

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(1 March 2021)

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>.

GLOSSARY UPDATES

actions - required –

Delete this entry and replace with the following:

Required actions are usually indicated by "must" or "must do nothing but." For example, if [Anya](#) is present where [Salia](#) has just been randomly selected, Anya must replace her. Responses to a required action work normally.

You may not end your **Execute Orders step** until all your ships and personnel have completed all actions they are required and able to complete. Cards may not initiate actions that make it impossible for them to take an action they are required to take. For example, if a Federation ship and crew is at [Samaritan Snare](#), they may not move away before attempting the mission.

A required action that affects a ship automatically affects its crew. "Full speed" and "normal speed" mean a ship must use all available RANGE each turn to accomplish a required action, even if this places the ship at a hazard such as [Gaps In Normal Space](#).

"Must do nothing but" means that the affected ship and/or crew cannot initiate or continue any other voluntary actions (cloaking, beaming, attempting, battling, etc.) until the required action is completed, even if that takes more than one turn. (Outside personnel and equipment not yet compelled by the required action may report to or board it, but are then compelled. They may not use the affected ship's transporters.) The ship and crew may defend themselves in battle and use skills to cure/nullify cards affecting the ship, since those are not voluntarily initiated actions.

If required to move to a destination, a ship may take shortcuts, such as [Wormhole](#) or [Lakanta](#), but only if it directly shortens the travel. For example, if [Two of Nineteen](#) is affected by [Cytherians](#), it may use its special skill to download [Transwarp Network Gateway](#) to move between two existing Gateways, but not to play a new Gateway. Shortcuts are never required.

*The **actions-required** rule was very confusing, and included a strange distinction between "moving-required" and "non-moving required" actions. We like to think we've just cleaned it up. (Although it's still a long Glossary entry, it's now, believe it or not, 40% shorter!) In the process, we eliminated the rule that non-moving required actions must take place as soon as possible. Instead, they work the same as moving-required actions: you have to get them done during your Execute Orders phase, but you can choose when they get done. That should be the only functional change!*

ANIMAL –

Delete this entry.

All special rules for the ANIMAL classification are cancelled.

any –

Delete the first two paragraphs of this entry.

Revise the third paragraph (now the first paragraph) as follows:

~~For other card types,~~ **If a card refers to a characteristic preceded by the word "any" (or "a", "an", or "one"), it refers to a card with that characteristic.** For example, "any disruptor" includes [Varon-T Disruptor](#), [Klingon Disruptor Rifle](#), and [Breen CRM114](#), while "Any Emblem card" includes Emblem of the Empire and Emblem of the Alliance (but not cards displaying the icons representing those emblems), and "any Odo" can refer to [Odo](#), [Curzon Odo](#), [Overseer Odo](#), and [Odo Founder](#).

"Any" now means the same thing and acts the same way for all card types, and no longer requires specific knowledge of individual Star Trek episodes. A card is "any Scotty" if the card identifies itself as a Scotty, just like any other characteristic.

assimilation - personnel –

Revise this segment as follows:

Borg do not assimilate (or target for assimilation) ~~ANIMALS~~ of [Holo] holograms holographic recreations...

All special rules for the ANIMAL classification are cancelled.

Blended –

Replace this entry with: "See **any**."

The revisions to the "any" rule, combined with today's Scotty errata to make them work with this rule, eliminate the ambiguity about which cards count as "any Scotty."

dual-personnel cards –

Replace this entry with: "See **Rulebook: Dual-Personnel Cards, Rulebook: Personnel Battle, Rulebook: Personnel Assimilation, Rulebook: Persona Replacement.**"

Deleting this redundant Glossary entry.

Emergent Life-Form –

New entry:

Opponent may move the target ship as stated by this dilemma, but opponent is subject to normal movement rules: the ship must be staffed, cannot move through a Q-Net unless 2 Diplomacy aboard, et cetera. Opponent may move the ship only once, from one location to another location, "warping past" any locations in between; multiple moves (for example, to exhaust the ship's RANGE by flying back and forth between two missions) are not allowed. If ship is affected by Cytherians, opponent may still move the ship, but only by moving in the direction required by Cytherians using all available RANGE.

Eight years after the question was first asked, we finally officially tell you what happens if Emergent Life-Form and Cytherians are placed on the same ship! The rest of the entry is old rulings that have never been formally collected into the Glossary. (The ship staffing ruling came from Decipher via the DRG.)

George and Gracie –

Delete the cross-reference to **ANIMAL**.

All special rules for the ANIMAL classification are cancelled.

holographic personnel and equipment –

Replace this entry with: "See **Rulebook: Holographic Personnel and Equipment, Rulebook: Species, Rulebook: Personnel Assimilation.**"

Deleting this redundant Glossary entry.

impersonator –

Replace the **persona** cross-reference with a cross-reference to **Rulebook: Mirror Opposites and Impersonators**.

Updating a key cross-reference.

infiltrator –

Replace this entry with: "See **Rulebook: Mirror Opposites and Impersonators**."

Deleting this redundant Glossary entry.

Kurlan Nasikos –

Modify this entry as follows:

This artifact requires the ~~original~~ **any** seven personnel types (OFFICER, ENGINEER, SCIENCE, MEDICAL, SECURITY, CIVILIAN, **ANIMAL** and/or V.I.P.). See **attribute modifiers**.

All special rules for the ANIMAL classification are cancelled.

Miracle Worker –

Delete this entry.

Miracle Worker no longer includes unprinted Transporter Skill. Today, all Miracle Worker personnel are receiving errata so that they have printed Transporter Skill.

multi-affiliation cards –

Replace this entry with: "See **Rulebook: Multi-Affiliation Cards**."

Deleting this redundant Glossary entry.

persona –

Replace this entry with: "See **Rulebook: Duplication and Personas, Rulebook: Persona Replacement, Rulebook: Mirror Opposites and Impersonators**."

Deleting this redundant Glossary entry.

skills - modifying –

Delete the words "except ANIMAL" from the section that states personnel types may be chosen as skills.

All special rules for the ANIMAL classification are cancelled.

Soong-Type Android –

Delete the cross-reference to **ANIMAL**.

All special rules for the ANIMAL classification are cancelled.

species –

Add the following to Step #2:

All non-[Holo] personnel with a Borg subcommand icon ([SCC], [SCN] or [SCD]) are Borg species, and all non-[Holo] personnel with a [KW] Ketracel-White icon are Jem'Hadar, as well as any species also indicated in the next steps.

Modify step #4 as follows:

4. If the preceding steps do not indicate the (non-Borg) species, look to the image. Each affiliation has one or more "usual species": if the image of the personnel matches a "usual species" of its printed affiliation, then the personnel is that species. For a multi-affiliation card, look for matches in the "usual species" of any of the card's affiliations; the personnel then retains that species in any affiliation mode.

* For [Fed], [SF], [NA], and [Neu], Human is the "usual species."

* For [Dom], the "usual species" are ~~is~~ Changeling, ~~Vorta,~~ and Jem'Hadar.

* For all other species ~~except~~ [Neu], the species with the same name as the affiliation is a "usual species."

Slightly simplifying the "usual species" rule by eliminating exception cases for Dominion and Neutral affiliations. No functional changes.

Spot –

Delete the cross-reference to **ANIMAL**.

All special rules for the ANIMAL classification are cancelled.

Targ –

Delete the cross-reference to **ANIMAL**.

All special rules for the ANIMAL classification are cancelled.

Appendix A –

Add ANIMAL to the list of selectable skills.

All special rules for the ANIMAL classification are cancelled.

Sidebar: Personas and Requirements –

Replace the last two paragraphs with:

An "any" requirement can be met by any personnel with the given characteristic. For example, only the card titled Pel could meet the Pel requirement on Tulaberry Wine Negotiations, but any card identified in title or lore as "Quark" (including Deputy Quark, Mr. Quark, and Quark Son of Keldar) can meet the "any Quark" requirement.

This change reflects today's changes to the "any" rule.

Sidebar: Ambiguities - Multi-Affiliation Personnel –

Add this paragraph to the end:

If a multi-affiliation card is reported using an affiliation-specific benefit, it must report in that affiliation mode, while following all applicable restrictions. For example, Dar can use Dominion War Efforts only if reported in [Dom] mode to a [Dom] ship or facility. If you download him in [Hir] mode to a [Hir] ship or facility, you must discard Assign Support Personnel.

This rule is being moved here from the Glossary entry on multi-affiliation cards.

Dual-Personnel Cards –

Insert this new sidebar:

CLARIFICATIONS: Dual-personnel downloads

Dual-personnel cards are downloaded normally; if you download Seska (on Cullah and Seska) with Defend Homeworld, Cullah automatically downloads, too.

If a card allows the download of multiple personnel, all legal targets on a dual-personnel card must count towards the limits of the download. For example, suppose you use Ferengi Conference to download CIVILIANS with up to 11 [SD]. First, you download Jake and Nog. They are both CIVILIANS and both count, using 6 of your [SD]. Then, you download Deanna Troi on The Troi, using 2 of your [SD]. (Lwaxana is not a CIVILIAN, so her [SD] do not count.)

This rule is being moved here from the Glossary entry on dual-personnel.

Persona Replacement –

Insert this new sidebar:

CLARIFICATIONS: No clone swaps

Cards like Clone Machine may allow you to put more than one copy of a unique card in play. This does not change the rule that you may have only one version of a unique persona in play. If you have two Tom Parises in play, you may not exchange either for a Captain Proton in our hand.

This rule is being moved here from the Glossary entry on personas.

Sidebar: Personnel Assimilation –

Delete the prohibition on assimilating ANIMALS.

All special rules for the ANIMAL classification are cancelled.

Commandeer –

Delete the prohibition on commandeering with ANIMALS.

All special rules for the ANIMAL classification are cancelled.

Sidebar: List of Regular Skills –

Add ANIMAL and delete the ANIMAL exception.

All special rules for the ANIMAL classification are cancelled.

ANIMAL –

Delete this subsection.

All special rules for the ANIMAL classification are cancelled.

Sidebar: Automatic Characteristic - Species –

Delete the large exception box for the Dominion's "usual species."

Instead, note above that the usual species for [Dom] is "Changeling."

In the fifth paragraph, after the first sentence, add:

Any personnel who has a [KW] Ketracel-White icon is Jem'Hadar species.

Removing the Dominion's usual species ambiguity.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULING UPDATES

The resolution of the temporary ruling regarding modified wins and the Organized Play Guide is pending the release of the new OPG.

The temporary ruling regarding Seek Hidden Reliquary is awaiting clarifying errata to confirm the ruling, expected in Q2 2021.

There are no other changes to the temporary rulings. See the Glossary for the permanent list of temporary rulings.

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