

THE CONTINUING COMMITTEE



RULINGS – General

***bonus point area** – replace the first sentence with:

When you resolve scoring for any non-mission card with a point box, that card (unless it remains on a target or otherwise specifies that it stays in play to score the points) is placed in a bonus point area near your discard pile, as a reminder of those points, even if the card says to discard it.

***Botany Bay icon [BB]** - A card with the [BB] icon represents an unpleasant surprise for players who try to uncover what is better left buried. If a player examines a card with the [BB] icon any time other than during a mission or scouting attempt, place it on the mission where it was seeded. That player may not attempt or scout this mission until another mission has been completed or scouted by either player, then re-seed the dilemma at the same mission. If multiple dilemmas are to be simultaneously re-seeded in this way, re-seed them so that they are encountered in the original order.

equipment – in paragraphs 3 and 4 replace “affiliation/species” with “affiliation, species or characteristic.”

mirror universe – replace the second paragraph with:

[MQ] cards are often written from the perspective of the mirror universe. When a [MQ] card refers to a planet by name, it means the Mirror Quadrant version of that planet. All other named references to planets mean the normal-universe versions of that planet (unless otherwise specified).

overcome - a dilemma is overcome once its conditions are met. A dilemma that is discarded by some other means (such as being discarded after a condition is failed) is not considered overcome. A dilemma without conditions is not considered overcome.

Strategema – Delete the text:

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).

Add the text:

Strategema prevents battle even if other restrictions, such as affiliation attack restrictions, have been removed (for example, by [Post Garrison](#)).

***Temporal Micro-Wormhole** – replace the first paragraph with:

This doorway does not allow you to download personnel (other than Dr. Telek R’Mor) or give permission to play a card. It provides a destination for a report of a personnel when no destination is otherwise provided (e.g., one played as your normal card play, or certain downloads such as the last function of Defend Homeworld). If any destination is otherwise provided (e.g. a *report with crew* action, or a special download, or reporting to a ship or a personnel), then this doorway cannot be discarded to affect mixing.

First Edition Current Rulings Document (01 May 2017)

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 v1.9.3. 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>.

***time travel** – change the first bullet to:

- **Movement** between a **time location** and a spaceline is possible only via a card that specifically states that it allows such movement, such as Temporal Vortex or Orb of Time. Cards such as Iconian Gateway, which do not so specify, do not allow time travel. Time travel is not restricted to “corresponding spaceline location” unless specified. For example, the Orb of Time allows you to move from any spaceline location (in any quadrant) to any timeline location, or vice versa; or between two time locations.

worth points – A card that is “worth points” while some condition is met does not score those points each turn; it scores positive points when the condition is first met and scores negative points equal to the earlier point gain if the condition ceases to be met. For example, you score 20 points once with Dr. Tolian Soran, when he is placed under The Nexus. If he leaves The Nexus, you score -20 points because he is no longer worth points. On the other hand, if your opponent plays Khan! when Dr. Tolian Soran first enters The Nexus, nullifying those bonus points, you score 0 points when he enters, and a corresponding -0 points if he leaves.

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