

THE CONTINUING COMMITTEE



RULINGS – General

***facility commander** - replace this entry with "see **matching commander**."

***matching commander** – A personnel is a matching commander for a ship or facility if either card both names the other in lore and states that that personnel is (or was) the commander or captain of that ship or facility. (Also, a few personnel, such as Rinnak Pire and Regent Worf, have special game text that allows them to act as, or assign another personnel as, a matching commander.) The term "facility commander" is a facility's matching commander.

For example, Worf (First Contact) and Kudak'Etan are both matching commanders for all ship cards with the title U.S.S. Defiant, but not Stolen Defiant. All cards with the title "Benjamin Sisko" are matching commanders for U.S.S. Sao Paulo — but substitutes like Ben Sisko and The Emissary are not. See **named in lore**.

A statement that a ship "transported" or was "used by" a personnel does not qualify that personnel as a matching commander. Kivas Fajo is not a matching commander for Zibalian Transport, but he is matching commander of Jovis. Unless otherwise specified (e.g., Cha'Joh), a ship or facility can only gain benefits from one matching commander at a time. To gain matching commander benefits, the matching commander must not be disabled, in stasis, or under "house arrest".

A few ambiguous cases require clarification: Dathon is a matching commander for **Tama**. Dukat is a facility commander of Terok Nor. The Intendant is a facility commander for Mirror Terok Nor, but not Terok Nor in the Alpha Quadrant.

***romantic partner** – add "bride" to the list of qualifying terms.

First Edition Current Rulings Document (07 Jan 2019)

Current Rulings are periodic updates to the First Edition Rulebook, including changes, clarifications, and situations it does not address. Current Rulings are an official supplement to the Glossary and should be used by tournament directors in making tournament rulings. (The rulebook is intended for beginners and should not be used for rulings.)

Answers given by official Continuing Committee representatives are not official until included in an official rules document such as the Current Rulings, Official Clarifications, or Official Rulings. Such answers are highly recommended for use by tournament directors, but the Tournament Director always has the final authority on rulings.

This document contains all Current Rulings issued since the Glossary v1.9.5. Entries that are new, changed, or expanded since the last Current Rulings document are marked with an asterisk (*) before the topic and in **red text**. These rulings are effective immediately.

For additional resources or to find answers to your questions, please visit <http://www.trekcc.org>.

Rulings Awaiting Errata

Ignore the Glossary entry for Edo Probe and do the following instead: If playing Borg affiliation, discard dilemma (neither choice is relevant). Otherwise, make choice when you first encounter dilemma. If you choose to abandon mission attempt, replace dilemma under mission. You may not reattempt until any player has completed a different mission. AT/crew is not "stopped" but cannot continue here. When you do reattempt, discard the dilemma; you do not re-encounter it. If your opponent attempts this mission before you reattempt, he/she does encounter it and must make the same choice. . If you choose to continue, and you complete the mission this turn (with any AT/crew), discard the dilemma. If you do not complete mission this turn, place the dilemma in your bonus point area.

Temporary Rulings (Pending Final Wording)

Stops by different dilemmas create different crews / away teams.

The specific requirement on Samaritan Snare (Federation must attempt this mission) overrides the OTF rule against attempting an opponent's mission.

The "do nothing" part of Cytherians does not prevent other required actions.

A Cytherians "shortcut" must directly result in shortened travel. For example, using Cytherians-affected Two of Nineteen's skill to download a Transwarp Network Gateway to move between two gateways is legal. But downloading to hand, or to build a new gateway, is not legal, as neither directly results in shortening travel.

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