

# THE CONTINUING COMMITTEE



(10 June 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

### capturing-related card –

Replace the definition with:

This refers to any card that says "capture," "captive," or any derivative in gametext or title (*not* lore), even when referencing another card (for example, [Number One](#) is capturing-related because her gametext includes "▼ Rescue Captives").

Update the examples accordingly.




Correctly reference the **-related** rule.

*The "capture cascade" effect under the old definition was a confusing headache for lots of players, without actually doing much good for anyone. Under this redefinition, quite a few cards no longer count as "capturing-related," but we trust that this will not be disruptive, given current usage levels for Prepare the Prisoner and Internment in conjunction with the affected cards.*

### counterpart –

Replace with this:

A **characteristic** representing individuals assimilated by the Borg to serve as "speakers" to their former affiliation.

A counterpart's former affiliation is the affiliation he had before becoming . On printed counterparts, their former affiliation is whatever affiliation is stated in lore. For example, [Bareil of Borg](#)'s former affiliation is  Bajoran ("The knowledge and experience of the Bajoran..."). See **Appendix A: Affiliations**. On a  Borg-Only card, a counterpart "matches" an affiliation or homeworld if his former affiliation matches it. See **matching affiliation, homeworld, mirror universe**.

You may own only one counterpart in play at a time. If you already have one, you may not play or assimilate another, and must discard any you acquire (for example, from [Cryosatellite](#)).

Counterparts often have a special skill giving them an advantage in battle against their former affiliation. See **Rulebook 7.4.1.0.6: Affiliation Attack Restrictions**.

*What started out as a simple clarification of "former affiliation" turned into a pretty broad edit of the entry.*

## playing an affiliation –

In the first paragraph, after "cards you do not own," insert:

and cards whose affiliation was changed by an opponent's card.

Insert this new second paragraph:

You are "playing only [affiliation, faction, or combination]" if you are playing that affiliation or faction and all cards you own and control (or have controlled) belong to that affiliation, faction, or combination (except active infiltrators and cards whose affiliation was changed by an opponent's card).

*We actually thought we'd released this ages ago, but, just in time for Lifesigns, here's a definition of "playing only"! Also, after overlong debate and needless delay, we're cutting off the other way an opponent can "affiliation-screw" you.*

## Protection Racket –

New entry:

Because this card's controller initiates the main action (the "threat"), and because any resulting death is caused by Protection Racket (not by opponent's probe card), killing Captain Kirk with Protection Racket is not "an action your opponent initiated" and does not trigger [Hero of the Empire's](#) timeline disruption.

*Rules has discussed this off and on for a while, but the argument was decisively settled last month, and so our ruling is issuing.*

## Transwarp Hub –

Remove the temporary notice from this now-permanent ruling:

Since specific gametext supersedes a more general rule, Transwarp Hub may seed or play at any nebula, even a homeworld. Transwarp Hub may play at [Intelligence Operation](#) (but may not seed there, since it is not [DQ]).

*Given Transwarp Hub's current gametext and template, this legally works.*

## Appendix A: Lists –

Add a new list: **affiliations**:



*Some cards just assume there's a legally-defined list of affiliations. Here 'tis.*

## RULEBOOK UPDATES

### 10.2.1 Stopped –

Revise as follows:

The most common "injury" in the game is getting "stopped." Stopped personnel are ~~conceptually, either completely engaged in what they're doing, completely exhausted, or injured enough to be "out of the action" for the rest of the turn while they recuperate.~~ **too busy with what they're doing to participate in movement, missions, or attacks.**

*Examples: [Devastating Communique](#), failing a conditional dilemma, [Oo-mox](#), finishing a battle*

Specifically, stopped cards may not: **move on their own power (they may be relocated by other cards), time travel, participate in an attack (they may battle defensively), get stopped again, or participate in any mission, commandeering, or scouting attempt in any way. Stopped personnel also become separated, they may not beam or walk, and they may staff ships only if the ship is also stopped. Stopped ships may not fly, dock, undock, take off, land, beam, cloak/decloak, or phase/dephase.** ~~be beamed, move, walk, participate in an attack (they may battle defensively), staff an unstopped ship, cloak, phase, get stopped again, or participate in any mission, commandeering, or scouting attempt in any way. (They become separated.)~~

**Your personnel become stopped when they board your stopped ship.** ~~If~~ **When a your ship is stopped (or unstopped), personnel aboard the ship your crews aboard become stopped (or unstopped).** Using up a ship's RANGE does not stop it.

Equipment carried by a crew or Away Team are stopped if the entire crew or Away Team is stopped (whether by battle, failure to overcome a dilemma, or other means).

Stopped cards become unstopped automatically at the start of either player's next turn.

*Public questions about both the conceptual and mechanical aspects of "stopped" led to this modest rewrite. There are no substantive changes here, but there is a clarification that boarding a stopped ship stops you.*

### 10.3.0.2 Characteristics: Context Matters –

Revise:

Context matters when determining whether a card has a characteristic; the mere appearance of a particular word on a card does not necessarily confer a characteristic on the card. For example, the phrase "uses the same hull as the Cardassian shuttlecraft" in the lore of Patrol Ship does not give it the characteristic "shuttlecraft," and ~~Falcon~~ **Eli Hollander** is not "any ~~Miles~~**Data**" just because he ~~"took on the appearance"~~ of Miles O'Brien **assumed Data's traits**. Likewise, Makbar is not a human, even though her lore includes the word "human". The card must clearly state that the subject of the card has the characteristic.

**However, if a card has a characteristic in bold (or bold italic), it has that characteristic, regardless of context. For example, [Falcon](#) is "any Miles" and [J-25 Cube](#) is a "Borg cube".**

*There were too many persona versions that were only ambiguously "any Miles" or "any Sisko," so this just goes ahead and (effectively) declares that all persona versions automatically count for "any X" requirements involving that persona name.*

## 12.13 "Related" –

Replace the current "capturing-related" definition with this new one:

*Capturing-related.* This refers to any card that says "capture," "captive," or any derivative in gametext or title (*not* lore), even when referencing another card (for example, [Number One](#) is capturing-related because her gametext includes "▼ Rescue Captives").

*The "capture cascade" effect under the old definition was a confusing headache for lots of players, without actually doing much good for anyone. Under this redefinition, quite a few cards no longer count as "capturing-related," but we trust that this will not be disruptive, given current usage levels for Prepare the Prisoner and Internment in conjunction with the affected cards.*

## FORMAT UPDATES

There are no format updates this month.

## TEMPORARY RULING UPDATES

There are no new temporary rulings.

The temporary ruling about Transwarp Hub is made permanent this month.

Temporary rulings regarding Disrupted Continuum, Firestorm, and "leaving play" remain in place.

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

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