

Star Trek™ Customizable Card Game

Current Rulings

1/24/00

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 (12/20/99) are marked with an asterisk (*) before the topic. A complete set of Star Trek Customizable Card Game rules consists of the following documents:

- Rule Booklet Version 1.6 (October 1999)
- Rule Booklet Glossary Version 1.6 (October 1999)
- Current Rulings (1/24/00)

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 TO NOTE

Rules of Acquisition: All information from the Rules of Acquisition Rules Supplement has been incorporated into these Current Rulings.

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).

android: This term is no longer interchangeable with “Soong-type android.”

“any”: Cards using the word “any” when referring to a specific character mean any personnel card representing the specified character (except for infiltrators).

Away Team: 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.

Borg – The Delta Quadrant and Borg Outpost: Native quadrant rules now apply to reporting at this outpost.

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.

Cargo Bay: Clarified explanation of cargo runs, including that you may now count missions your ship passes even if they are not in a direct line between the two facilities.

carried ships: Personnel aboard a carried ship are considered part of the crew (or intruders) of the carrying ship.

Chief O'Brien: The Glossary entry on this personnel is reversed, in accordance with the new “once each turn” ruling.

dilemmas – DNA-related: This Glossary entry has been deleted. Androids, Exocomps, and holographic personnel are now treated normally by all dilemmas.

dilemmas – resolution: If no personnel remain to resolve a dilemma you've encountered, replace that dilemma under the mission.

dual-icon missions: Space/Planet dilemmas (and Q-Flash cards) encountered during a dual-icon mission attempt now only affect either the crew or Away Team (not both).

exchanging cards: When a card in play is assimilated or exchanged for another card, you do not re-check the conditions (or targets for playing a card) for any cards already played on it.

Exocomp: Exocomps are now considered androids.

Jem'Hadar suicide: The rule that Jem'Hadar must commit suicide when a Founder dies has been canceled.

movement – personnel: Whenever a card or rule allows your personnel to move, you may also move equipment cards.

once each turn: A non-universal, non-cumulative 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.

Phased Matter: This dilemma has errata: “Away Team is split into two Away Teams (owner's choice). Larger team is phased and cannot beam until cured by ENGINEER and SCIENCE in another Away Team on planet.”

Reactor Overload: A player is vulnerable to this incident even if they converted one or both of their Process Ore card draws to a download.

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.

Subspace Warp Rift: A ship that is “relocated” away from this event does not incur damage.

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.

Wormhole: This interrupt plays as a ship “begins to move”, thus further responses to the declaration of movement cannot be made (e.g., Establish Tractor Lock).

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 – step 1: initiation - See **showing your cards**.

* **android -** This Glossary entry has been deleted and replaced: “Android” is considered a **species**. The term is no longer interchangeable with “**Soong-type android**.” They are affected normally by all cards, and are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**.

“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 - 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). This eliminates the existing Glossary entry stating that a dilemma affecting an Away Team from multiple ships will affect all ships those personnel came from.

Bashir Founder - This personnel cannot use his special download while on board a **cloaked ship** (or phased ship).

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**.

* **Borg – The Delta Quadrant and Borg Outpost -** 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.

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.

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.

* **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. To "pass" a mission, 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 it moves to or from without using span numbers (e.g., Wormhole), or if it moves to the mission from a location and away from it back to that same location.

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 of 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**.

* **Commander Data** - This personnel is an **android**.

Dabo - See **Writ of Accountability**.

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 - If no personnel remain to resolve a dilemma you've 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.

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**.

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.

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).

* **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**.

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).

* **Genetric 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.

* **holographic personnel and equipment – dilemmas** - Holographic personnel are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**.

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.

Incoming Message: Attack Authorization - This interrupt allows you to attack

another of your own ships.

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**.

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.)

* **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**.

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**.

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.

movement – personnel - Whenever a card or rule allows 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.

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.

* **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.

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

Persona replacement - See **exchanging cards**.

* **Phased Matter** - This dilemma has errata: "Away Team is split into two Away Teams (owner's 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.

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.

revised game text - The following card has revised game text. See the introduction to the Glossary for more information on revisions. See the individual Current Rulings entry for the actual revised text.

Phased Matter

scouting attempt - Interrupt and Doorway cards may no longer be played between dilemmas as described in the Glossary. See **actions – interrupting actions**.

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

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.

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."

"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 Warp Rift** - To avoid damage from this event, a ship must stop moving at its location 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). A ship that is "relocated" away from the location of this event does not incur damage. See **movement – ship, relocation**.

* **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.

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**.

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.

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'h'n, tournament scoring – forfeited games**.

TM & © 2000 Paramount Pictures. All Rights Reserved. Used under authorization by Decipher Inc. TM, ® & © 2000 Decipher Inc., P.O. Box 56, Norfolk, VA 23501. All Rights Reserved. Original gameplay by Tom Braunlich and Rollie Tesh.