

# THE CONTINUING COMMITTEE



## First Edition Recent Rulings Document

(1 August 2022)

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 RRD, as long as they have the most recent posted copy of those core 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 core documents. (Old RRDs are archived *unofficially* at the [Starship Excelsior Rules Archive](http://www.trekcc.org) while we work on a permanent on-site solution)

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

### attribute modifiers –

Replace the second paragraph with:

An attribute is considered reduced if it is affected by a card or rule that says it is reduced, disabled, or set to a value lower than its printed value, even if it is also affected by a card or rule that increases that attribute by the same amount. A ship that "cannot move" (Menthara Booby Trap) does not have its RANGE reduced. Attributes may not be reduced to less than 0. An undefined attribute may not be modified.

*Closes a loophole where Space Ameoba wasn't necessarily treated as an attribute reduction for ships with >5 printed RANGE.*

### [BO] Borg Use Only icon –

Delete and replace with:

If your deck includes [BO] cards, all your personnel, ships, and facilities must be [Bor]. See **Borg: cooperation**.

*Recasting this as a clear deck construction rule.*

### Conundrum –

Modify thus:

When you fail to overcome this dilemma, your ship and crew are stopped and you must immediately target one of your opponent's ships. (If there is no valid target, **discard the dilemma without further effect**.~~the dilemma is immediately discarded without effect and your cards are not "stopped."~~)

*Without the whiffs rule, failure will now stop you even as the effect fizzles.*

### Containment Field –

Delete the first paragraph.

*Errata means this card no longer leaves play at all.*

### dilemma resolution - targets –

Modify the second paragraph as follows:

~~However, if a dilemma targets cards with specific features (e.g., a personnel with Empathy, a male, a non-Cardassian), and there are no cards present with those features, discard the dilemma immediately without effect, as when a trigger is not present. (This does not include personnel with specific features which are required as a condition for overcoming the dilemma. See Conditions below.) If two targets with different specific features are specified (e.g., one [holo] personnel and one non-[Holo] personnel), and only one is present, target that one. A specified number of personnel is not a "specific feature;" if a card specifies that two target personnel are to be selected but only one personnel is present, it selects that one.~~ Also ~~Discard the dilemma if there is no ship or facility to place the dilemma on, or no destination for a relocation (e.g., "furthest planet" when there is no other planet on the spaceline).~~ **If there are not enough targets for the effect of a dilemma, do as much as you can. (Dilemmas are an exception to the normal rule that gametext is all-or-nothing.) If a dilemma targets four personnel but only two are present, target them. If a dilemma targets one [Holo] personnel and one non-[Holo] personnel and no [Holo] personnel are present, target one non-[Holo].**

*Dilemmas no longer whiff for lack of an immediate target (although the effect may still fizzle if no target is around).*

## dilemma resolution - discarding –

Delete the phrase "or a target with specific features."

*Whiffing no longer nullifies.*

## dilemma resolution - summary –

Delete "OR if the dilemma specifies targets with specific features, and no such target is present."

*Whiffing no longer nullifies.*

## mission –

Add a cross-reference to "**point box**."

*Useful.*

## playing an affiliation –

Insert "(or any [BO] Borg Use Only card, if [Bor] Borg)" after "that affiliation or faction."

*See Borg Use Only.*

## point box –

Delete and replace the second paragraph with:

When a card refers to a mission point box "showing" a value, it means the printed value in the point box ignoring variables and asterisks. (e.g. X is showing zero points, 30\* is showing 30 points). Only ignore a variable if checking what the point box "shows." Calculate the full current value of the mission for other purposes (such as Establish Trade Route).

*Rewrite of this aging entry, plus a clarification from NACC.*

## Starfleet–

Replace everything after "An affiliation" with:

See **Rulebook 13.1.3.0.1: Starfleet on [Fed] Cards**.

*Redundant with Rulebook.*

## turn–

Delete examples of Temporal Rift and Hyper-Aging.

*Both are obsolete due to errata.*

## Wake of the Borg, The –

Change "destroy" to "return to hand."

*Updated to reflect errata.*

## RULEBOOK UPDATES

### 7.2.1: Beginning a Mission Attempt –

Replace the phrase "once it is in progress" with "while encountering dilemmas."

*Check conditions for attempting the mission at the start of attempt at at solve time.*

### 7.2.5: Solving the Mission –

Modify the first part of the second sentence as follows:

If they **still have a personnel whose affiliation matches one of the mission's, still meet additional conditions for attempting the mission (from [Homefront](#), for example), and meet the mission requirements...**

*Check conditions for attempting the mission at the start of attempt at at solve time.*

**[continued next page]**

#### 7.2.2.0.4: Triggered and Targeted Effects –

Move the last paragraph up to be just after the first.

Modify the remainder as follows:

Similarly, if an effect *targets* cards with a specific feature, and there are no cards present that have that feature, the effect cannot be "triggered" and is nullified instead. For example, if you encounter **Empathic Echo** and there is no one present with Empathy, it is removed; if you encounter **Female Love Interest** and there are no females in your Away Team, it is removed.

Likewise, if an effect requires you to choose a **target**, and there is no valid target in play, the effect is not carried out (or "fizzles") and is nullified instead. For example, if you encounter **Conundrum** and cannot meet its conditions, but your opponent has no ships in play, it is removed. (You have still failed the mission attempt.) If you encounter **Hippocratic Oath** but there are no planets on the spaceline, it is removed. However, the absence of targets does not affect other elements of the dilemma encounter. If you don't meet the conditions of **Empathic Echo** (SECURITY and MEDICAL), the mission attempt fails and the dilemma is reseeded even if you have no Empathy (the target) in your Away Team. [Editor's Note: that sentence is a close-to-exact quotation of the last paragraph of dilemma resolution in Glossary 1.6.]

If multiple targets with different specific features are specified (for example, **Dejaren** targets one [Holo] personnel and one non-[Holo] personnel), and only some are present, target those that are present.

Note that dilemma *requirements* are not "targeting" the required skills and attributes. You cannot ignore a dilemma's requirements. For example, if you encounter **Ferengi Ingenuity** and you cannot overcome the *requirement* of stopping a team member who has Computer Skill (because you have no Computer Skill present), then you fail the mission attempt, all your personnel are stopped, and the dilemma is reseeded under the mission to be encountered again.

Similarly, a specified number of personnel is not a "specific feature." If there are not enough targets for the effect of a dilemma, do as much as you can. (Dilemmas are an exception to the normal rule that gametext is all-or-nothing.) For example, **Armus: Roulette** specifies that four target personnel are to be selected, but, if only two personnel are present, it selects those two. Likewise, **Dejaren** targets one [Holo] personnel and one non-[Holo] personnel; if there are no [Holo] personnel present, select a non-[Holo] personnel to die, then proceed to Dejaren's next effect.

*Dilemmas no longer whiff for lack of a target, so neither that rule nor the fairly wordy exceptions to that rule are needed here anymore.*

#### FORMAT UPDATES

There are no new format changes.

#### TEMPORARY RULING UPDATES

The temporary ruling about checking mission conditions at start and solve is rescinded, as this month's rule updates have resolved the issue.

The temporary ruling about unique dilemmas and Disrupted Continuum remains in place this month.

The temporary ruling about forces winning battles remains in place this month, but we're close!

See the Glossary for the permanent list of temporary rulings.

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