

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(7 May 2024)

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](https://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>. *[[Double square brackets]] indicate card links.*

GLOSSARY UPDATES

Assimilate Species –


New entry:


Since no one in the crew or Away Team may mortally wound, they may not select a casualty if they win the battle. Compare **Holographic Safety Protocols**.

In response to a public question.

first-listed skill –

Strike out text as follows:

Most skills are preceded by a red  icon. However, the number of skills a personnel has is not necessarily the same as the number of skill dots on the Personnel card. Skill dots are not gained or lost when skills are added or removed by a card; ~~Juliana Tainer has four regular skills and one special skill, but only two skill dots;~~ and special download skills have a triangular icon instead of a dot. When

a card such as Assimilate Counterpart refers to the number of  icons on a personnel, use the actual number of skill dots printed on the card. ~~(If a card has errata, which are official changes, use the number of skill dots specified by the errata. See Tasha Yar – Alternate, T'Pol.)~~

Juliana Tainer has been re-ruled: she has two special skills and no regular skills.

I Tried To Warn You –

New entry:

This dilemma destroys all points scored when the mission was solved (or just after), including bonus points such as points scored from Assign Mission Specialists or Particle Fountain.

In response to a public question about how to interpret this card.

Juliana Tainer –

At the end of this entry, add a new paragraph:

Both her skills are special skills. See **skills**.

This reverses an early Decipher ruling from before the special/regular skill distinction was as clear or as strong as it is today.

mission II –

Replace this entry with cross-references to the Rulebook:

- 4.2.0.2 Built-In Cards
- 2.0.2 Double-Sided Cards
- 3.0.1 Non-Borg Cards In Your Deck

Resolving a contradiction between RB and Glossary.

Nebula –


Add a new paragraph:

Since the Scan requirement to initiate battle applies only to players, and **[Self] Self-Controlling Cards** are not controlled by either player, the requirement does not apply to them.

In response to a public question about how to interpret this card.

skills –

Modify as follows:

Special skills are usually explained in a sentence with a period at the end, such as "Orb artifacts may not be nullified." Special download skills, preceded by the special download icon , fractional skills (such as [Toral's Leadership x1/2](#)) and skills with negative modifiers (such as [Mortal Q's Leadership -1](#)), are also defined as special skills.

In response to a public question about how to interpret this card.

turn –

Revise as follows:

If a card such as 35th Rule of Acquisition or [Quark's Bar](#) allows you to draw a card at "end of each turn" ~~when conditions are met (but does not say it is an extra or additional card draw)~~ or **draw an extra card**, it is the result of an "end-of-turn" action, which must take place before your normal card draw which ends your turn. ~~However, if a card allows an "extra" or "additional" card draw at the end of your turn (e.g., The Traveler: Transcendence or Quark's Bar), it is, not a modification to your normal card draw, and thus is not an "end-of-turn" action.~~

Removing a clarification that has, over time, proved unnecessary and confusing. All end-of-turn draws are now simply end-of-turn actions, which can be ordered as you please (except your normal card draw, which always comes last).

4.2.0.2 Built-In Cards –

Modify as follows:

Mission II outposts do not prevent you from seeding another outpost of the same affiliation. However, as always, you may not establish a second facility at the same location where you already have a **facility, including a built-in Mission II outpost**. Outpost-related cards work normally with Mission II outposts. If the outpost is destroyed, flip the mission over to signify this (**and cards on the outpost are discarded as usual**). If the outpost is placed out-of-play, flip the mission over and place a token on it to signify that it is out-of-play; the Mission II outpost may not be rebuilt for the rest of the game.

Later:

You may not pair [Space-Time Portal](#)'s Wormhole function with a built-in wormhole. (The [Wormhole](#) for Space-Time Portal must be played.) **Since the Wormhole is played only as a cost, you ignore its gametext and are not stopped after using it.**

Resolving a contradiction between Rulebook and Glossary; making explicit the Wormhole stopped thing, since it keeps coming up.

10.1.0.3 Skill Multipliers –

Modify this text:

Normally, multiplied skills are regular skills. However, negative skills and fractional skills, such as Valeris's Diplomacy -3 and [Torai's Leadership x1/2](#), are special skills.

Fractional skills are now special skills.

10.1.0.4 First-Listed Skills –

Delete this text:

~~Juliana Tainer has four regular skills and one special skill, but only two skill dots;~~

Juliana Tainer will no longer be an exception to the ordinary rules.

11.1 Self-Controlling Cards –

At the end of the third paragraph, add:

A [Self] card does not need matching personnel or a leader to attack, and may attack any affiliation, but needs usable WEAPONS and is subject to restrictions that affect *all* cards, such as **["We Are The Metrons"](#)**.

Clarification about self-controlling cards.

FORMAT UPDATES

There are no format updates this month.

TEMPORARY RULING UPDATES

There are no new temporary rulings.

See the Glossary for the full list of current temporary rulings.

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