

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(3 May 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

card play –

Delete "that remains," and replace "Caretaker's Array" with "Borg Cube."

See the entry for Rulebook: Entering Play.

doorway –

Delete "that remains."

See the entry for Rulebook: Entering Play.

in play –

Revise the first bullet point as follows, split into two points:

* has ~~been played~~ entered play (that is, it was played, was not nullified, and was not discarded as part of its results);

* or has been ~~or~~ seeded face up; or

See the entry for Rulebook: Entering Play.

interrupt –

Change "remain in" to "enter" in the first paragraph.

See the entry for Rulebook: Entering Play.

movement –

Revise the first item on the bullet list as follows:

Normal ship movement ~~includes~~ describes all these actions: using RANGE, landing, taking off, launching, loading, docking, undocking, ship-based time travel (~~Orb of Time, first function of Temporal Vortex~~), and the use of cards such as Transwarp Network Gateways and Bajoran Wormhole [link to card]. Normal movement requires full ship staffing.

Revise the third and fourth paragraphs as follows:

~~Your staffed ship can move along your side of the spaceline in either direction. The distance your ship can move on one turn is limited by its RANGE. You determine how far it can travel by adding up the span numbers on each Mission card the ship moves to (or passes), not counting the location where it begins. A staffed ship can move along your side of the spaceline from one location to another. To determine how much RANGE a move uses, add up the span of the destination and each location the ship "warps past" along the way, not counting the starting location. There is no limit on the number of times a ship may move on a turn, but a ship can no longer move if it uses all its RANGE for the turn. For example, three consecutive missions A, B, and C on a spaceline have spans of 2, 4, and 3. A ship starting at mission A will use 7 RANGE to reach mission C ("warping past" mission B), and 6 RANGE to return from C to A. It would need at least 13 RANGE to make both moves in a single turn.~~

~~A ship does not have to move all of its RANGE on a turn. A ship can stop at each location as it moves, or it can "warp past" locations without stopping there (but still using RANGE). A ship flying by a location cannot affect, and is not affected by, cards at that location (unless the card says it affects ships passing by), even if an action suspends play at the moment the ship is passing the location. For example, if play is suspended when a ship is passing the ♦ Nebula mission and the opponent scores points while play is suspended, that ship does not face a dilemma.~~

Clarifies that each movement of a ship is a separate action, and each ship movement is unidirectional.

multi-affiliation cards –

In the first paragraph, change "When not in play," to "Until played," delete "and concepts like compatibility," and change "enters play" to "is played."

See the entry for Rulebook: Entering Play.

Obsession –

New entry:

When you destroy a [self] card, you score based on the ship's *printed* RANGE + WEAPONS. (It is scored when it reaches the point area, when attribute modifiers no longer apply.)

This question has been asked a good bit lately, and here is an answer.

Rogue Borg Mercenaries –

Revise the second paragraph as follows:

The term "Rogue Borg" includes both Rogue Borg Mercenaries and Crisis. The term "Rogue Borg Mercenaries" includes only copies of the Rogue Borg Mercenaries Interrupt card. (However, once Crisis joins a group of Rogue Borg Mercenaries, it is equally affected by any card that affects the group, such as [Data Laughing](#).) Rogue Borg can play as a response to another Rogue Borg play, or as a response to the initiation of an automatic Rogue Borg battle at start of turn. Each of these Rogue Borg may be responded to individually (e.g., by Amanda Rogers). Once the player has "passed" (finished playing Rogue Borg), the entire group of Rogue Borg may be responded to (e.g., by Hugh). If not canceled, the result will then begin with the attack of the Rogue Borg in a normal personnel battle. Rogue Borg can be played at other times in a new action. If played where the player has previously played Rogue Borg, the new ones will battle by themselves before joining with those other Rogue Borg at the end of the turn.

The clarifying errata for Data Laughing started moving the game away from the loaded term "Rogue Borg" back toward the norm of using card titles. However, that made it no longer clear how Crisis interacted with a group of RBM affected by Data Laughing. This makes clear that, as always, Crisis acts as part of the Rogue Borg group he is in.

side deck –

In the first paragraph, delete "in play" at the end.

See the entry for Rulebook: Entering Play.

treaties –

Revise the last paragraph as follows:

A "Federation treaty" (or "[Fed] treaty") is any treaty which includes the Federation (or "[Fed]") as one of the parties. For example, [Treaty: Federation/Klingon](#), [Treaty: Alpha Quadrant Alliance](#), and Organian Peace Treaty are ~~both~~ all Federation treaties as well as Klingon treaties.

It's no surprise to anyone that affiliation icons are equivalent to affiliation names in treaties, but now it's officially stated.

RULEBOOK UPDATES

Entering Play –

Revise the first paragraph as follows:

To play a card, announce the title of the card and place it face-up on the table (or wherever the card directs). ~~It is now in play. It has now been played~~ and may enter play when it resolves. Any opponent **player** may examine the card ~~if he or she chooses~~. Any player may **respond** to it. Then, any immediate effects in the gametext are played out and resolved. **If the card's immediate effects do not discard the card played.** Cards remain in play until they are nullified, discarded, killed, destroyed, or otherwise ~~forced to~~ leave play.

Rename the "Not Yet In Play" sidebar "Not Yet Played" and revise thus:

~~Cards not yet in play (mainly seeded cards) cannot generally be nullified, modified, or used until they enter play, even if someone with the ability to do so is present. For example, if a player using Ocular Implants discovers that the first dilemma at the mission is The Whale Probe, that player may not immediately nullify it using Guinan. It must first be encountered during a mission attempt and thus brought into play.~~ **Cards not yet played (or encountered) cannot generally be nullified, modified, or used. For example, if you use Alien Probe to discover a Parallax Arguers in opponent's hand, you cannot use Plexing to nullify it until your opponent actually plays it. Likewise, even if you discover Empathic Echo at a mission using Ocular Implants, Plexing cannot nullify it until encountered.**

Cards that have been played, but which have not finished entering play, can only be modified by direct responses.

Likewise, selected or shared features or skills on a personnel do not exist until ~~you have had the personnel report for duty~~ **they have finished entering play.** For example, the card Soong-type Android may not report to a site allowing a certain classification to report, because it has no classification ~~before reporting~~ **during the initiation of its card play.**

~~Only a few cards, like 22nd-Century San Francisco, expressly modify cards not yet in play.~~

A card is played during its initiation, but enters play when resolved, and only if it remains in play. Take that, Fajo's Gallery recursion tricks!

Multi-Affiliation Cards –

Change "enters play" to "is played."

Part of the card play change.

Encountering Dilemmas –

In the second paragraph, delete the sentence that begins, "The dilemma is now in play."

In the fourth paragraph, revise as follows:

A dilemma is *removed* from the mission's seed cards once all its effects have been resolved and all conditions have been met. **Some removed dilemmas enter play, with long-**

term effects. However, most removed dilemmas are discarded.

Part of the card play change.

Looking at Cards –

In the second paragraph, change "enter play" to "are played."

Part of the card play change.

FORMAT UPDATES

There are no new format changes.

TEMPORARY RULING UPDATES

The temporary ruling regarding a commandeered DS9 and Staging Ground remains in place while we continue discussing the targeting rule.

The temporary ruling regarding modified wins and the Organized Play Guide is rescinded, thanks to the release of the new OPG which codifies it.

The temporary ruling regarding Seek Hidden Reliquary is no longer needed, thanks to today's clarifying errata.

See the Glossary for the permanent list of temporary rulings.

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