

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(2 March 2020)

The Recent Rulings Document lists all Glossary updates and new temporary rulings issued since the last *regularly scheduled* rules update. Rules updates are scheduled for the first Monday of each month and for the official release day of any new expansion set.

Because the Glossary and Rulebook are kept continuously up-to-date, there is no need for players or tournament directors to consult the Recent Rulings Document, as long as they have the most recent posted copy of those documents.

Any player who does *not* have the most recent monthly Glossary or Rulebook but wishes to play by current, official rules will need to collect and save each new Recent Rulings Document until reprinting the Glossary. The RRD is also a useful way to see recent rules changes at a glance.

Unless announced by the Rules Manager or Director in an expressly designated Official Ruling, answers given by Continuing Committee representatives are not official until included in an official rules document such as the Glossary. We recommend that Tournament Directors consider unofficial answers, but, until an Official Ruling is made, the Tournament Director reserves final ruling authority.

For additional resources or to find answers to your questions, please visit <http://www.trekcc.org>.

GENERAL RULES AND RULINGS

22nd century icon –

Delete this entry.

This icon is now explained in the Icon Legend.

30/30 Rule –

Delete this entry.

This informal term is used nowhere else in the rules, and merely restates existing rules explained better elsewhere.

actions – step 3: results –

The second paragraph is modified as follows:

However, the original action can no longer be responded to or otherwise modified, because its optional responses step has passed, and it is currently having its result. For example, failing to meet the requirements of Barclay's Protomorphosis Disease causes everyone present to die. These deaths can be responded to, but the dilemma's targets can no longer be adjusted. Empathic Touch, as a direct response, can stop an Empathy to save another personnel, but that Empathy (despite no longer being present) remains targeted and still dies.

The example here was updated and expanded upon to better explain the timing. This resolves our temporary ruling of last month regarding Empathic Touch, Sickbay: Menagerie, and similar cards.

Anti-Matter Spread –

Change the reference to "Borg-affiliation ships" to link directly to the **Borg: *Borg-Affiliation Ships*** entry.

This is a useful cross-reference.

artifacts –

The second and third paragraphs are modified as follows:

A seeded artifact is *earned* when the mission is completed, not when the artifact is **encountered**. (☉ must complete an objective that allowed scouting a location *and* have a card which allows acquisition of artifacts before they can *acquire* any artifacts seeded at that location.) "Earned" is synonymous with "acquired." Cards seeded like artifacts are earned or acquired in the same way as artifacts. See **scouting**.

Artifacts cannot be used until they have been earned, for example:

- by completing the mission (or a ☐ objective targeting the mission, if a card gives those ☉ permission to acquire artifacts);...

This removes the implication that only a Survey Drone can acquire artifacts for Borg, since Consume: Resources adds new options.

Barash icon –

Delete this entry.

This icon is now explained in the Icon Legend.

cannot be stopped –

Delete this entry.

This entry was created to accommodate 2EBC cards that are no longer supported.

Classic Films icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Crime icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Deep Space 9 icon –

Delete this entry.

This icon is now explained in the Icon Legend.

D'Tan –

Replace this entry with:

See **present**.

*The new ruling on **present** make the rest of this entry unnecessary.*

Delta Quadrant icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Eli Hollander –

Delete this entry.

This Decipher ruling, which contradicts generally applicable rules, was intended to allow the Hollanders to use Data, Keep Dealing (for story reasons). The recent errata to that card allows it to finally go away. The Hollanders are no longer "any Data."

facilities: seeding and building facilities –

The first paragraph of this subsection is modified as follows:

Seedable facilities seed during the facility **seed phase** unless otherwise specified (e.g., Deep Space 9). Most outposts state "seed one" in game text, allowing each player to seed only one copy of that Outpost card. A few just say "seed," allowing you to *seed* multiple copies. Additional copies may be played (or, equivalently, "built") during the play phase if the game text allows it; this ordinarily uses your normal card play. (See **unique and**

universal.)

This clarifies that, for facilities, "build" is an exact equivalent of "play." Thus, any time a facility is played (including when downloaded), it is also built, and vice-versa. This is relevant to the Consume: Outpost / Strategic Base interaction.

The fourth paragraph is modified as follows:

Stations may be established only at the locations specified on the cards. You may not seed or build any facility at a location where you already own a facility, even if uncontrolled, commandeered, or assimilated, unless one allows another to "co-exist" there (e.g., Chamber of Ministers). (However, you could have two facilities at a location as a result of moving or commandeering one.)

This clarifies that any facility you own will block you from building a new one at the same location, even if no longer under your control. This is relevant to Consume: Outpost, particularly if A Change Of Plans is used to change objectives after the outpost is downloaded.

Frank Hollander –

Delete this entry.

As with Eli Hollander, this entry is cured by recent errata.

Gamma Quadrant icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Hugh –

Add "See **Borg: Borg-Affiliation Ships**" to this entry.

This is a useful cross-reference.

Into the Breach –

Add "See **Borg: Borg-Affiliation Ships**" to this entry.

This is a useful cross-reference.

Isabella –

Add "See **Borg: Borg-Affiliation Ships**" to this entry.

This is a useful cross-reference.

Kahlest –

Replace this entry with:

See **present**.

*The new ruling on **present** make the rest of this entry unnecessary.*

Ketracel-White icon –

Delete this entry.

This icon is now explained in the Icon Legend.

keywords –

Delete this entry.

This entry was created to accommodate bolded keywords from 2EBC and Chain of Command. With developments in the characteristics rule, it is no longer necessary.

Klingon/Cardassian Alliance icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Mirror Quadrant icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Original Series icon –

Delete this entry.

This icon is now explained in the Icon Legend.

personnel - seeded –

This entry is modified as follows:

Some game text allows you to seed Personnel cards under a mission (e.g., Cryosatellite, Rescue Prisoners, Tora Ziyal, Q-Type Android). Such cards are seeded face-down, like artifacts, and are earned when the mission is solved or a **UB** objective targeting the mission is completed (if a card gives them permission to acquire artifacts). **Mirasta Yale** is an exception; she seeds like a dilemma and is earned when encountered.

This removes the implication that only a Survey Drone can acquire artifacts for Borg, since Consume: Resources adds new options.

Plasma Fire –

Add "See **Borg: Borg-Affiliation Ships**" to this entry.

This is a useful cross-reference.

present –

This entry is modified as follows:

Each member of a crew or Away Team is present with (and "with") every member of that crew or Away Team, including

themselves. Personnel who are "stopped," disabled, in stasis, or under house arrest form a separate crew or Away Team during your turn. (See **Away Team and crew**.)

The key addition is "including themselves." Personnel are present with themselves.

preventing stops –

Delete this entry.

This entry was created to accommodate 2EBC cards that are no longer supported.

Punishment icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Pursuit icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Reactor Core icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Referee icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Scheme icon –

Delete this entry.

This icon is now explained in the Icon Legend.

scouting locations –

The first two paragraphs are modified as follows:

Unlike other affiliations, Borg make scouting attempts rather than mission attempts. Scouting conceptually represents overcoming resistance (encountering dilemmas and Q-Flashes) and gathering data.

Before you may begin a scouting attempt at a location, you must have an activated current objective that specifically allows you to scout that location. A dual-icon mission may be targeted as either a space or a planet location, but only one objective may be completed at any one mission location (either single or dual-icon).

This clarifies that scouting attempts are "attempts" for the purposes of cards that state "Attempt ends."

The sixth paragraph is modified as follows:

When **1** are scouting a location, any artifacts encountered there are moved to the back of the seed stack as usual. **1** must complete an objective that allowed scouting of that location and have a card which allows the acquisition of artifacts before they may acquire any **artifact(s)** present. (Picard's Artificial Heart is acquired by its owner upon completion of scouting. At a dual-icon mission, space-permissible artifacts may be acquired upon completion of a space objective; planet artifacts may be acquired only after completion of a planet objective.) If you have no card permitting you to acquire artifacts when you complete the objective, the artifacts are placed face up on the mission and may be acquired later by your Survey Drone or by any non- **1** personnel present. (However, the Survey Drone may not beam down to a planet without a card allowing it to do so. Once the objective is complete, it no longer allows scouts to beam to the planet.) Cards seeded like artifacts (e.g., seeded personnel) are acquired in the same way as artifacts.

This removes the implication that only a Survey Drone can acquire artifacts for Borg, since Consume: Resources adds new options.

The following text is deleted from the twelfth paragraph:

~~When an objective requires you to target a mission "if not yet scouted," it must be a mission which neither you nor your Borg opponent has completed scouting. The absence of dilemmas for other reasons (such as a non-Borg opponent attempting the mission) does not mean the mission has been scouted.~~

Due to the recent errata to several Borg-Only objectives, this explanation is no longer necessary.

Secret Agent Julian Bashir –

Replace this entry with:

See **present**.

*The new ruling on **present** make the rest of this entry unnecessary.*

Terran Empire icon –

Delete this entry.

This icon is now explained in the Icon Legend.

The Next Generation icon –

Delete this entry.

This icon is now explained in the Icon Legend.

Warp Core Breach –

Add "See **Borg: Borg-Affiliation Ships**" to this entry.

This is a useful cross-reference.

Warp Core icon –

Delete this entry.

This icon is now explained in the Icon Legend.

TEMPORARY RULINGS (Awaiting Final Wording)

There are no new temporary rulings. See the Glossary for current temporary rulings.

TEMPORARY RULINGS (Awaiting Errata)

There are no new temporary rulings. See the Glossary for current temporary rulings.

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