

THE CONTINUING COMMITTEE



First Edition Current Rulings Document (03 February 2020)

Current Rulings are periodic updates to the First Edition rules, including changes, clarifications, and situations they do not address. Current Rulings are an official supplement to the Glossary and should be used by tournament directors in making tournament rulings.

Unless announced by the Rules Manager or Director in an expressly designated Official Ruling, answers given by official Continuing Committee representatives are not official until included in an official rules document such as the Current Rulings or Glossary. Unofficial answers are highly recommended for consideration by tournament directors, but the Tournament Director always has the final authority on rulings.

This document contains all Current Rulings issued since Glossary v2.0.1 February 2020). New Current Rulings (if any) are released on the first Monday of each month. 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>.

RULINGS – General

There are no general rulings at this time.

Temporary Rulings (Pending Final Wording)

The specific requirement on Samaritan Snare ("Federation must attempt mission") overrides the OTF rule against attempting an opponent's mission.

Empathic Touch stops the Empathy and removes her from the Away Team, along with the personnel she saved. However, since she has already encountered the dilemma and resolved all direct responses to it, she can no longer alter the targeting; if targeted to die, she will still die.

Temporary Rulings (Pending Errata)

If your opponent has no personnel present, you pass Enemies of the State

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