld, even if there are crew members aboard matching the homeworld's affiliation. The specific card that is attacked (the ship) must match the homeworld.

An attack by a Borg Ship dilemma or Rogue Borg, which are considered self-controlling, will not allow the download. Your opponent must attack your card with his ships or personnel.

* dilemma resolution – Add the following to the Targets section:

A specified number of personnel is not a "specific characteristic."

See **combo dilemma**.

* doorway – A card that closes a Doorway card (such as Door-Net or Revolving Door) may be played on a doorway that is already closed.

* Doppelganger – Altered images or copyright dates do not affect whether a card is a "duplicate" for this event. For example, a copy of Alyssa Ogawa (with a tribble on her shoulder) from the Trouble With Tribbles starter deck is considered a duplicate of the original Alyssa Ogawa card (without the tribble) from First Contact.

Drought Tree – This event is discarded and its points are lost if the mission it is played on is destroyed.

* dual-personnel cards – If one of the personnel on a dual-personnel card can be downloaded (e.g., a SECURITY personnel with Defend Homeworld), or reported for free (e.g., an android with Cybernetics present), the entire card may be downloaded or reported for free. Cards that affect the affiliation of one of the personnel on the card affect the affiliation of both personnel. Thus, Data and Picard both become Non-Aligned if Lore's Fingernail is in play. See **Q-Type Android**.

When a card targets a personnel of a specific gender, you must include a male/female dual-personnel card in the selection regardless of gender. For example, if Beverly and Will are in the Away Team encountering Parallel Romance, you must

include the card in the selections of both the male *and* the female. Normal group limit rules apply.

Edo Vessel – Any time this ship is fired upon (even by return fire), there is a 50/50 chance that the attack is nullified. You may determine the 50/50 chance by any agreeable, random method (e.g., coin toss).

Emergency Transporter Armbands – If you remove all your personnel from a personnel battle with this interrupt before any personal combat takes place, the battle is cancelled and there is no winner or loser, but all participants are "stopped."

Empok Nor – The game text on all Site cards on Empok Nor is inactive until it is commandeered, other than the Ops text allowing commandeering, docking site text allowing docking and undocking, and any text related to the placement of the sites (including the module locations and the Commander's Office placement restriction). (However, a card that plays on a site, such as Weapons Locker, may be played on an uncommandeered Empok Nor site.) Because the station is Neutral before it is commandeered, all non-Borg affiliations are **compatible** with the station.

* Ferengi Trading Post – Both players may use this outpost regardless of ownership. Your cards may report and mix aboard (i.e., they are compatible with each other and with the outpost), board and disembark from your own ships, dock and undock, and beam to and from the outpost.

* Fractal Encryption Code – A ship affected by this interrupt may move by a means that does not require use of RANGE (e.g., Wormholes, time travel).

* Going to the Top – The personnel downloaded with this interrupt must be compatible with the two [Cmd] personnel.

* Homefront – This incident has no effect on headquarters game text allowing seeding or playing of the headquarters or co-existence with another facility, or on normal reporting to the headquarters. A player without 4 SECURITY on the planet is prevented only from using text allowing free card plays and The Great Link's text keeping Ketracel-White from counting down.

A SECURITY personnel downloaded with this incident may not report for free using the text of a headquarters or other card. Your normal card play is an explicit cost of the download.

Hunter Gangs – See **zero, dilemma resolution – targets**.

* in play – If a card in play is seeded (e.g., with Q-Type Android), it is no longer "in play."

When a personnel or ship leaves play by discarding or returning to hand (except as an exchange), draw deck, or a side deck, all previous effects on that card are cancelled (except use of a **once per game** function). If the same card is reported again, treat it as if it were a new copy of the card being reported. For example, replayed cards are "unstopped," a ship is undamaged and any RANGE used this turn is restored, a personnel is no longer affected by Frame of Mind, and one who has already "walked" this turn can walk again.

* Incoming Message: Attack Authorization – If you use this interrupt to attack your own ship when using a Battle Bridge side deck, you may draw and use a current tactic. The single current tactic applies to both the attacking and defending ships. However, if either of your ships is damaged, damage is applied as usual from your *opponent's* Battle Bridge side deck (or rotation damage if he has no side deck).

infiltration icon –

- Whenever any of the opponent's personnel present beam, walk, relocate, attempt a mission, participate in personnel battle, etc., your infiltrator may choose whether or not to participate.
- Your infiltrator may also move independently during your opponent's turn (or your own turn) by beaming, walking, etc. He may control the opponent's transporters and SHIELDS long enough to move or beam himself to, from or between your opponent's ships, outposts, etc.

* leaving play – See **in play**.

Live Long and Prosper – If this interrupt returns to your hand a personnel who scores points upon dying (e.g., Aamin Marritza), you do not score the points.

* Major Rakal – This personnel's attribute adjustments in Federation mode are a special skill. See **Assign Support Personnel**.

Mining Survey – If you add an affiliation icon to this mission (e.g., a [Fer] icon with Bribery), you may attempt it with that affiliation without controlling a Nor with Ore Processing Unit there.

mission attempt – To begin or continue a mission attempt, or to complete the mission, at least one crew or Away Team member must match one of the mission's affiliation icons (if any); other (non-matching) personnel in the crew or Away Team can assist in the attempt. (Also, to attempt a space mission, at least one crew member must match the ship's affiliation. The ship does not have to be staffed for movement or match the mission's affiliation.) If you lose all matching personnel during the mission attempt, the mission attempt ends.

* Mission Fatigue – See **combo dilemma**.

* Mission II – (The following rules apply to standard constructed-deck play. Some special rules, described in the Warp Speed rules supplement, apply to Warp Speed sealed-deck format play.)

Each of these double-sided Mission cards has a built-in wormhole or outpost. (See **card type**.) They seed normally, and you may choose which side to have face-up initially. However, when you are using one or more double-sided missions, you must notify your opponent, and after you shuffle your mission stack he or she is allowed to see whether a double-sided card is on top and choose whether or not to cut the stack. See **Borg – cooperation**.

Each Mission II represents the same location as the corresponding original mission. For example, Secret Salvage and Secret Salvage II both occur at Wolf 359. Thus,

you may not include both versions in your mission selection and if one player seeds Secret Salvage and the other seeds Secret Salvage II, they must overlap each other because they are duplicates of Wolf 359. If you solve such a mission, you score the points on your Mission card. 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.")

Built-in Outpost: Mission II outposts do not prevent you from seeding other outposts of the same affiliation. For example, you could seed one Secret Salvage II, one Explore Black Cluster II, and one Klingon Outpost card. However, you may not establish a regular outpost at a location where you have a face-up built-in outpost or vice-versa.

Cards that work with regular outposts, such as Spacedoor, work normally with built-in Mission II outposts. If the outpost is destroyed, any cards in play on the outpost are discarded when the mission is flipped over.

If a built-in outpost must be placed out-of-play (e.g., a Federation outpost when the Borg disrupt the timeline), the mission should be flipped to the back side, placing the outpost conceptually out-of-play (it may not be rebuilt for the remainder of the game).

To show that a ship is docked or that personnel are aboard a built-in outpost, pull the mission towards you so that it partially overlaps both the seed cards and your cards aboard or docked at the outpost.

Built-in Wormhole: You may move in either direction between your [Wmh] mission and a non-[Wmh] mission where you play a Wormhole interrupt. You may not move between your opponent's [Wmh] mission and a non-[Wmh] mission. If your opponent nullifies your Wormhole interrupt, your ship does not move through the wormhole and you do not flip the [Wmh] mission. You may not discard a Space-Time Portal as the Wormhole interrupt (it may be discarded only as the second Wormhole interrupt of a pair).

If you move between two of your own [Wmh] missions, flip only one of them (your choice). If you move between your [Wmh] mission and your opponent's [Wmh] mission, flip only your own mission.

* **"not repeatable"** – See **combo dilemma**.

Obelisk of Masaka – You may use this incident to download Masaka Transformations only during your own **turn** ("once each turn").

* **outpost – built-in** – See **Mission II**.

* **Panel Overload** – You may use only one copy of this incident to kill a Computer Skill personnel each time your opponent plays a Scan or Full Planet Scan. See **cumulative**.

persona – persona replacement – See **Add Distinctiveness**.

* **personnel – seeded** – Replace the Glossary entry with the following:

Some game text allows you to seed Personnel cards under a mission (e.g., Cryosatellite, Rescue Prisoners, Tora Ziyal, Q-Type Android). Such cards are seeded face-down, like artifacts, and are earned when the mission is solved or a Borg objective targeting the mission is completed. (**Mirasta Yale** is an exception, because her text states she seeds like a dilemma; she is earned when encountered.) Seeded personnel that you own join your crew or Away Team, if compatible; otherwise they are placed under **house arrest** (on a ship) or form a a separate Away Team (on a planet). Seeded personnel owned by your opponent become your captives. See **capturing, mis-seeds**.

Phased Matter – See **Thine Own Self**.

Prepare Assault Teams – Activating this objective is a valid response to the initiation of personnel battle, activating all its text. You may download a weapon or use SECURITY as a leader even if you do not split your Away Team.

probing – Add the following to the next to last paragraph in the Glossary entry:

Also, you may not probe to complete any Borg objective (except one that says "immediately probe") if your Borg participated in any battles at the location of the objective's target during your current turn or during your opponent's previous turn.

Q the Referee – Activating this incident does not suspend play and is not a valid response to any action. You may activate it only between other actions. The incident must already be face up before you may suspend play to download another [Ref] card.

* **Q-Type Android** – If a dual-personnel card containing an android and a non-android is selected for the first function of this Q-dilemma, the species of both personnel are altered. The android becomes human and the non-android becomes an android.

When your Personnel card is seeded by your opponent under Q's Planet with the second function, it is no longer **in play** until earned when the mission is solved. See **personnel – seeded**. If two copies of the same personnel are seeded there, the second one encountered will be a **mis-seed** and placed out-of-play (if revealed by your opponent, he cannot solve the mission).

Reactor Overload – There are no conditions for placing this incident on a ship or facility for the second function. The incident is "used" and returns to hand even if there are no androids, [Holo] personnel, etc. aboard to affect.

* **report with crew** – When a ship's text allows it to report with crew, you may not use that text in combination with game text allowing the ship to report in some other way. For example, if you download Bajoran Raider with Hidden Fighter, it may not report with crew.

* **re-selecting skills** – You may re-select the added skill for only one Classic Tricorder, one Classic Medical Tricorder, and one Classic Communicator each turn, regardless of how many copies of each you have in play. See **once per turn**. Re-selecting is executing orders and may not interrupt another action (e.g., you may not re-select during a mission attempt).

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

* **seed deck** – Your seed deck has two parts: up to 30 "counted" seed cards (dilemmas, artifacts, and any other card allowed or required by game text to seed), which do *not* seed for free, and missions and sites, which seed for free and should be kept separate from the 30 "counted" seed cards throughout the seed phases. Site cards included in the "seed for free" portion of your seed deck may not be used as bluffs, either by mis-seeding under a mission or by representing them as possible seeds during the dilemma phase. They may be seeded on a Nor or placed out-of-play at the end of the seed phases. Site cards included in your 30 "counted" seed cards may *only* be mis-seeded as a bluff or placed out-of-play. Site cards may not be moved between the "seed for free" and "counted" portions of your seed deck; this constitutes an illegal change to your deck.

* **Stefan de Seve** – See **Assign Support Personnel**.

Storage Compartment Door – Drawing the three cards allowed by this doorway is executing orders and must take place after the card play segment of your turn. The cards drawn are not part of your hand and must be either played or discarded (face up under your Tribble side deck) immediately. See **card draw**, **card play, tribble**.

Subspace Transporter – If the personnel beamed aboard an opponent's ship using this event takes a captive (e.g., Ilon Tandro, or using Captured), you may not beam the captive back. Only your Treachery personnel (and any equipment he is carrying) may be beamed. See **capturing**.

Supernova – If a mission that corresponds to a time location in play is destroyed by this event, the time location is unaffected. See **Temporal Vortex**.

* **support personnel** – See **Assign Support Personnel**.

Tekeny Ghemor – For purposes of this personnel's special skill, a "Cardassian player" is one who has seeded or played any Cardassian-affiliation cards (or attempted to do so). Cards seeded face down by your opponent must be earned or acquired before they count. Multi-affiliation cards count only if your opponent has used the card in Cardassian mode. A card that you seeded or played, even if subsequently controlled by your opponent, does not count.

For example, you may use this skill to look at your opponent's hidden agendas if he seeded a Cardassian Outpost or Nor; attempted to seed Terok Nor (but you seeded Deep Space 9 or Terok Nor first); played any Cardassian-affiliation ships or personnel (even if they are no longer in play); or earned Garak from a Cryosatellite and selected (or later switched him to) Cardassian affiliation. However, if you report a Cardassian to his Away Team with The Naked Truth, that does not make him a "Cardassian player."

Temporal Vortex – If a mission that corresponds to a time location in play is destroyed by a Supernova, the location remains the "corresponding spaceline location" for time travel using this doorway.

Thine Own Self – The personnel "lost" to this interrupt are still an Away Team and are vulnerable to Anti-Time Anomaly, Risky Business, Dal'Rok, etc. They are placed under the mission only as a marker of their "lost" status and are not considered seed cards that can be discarded with Ajur or Boratus.

You may play this interrupt on personnel phased by the Phased Matter dilemma. You may not play it on an Away Team at a time location, because it requires you to place them under a mission.

* **tribble** – You may play only one Tribble card to each of your tribble groups each turn, whether the cards were drawn from your side deck or downloaded by playing a Storage Compartment Door.

When a personnel carries a small Tribble card, he is not required to put it down (and be "stopped") while he performs other actions, such as attempting a mission.

Tribble cards from the Tribbles Customizable Card Game may not be used in the Star Trek Customizable Card Game, because they have no game text allowing them to play.

* **Tribble Bomb** – Your Barry Waddle must be at the same location as your tribble group to allow you to play this incident (not just to play it for free).

This incident cannot be moved except as allowed by Trouble... in the Transporters, even when Tribble cards from the tribble group where it is played are carried or beamed.

Trust Me – A Borg player may use this Q-event to place non-Borg personnel or ships in his discard pile and may use them normally if retrieved to hand.

* **Ultimatum** – To score points with this objective, at least one of your ships firing WEAPONS in the battle that destroys the ship must be a Dominion ship. See **affiliation and ship origin**.

* **We Look For Things** – When you discard this incident to "acquire" a card enhancing the attributes of an opposing ship, you must immediately place the card in play. An Equipment card is relocated to your Pakled ship; an Event card is played on your side of the table or on one of your suitable ships at the location, as appropriate.

Wormhole – This interrupt is a valid response to a normal ship **movement** using time travel, e.g., with the first function of Temporal Vortex.

* **Wormhole – built-in** – See **Mission II**.

Writ of Accountability – Activating this incident to place it on a [Fer] FCA personnel already in play is a valid response to any of the actions that cause your opponent to lose the game. Activating it to download an FCA personnel is not a valid response to those actions and thus may be done only after your opponent's action is complete, and only if your opponent did not already win the game by completing his action.