

Star Trek™ Customizable Card Game™

Current Rulings

9/25/00

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 (8/30/00) are marked with an asterisk (*) before the topic. A complete set of Star Trek Customizable Card Game rules consists of the following documents:

Rulebook Version 1.7 (August 2000)
Glossary Version 1.7 (August 2000)
Current Rulings (9/25/00)

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:

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

In addition, a number of entries in the Glossary Version 1.7 contain changes and additions that did not appear in earlier Current Rulings documents. For details, see the following listing in the Glossary (the full text of a few of the additions are included in this document):

1 Tribble: You may "stop" only one personnel every turn regardless of the number of 1 Tribble cards in play.

affiliation and ship origin: A "Klingon ship" may be Klingon by affiliation or by origin (e.g., Naprem, Cha'Joh, B'Rel).

cloaking and phasing: These rules have been consolidated and clarified.

cumulative: Multiple copies of the same universal personnel may not score points for Colony, Ressikan Flute, or Assign Mission Specialists at the same time.

dilemma resolution – summary: This entry summarizes the steps of resolving a dilemma.

Edo Vessel: There is a 50/50 chance that even return fire is nullified.

Empok Nor: Cards that play on a site, such as Weapons Locker, may play on an uncommandeered Empok Nor site.

FGC-47 Research: The minimum span for this mission is 0.

infiltration icon: Your infiltrator may move during either player's turn by beaming, walking, etc.

mission attempt: A matching personnel is now required to begin *or continue* a mission attempt, or to solve the mission. If you lose all matching personnel, the mission attempt ends.

regions of space: The Solar System has been renamed the Sector 001 Region. All Sector 001 and Neutral Zone Region missions have errata to their lore to identify their regional status.

revised text: The game text or lore of a number of additional cards has been revised to clarify gameplay or implement an existing ruling directly on the card.

Storage Compartment Door: Drawing the three cards from your side deck is executing orders.

Tekeny Ghemor: A "Cardassian player" is one who has seeded or played any [Car]-affiliation cards, or attempted to do so.

The: Card titles starting with "The" are now sorted under the second word of the title.

Tribble Bomb: Your Barry Waddle at the location of your tribble group is a requirement to play this incident.

undefined variable: This term has been changed to "undefined attribute."

RULINGS

- * **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.
- * **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 lore 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).
- * **Arne Darwin** – This personnel does not allow you to draw a card for his own report aboard K-7.
- * **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 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**.
- * **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.
- * **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).
- * **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 ship 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**.
- * **dilemma resolution** – Add the following to the Targets section:
A specified number of personnel is not a "specific characteristic."
- * **Drought Tree** – This event is discarded and its points are lost if the mission it is played on is destroyed.
- 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.

* **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.

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

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.

* **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.

* **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.

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

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

* **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.

* **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.

* **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.**

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.

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).

* **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.

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

* **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.

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