

Star Trek: CCG Second Edition Rulings

A Few Minor Difficulties - Effects belong to the commander of the card that produced them. When A Few Minor Difficulties destroys itself, it is being destroyed by whoever commands it. In this situation, because it is not an opponent destroying it (you are), cards like Miles O'Brien, Repair Chief or the Talnot cannot prevent the destruction.

A Klingon Matter - Whether or not a personnel is killed, if you do not meet the requirements, all of your personnel are stopped.

Accelerate Aging and Adding Skills - When a personnel gains a skill that is not printed on his or her card, that skill is not inserted anywhere into that personnel's listed skills and is therefore unaffected by Accelerated Aging.

However, if a personnel gains an additional level of a printed skill he or she already has, that printed skill can still be affected by Accelerated Aging.

Example: William T. Riker, Exchange Officer is attempting a mission where Accelerated Aging is in play. If he were to gain Acquisition using his ability, this skill would be unaffected by Accelerated Aging since that is not one of his printed skills. However, if he were to gain Anthropology, he would still be unable to use that skill due to Accelerated Aging. In this situation, Riker would have a useless "2 Anthropology" instead of simply a useless "Anthropology".

Adding All Skills - Whenever "all skills" are added to or subtracted from a card, all levels of those skills are added or subtracted

Adding Dilemmas to Those Drawn - Cards added to those drawn become an indistinguishable part of the group of dilemmas that have been drawn. They can be affected by and counted by cards that reference dilemmas that you have drawn.

Alpha 5 Approach - This mission does not list any specific skills in its printed requirements. When another card's gametext references its requirements, no specific skills may be named, chosen, gained, subtracted or required based upon TCS's requirements, because no specific skills are printed in its gametext. Only cards which copy the requirements of the mission completely (i.e. Lack of Preparation or War Games) may reference its requirements.

TCS also cannot trigger gametext that references specific skills in its requirements, such as a "mission requiring Biology", as Biology is not printed in its requirements. While it does require 16 different skills, it is not considered to require any specific skill because none are printed in its default requirements.

When a skill requirement is added to TCS's requirements, it is treated separately from the printed 16 skill requirement. Since the mission requires players to select the 16 different skills used at the time of completion, should a player select one of the appended skills as part of their 16, TCS will now require two of that skill.

Example: If Player A were to play Spatial Reconfiguration on TCS and name "Delphic Expanse" and then name the same when playing Wixiban, he would be unable to gain skills from the mission because none are printed in its requirements.

Example: If Player A is attempting TCS with Cargo Run on it, Acquisition must be either one of the 16 different skills used to meet TCS's requirements (in which case he or she would need a 2nd Acquisition for Cargo Run), or Player A must have an Acquisition to meet Cargo Run's requirements without using that Acquisition to meet TCS's requirement of 16 different skills.

Ancient Grudge - If your opponent cannot choose sufficient personnel from your discard pile when you play this interrupt (i.e., your discard pile is empty), you will be unable to pay the cost of Ancient Grudge's effect, and the event that your opponent played will not be prevented as a result.

At This Mission - "At this mission" means anywhere at that mission that a personnel could legally be. This includes aboard an opponent's ship.

NOTE: This ruling does not supersede page 9 of the rulebook and the entry on "Playing Specific Kinds of Cards." Cards played at an HQ must go "on" that HQ itself.

Attempt and Complete - Missions or other cards which give missions alternate requirements will often contain the phrase "attempt and complete." If the "attempt and complete" has a requirement (such as a personnel of a specific affiliation) then meeting that requirement is mandatory at the beginning of the attempt *and* at the time of the completion.

If a card that allows personnel to "attempt and complete" somehow leaves play during the mission attempt, then that attempt can no longer complete using the alternate requirements and will fail per Rulebook page 12, "If you use game text to attempt a mission, you must use that same game text in its entirety to complete it."

Beaming to Abnormal Locations - Cards which allow beaming between locations not normally allowed by the beaming order (i.e. onto an opponent's ship) will specify which cards may be beamed. Card types (i.e. equipment) not explicitly named cannot be beamed using these abilities.

Beginning a Mission Attempt - When a player begins a mission attempt, he or she declares the number of personnel attempting that mission. Actions which check the number of personnel who began the mission attempt will always reference this declared number, even if another action were to subsequently change it.

Additionally, dilemmas which trigger "At the start of each mission attempt" trigger in step 1b of the mission attempt timing guide.

Bio-neural Computer Core - That opponent only takes command of the personnel that are placed on his or her headquarters mission.

Cards on Dilemmas - When a card that would normally be hidden to an opponent is placed on a dilemma, unless otherwise specified, that card will remain face-down.

Changing Number of Complete Missions - When a mission is completed, a player scores points from completing that mission. If

that mission subsequently becomes incomplete again, the player does not lose the points scored from completing that mission. Likewise, if a player uses non-mission gametext to increase the number of completed missions they command, that player does not score points for those missions. In these circumstances, the number of completed missions and a player's score independently change values.

Ripple Effect plays on a completed mission. If that mission is subsequently uncompleted, the text of Ripple Effect will be unaffected (its owner would still be considered to command another completed mission of its type). However, if that mission were to change type (space-to-planet or planet-to-space), the type of additional completed mission provided by Ripple Effect will change with it. The requirement to play Ripple Effect is a one-time check when it is played; its effect is continuous.

Ripple Effect does not copy the characteristics (other than type) of a mission it is attached to. (i.e. quadrant, region)

Choosing Cards with 0 Total Cost - When a card requires a player to do something with a quantity of cards who have a total cost of 0, that player is not required to choose any cards to satisfy that requirement. Zero total cost = zero cards.

Crowd Control - This event can affect the cost of only a single personnel each turn.

Dilemmas Affecting Ships - During a mission attempt at a space mission, a dilemma that references "your ship" means the ship that your personnel involved in the mission attempt are aboard, unless that dilemma says otherwise.

Dilemmas Overcome Before Reveal - Dilemmas that are overcome (either by card text or because of a previously overcosted dilemma) before they are "revealed" in step 3.c of the mission attempt sequence are simply overcome and are not considered to be "revealed" for purposes of cards that trigger off revealing dilemmas.

Dilemmas requiring an additional or another personnel - Dilemma game text that requires a player to stop/kill/etc. an "additional" or "another" personnel (or a personnel "instead") is not dependent on the successful application of the initial action. Furthermore, any personnel who remains in the mission attempt following the first action is eligible to be chosen for the second.

Ex. Necessary Execution reads *"Your opponent chooses a personnel to be killed. If you do not command a completed space mission, he or she chooses an additional personnel to be killed."* If the first personnel is prevented from being killed, he or she remains an eligible selection for the second kill.

Dilemmas Requiring Skills Outside Mission Attempt - A dilemma that lists a skill in bold and requires it on a card outside a mission attempt (i.e. in hand, on a ship not involved in the attempt) "requires a skill" just as much as a dilemma targeting skills on a personnel in the mission attempt.

Dilemmas With Conditional Requirements - When a dilemma's requirements necessitate checking a previously determined

condition, if the previously determined condition is absent or not-applicable that value is considered to be "None" or if numerical, Zero. The requirements are not void because a previous condition was not established. Example: If a Player A is facing Nonlinear Existence and his opponent has no cards in his or her discard pile, there is no way for Player A to discard "the same card type" from hand since none was established in the first half of the dilemma. Therefore Player A would randomly select a personnel to be stopped and Nonlinear Existence would return to its owner's dilemma pile.

Example: If player A is facing Gorgan and his opponent does not discard a card from hand, then the value of the dilemma's requirements default to "zero." Player A then must discard any card with cost 0 or higher to pass the dilemmas.

Dilemmas with Variable Skills - Requirements (i.e. in bold) that specify a certain quantity or diversity of skills are skill requirements even if these do not specifically name one of game's 23 different skills. Dilemmas with such requirements may not be acted upon as "non-skill" dilemmas.

For example: If a player was facing Lack of Preparation at Transport Crash Survivors, the requirements of the dilemma would be 16 different skills and he or she could not use Donatra, Honorable Commander to overcome that dilemma.

For example: If a player was facing Legacy and his or her opponent revealed Counterinsurgency Program from his or her dilemma pile, Counterinsurgency Program would count as a skill dilemma.

Downloading to Alternate Locations - When multiple cards instruct a player to place a downloaded card somewhere other than in hand (i.e. at a mission, on top of deck), these will resolve in the normal order of response actions. Moving the card to a location other than hand will not affect its final destination. Example: A player downloads a ship per the text of Commandeer Prototype. His opponent has Bo'rak, Klingon Intelligence Agent in play. In this case, the card will go to the top of that player's deck and then into play at Commandeer Prototype.

Emergency Transport Unit - A player does not have to have a ship at the mission to use this equipment. Placing the personnel on the ship is an effect of the equipment's ability, not a cost.

Examining a Card - When a card instructs you to "examine" a card or set of cards, the examined cards do not change location until and unless a card instructs you to change their locations. Example: If you play The Pillage of Bajor, the examined cards are still considered to be the top cards of your deck. If you choose to discard Tajor using The Pillage of Bajor's text, Tajor is considered to have been discarded from the top of your deck and you may place him at your Cardassia Prime.

Exchanges - Exchanges require that both sides of the exchange be available. To exchange any number of cards, there must be the requisite number in both places. For example, if you had no cards remaining in your deck, you could not exchange a card with the top card of your deck.

Exchanging and replacing into play - Exchanging and replacing are each forms of "placing a personnel into play".

For the Cause - This event does not allow a player to attempt an opponent's mission.

Frame of Mind - If multiple copies of the same unique personnel are revealed, the player facing the dilemma chooses which copy enters play. "Duplicates" refers to extra copies of unique personnel that enter play in this step. Revealed copies of unique personnel they had already in play before this step are unaffected by this text (because none of them can enter play) and will be placed on the bottom of the deck with the other revealed cards. The player facing the dilemma also chooses the order in which they place cards on the bottom of their deck in each step.

Genetronic Treatment - The personnel about to be killed is the personnel stopped by the use of this card.

Kieran MacDuff - When randomly selecting a personnel to be stopped with Kieran MacDuff's ability, you should include all unstopped personnel at the mission in the random selection. This includes Kieran MacDuff and your other unstopped personnel at the mission, your opponent's unstopped personnel attempting the mission, and your opponent's unstopped personnel not attempting the mission (if any.)

Kira Nerys, Iliana Ghemor and Multiple HQs - This personnel's ability only allows you to place all downloaded personnel at "a" headquarters mission to which "they" could be played. If there is no single headquarters mission where all downloaded personnel could be played, you may not place any of them at any headquarters mission.

Kira Nerys, Resourceful Prisoner - This personnel cannot remove herself from the game to place herself on a headquarters mission.

Klingon Tea Ceremony and Multi-Downloads - If a single action downloads multiple cards simultaneously, it will trigger Klingon Tea Ceremony. There are two possible scenarios.

- 1 A card has not yet been downloaded by that player this turn prior to the multi-download.
In this scenario, since all of those downloads are simultaneous (as all single-action, multiple target effects are), then Klingon Tea Ceremony will not be able to affect any of them as, at the time they are downloaded, no other card has yet been downloaded.
- 2 A card has been downloaded by that player this turn prior to the multi-download.
In this scenario, all cards downloaded are affected by Klingon Tea Ceremony and placed on top of the players deck.

Mission Value Changes - If a card alters the point value of a mission, any cards that reference that value will use the new amount.

Modifying Victory Conditions - Modifications to victory conditions affect all victory conditions (rulebook or gametext).

Cards which affect victory conditions (i.e. Causal Recursion, Phoenix) only affect the requirements for a player to end the game

via its "normal" victory conditions (or via cards that provide alternate victory conditions, i.e. The Long Journey Home.) They do not affect the scoring of games that end due to time or a mutual deckout.

For example: If a player had completed Terrasphere 8 and had 8 Species 8472 dilemmas in his opponent's core, but his opponent had an undamaged Phoenix at a non-headquarters mission, he would need at least 10 points to win the game.

Naming a Number - When a player names a number, he or she must choose zero or a positive integer.

Nested Play Abilities - Cards with "when you play" abilities may cause additional cards to be played in Step 8 or 9 of the Playing a Card sequence. This causes an effect where players must execute the Playing a Card sequence while still resolving the original cardplay. In these situations, the following rule applies: "While a player is resolving game text on a card activated by playing that same card, that game text may not reference the characteristics of the played card for any purpose, unless specifically stated otherwise." This means the secondarily played cards may not reference the characteristics of the initially played cards until both have fully completed the Playing a Card sequence.

Example: If player A plays Alexander Rozhenko, K'mtar, and uses his response ability to bring Guidance of the Council into play, Guidance of the Council may not respond to Alexander's being played because both are still in the process of finishing the Playing a Card sequence.

No-Win Situation and Negative Requirements - Dilemmas which target personnel who do not have a skill interact with No-Win Situation as follows:

1. The dilemma selects personnel
2. Selected personnel are examined to see if they have the required skill (or do not have it)
3. Personnel with the applicable skills use their skills to not be stopped/killed/etc... dependent on the dilemma
4. The personnel who did not use their skills are stopped/killed/etc...
5. If any personnel used their skills to avoid the dilemma's penalty, then the requirements of the dilemma have been met, No-Win Situation triggers.

Nothing That Happens Is Truly Random - When you play this event, if you have more than one opponent, you choose which opponent will choose one of the revealed cards to be discarded.

One-Time Broadcast Abilities - When an ability is used, it will only affect personnel in play at that time. If you gain command of more personnel during that turn, the effect is not retroactively applied to them.

Example: Temporal Flux Energy Ribbon is placed on Karyn Archer's location. At the start of the player's turn who commands her, he or she chooses to remove her from the game to fulfill TFER's text. Karyn Archer's ability triggers, and all of that player's [SF] personnel that he or she currently commands are attributes

+2. That player then plays Gannet Brooks, but Gannet is not attributes +2 because she was not in play when Karyn's ability triggered.

Pending Effects - Text activated before a personnel or ship in question was stopped still has its effect regardless of whether that personnel or ship was stopped. An effect that is already pending on a personnel or ship is not cancelled just because that personnel or ship has been stopped.

A pending effect will not affect cards that leave play before the pending effect is resolved.

NOTE: This ruling does not affect Quark's Shuttle (were it to leave play) as that ability affects a player and not a card (i.e. a player using its ability would still lose the game at the end of his or her extra turn even if he or she did not command Quark's Treasure at that time).

Personnel Aboard Ship Destroyed by Damage Cards - Personnel aboard a ship that receives its third damage marker are not killed, they are placed in their owner's discard piles. Therefore, cards which react to personnel killed in engagements are not applicable.

Psychokinetic Control - Abilities on personnel that increase their attributes and are continuously activated before Psychokinetic Control is revealed will not be turned off by this dilemma. They will be unable to increase a personnel's attributes any further. If their effect decreases, they cannot increase again.

Quetsivoo - Once Ferengi aboard the Quetsivoo have gained their icons, they will only lose them if the ship's gametext is no longer in effect. As long as the condition is met, Ferengi aboard the ship continue to have that icon. The ability on Quetsivoo does not discriminate between personnel who have the past icon printed on them and those who gain it otherwise.

Racial Tension - Racial Tension requires that the personnel's species be compared. If one personnel becomes stopped, or otherwise no longer has a species, the other personnel will be stopped.

Randomly Split - "Randomly split" is shorthand language for "Randomly select the personnel attempting to be split" into two groups. Any card that affects random selections can be used on the initial split of the personnel attempting the mission into two groups.

If the dilemma's requirements are failed, any card that affects random selections can be used during the choosing of which group will be stopped.

Regaining Skills - When an effect ends that caused a personnel to lose any skills, those skills are simply no longer lost- not "regained". Thus a personnel who has no longer lost a skill is unaffected by restrictions on gaining skills, nor does this trigger gametext that triggers on skills being gained.

Replacing a Personnel - Replace means that one thing takes the place of another. The original personnel is still in play during, and slightly after, the replacement. Therefore, if the personnel is unique, then that personnel cannot be replaced by a personnel

with the same title.

Also, from page 19 of the Rulebook: "When one card replaces another, any effects that were about to happen to the original card are transferred to the replacement."

Repressed Message - Because this dilemma's text does not process until dilemma step 3i., this dilemma can potentially allow a player to face a space-only dilemma at a planet mission or vice-versa. The cost of the revealed dilemma is not counted against the total cost you may spend on dilemmas, and you may even face a dilemma you have faced previously this mission attempt.

Responding to Dilemmas not Faced - Dilemmas may be prevented and overcome at a mission, even if that dilemma is not being faced. Thus personnel selected by dilemmas like Tragic Turn and Bre'Nan Ritual may react to those selections.

Returning Dilemmas - Whenever dilemmas are returned to a dilemma pile, they are returned face-up to the bottom of the dilemma pile unless specified otherwise.

Rule of Acquisition #76 - This card can only return Rule cards that are in play to their owner's hand.

Second Edition - The personnel referenced in the second sentence of this card's text is the downloaded card. If he or she is [AU], you may draw a card.

Set Up - When this event's text is used on a random selection involving more than one personnel, the player using Set Up chooses one personnel to be included in the selection, then the remainder of that random selection occurs as usual (multiple copies would each select one personnel to be included). A random selection that chooses more than one personnel is executed as a single action; Set Up triggers before any selections are made.

Example: Cliff attempts a mission with six personnel, and Sara commands Set Up in her core. Sara chooses dilemmas and forms her dilemma stack, revealing Becalmed first. Set Up's trigger occurs when Becalmed is about to select three personnel. Sara reveals her Infiltrator personnel at that mission, then destroys Set Up to pay its cost, choosing one personnel from among all six. Cliff then shuffles the remaining personnel, and two more are selected randomly to fulfill the dilemma's instructions.

Skills Needed and Non-skill Requirements - When facing a dilemma that requires "skill needed" to complete a particular mission, players ignore all non-skill requirements (along with their associated conjunctions) and any location qualifiers in the mission's text.

For example: If a player was facing War Games and his opponent chose Acquire Captives, the requirements of the dilemma would be **Navigation, Transporters, Treachery and 2 Acquisition**.

Stopping Your Own Personnel - Since selecting a personnel to be stopped and stopping a personnel are two separate dilemma actions, you may use game text to stop a personnel even if that personnel has already been selected to be stopped by a dilemma.

For example: Distraction requires you to choose one or more

personnel to be stopped, but has no penalty for failing to stop them. So, you could choose Zorn, Prevaricating Groppler to be stopped by the dilemma and then use his ability.

For example: Rachel Garrett, Displaced Captain is one of three personnel randomly selected by Moral Choice. She is Federation so all three personnel would be stopped. You may use Minuet to stop Rachel Garrett between the dilemma's actions of selecting personnel and stopping them, to prevent her game text triggering. (The remaining two personnel would still be stopped by the dilemma.)

Stupefy - Stupefy will take one skill in a requirement and tack it onto the end of that requirement. Stupefy only copies the skill, not what is around it, and tacks it on without modifying anything already there.

Example: If a player copied Honor from Punishment Box, it would now read, "Unless you have Engineer, a personnel with Honor and Leadership, and Honor or destroy one of your equipment..."

Substituting for a Headquarters - Cards that substitute for the functions normally performed at a headquarters mission (like Finding Our Way or To Rule In Hell) do not count as "a headquarters where that personnel could be played."

Example: If Player A commands U.S.S. Voyager and Finding Our Way and his opponent plays Common Ground, Player A will not be able to place a personnel on U.S.S. Voyager. While Finding Our Way would allow placement aboard Voyager when resolving more generic text like Worn-Out Welcome, it cannot be considered by Common Ground's gametext to be a "headquarters mission where that personnel could be played."

The Text of the Kosst Amojan - If a player activates the text of this event with only one card in his or her discard pile, it will be the opponent's choice whether that card is removed from the game or returned to the player's hand.

TOS Dilemma Prevention - When a cost-related ability is used to "prevent and overcome" a dilemma that that personnel "faces" later in the turn, the prevention is a mandatory response action to that personnel facing an applicable dilemma. It will therefore occur in step 3h of the mission attempt sequence. Once the trigger for said personnel's action has been met, the ability is used. It is not "banked" for later if another mandatory response action prevents and overcomes the dilemma first.