

THE CONTINUING COMMITTEE



First Edition Recent Rulings Document

(2 April 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](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>. *[[Double square brackets]] indicate card links.*

GLOSSARY UPDATES

Battle Bridge Door: Auxiliary Control –

New entry:

See **leaves play**.

Cross-reference. Battle Bridge Door itself not yet cross-referenced.

Horga'h'n –

Revise as follows:

You "use" the Horga'h'n (for purposes of cards such as Temporal Narcosis) each time you exercise the additional card play or draw. If you do not use the additional card play, you must draw the extra card.

Updated in light of recent errata.

Injector Assembly One –

This card reports to the location, not to the ship. See **report to**.

Cross-reference.

leaves play –

New entry:

When a card is placed out-of-play or in the bonus point area, discarded, or returned to hand, it *leaves play*, even if it was not previously **in play**.

This is a temporary ruling, subject to modification or reversal.

Longstanding accepted behavior, but proved controversial when it came time to write it down, so it's temporary.

O'Brien and Kira –

New entry:

The skill gain is an **automatic modifier**, so you must select her skill immediately after the time travel; this is not optional. The skill lasts only "during" the turn she time traveled, and she cannot gain multiple skills by time-traveling multiple times.

Clarification. You would be surprised how long we debated whether this ruling was required by the next or merely one possible interpretation of the text.

Q-Flash –

New entry:

See **leaves play**.

Cross-reference.

report –

add: "See **report to**."

Cross-reference.

report to –

New entry:

When a ship reports "to" a ship, it plays somewhere it will be **present** with that ship (in the same orbit, docked at the same station, aboard the target ship as a **carried ship**, etc.). When a ship reports "to" a location, it likewise reports somewhere it will be present with the location.

Old phrase needed clear rules definition.

see **report to**.

Cross-reference.

RULEBOOK UPDATES

6.5.3.0.10. Side Deck Downloads –

New sidebar:

When searching an open side deck for a download, include face-up cards placed under or atop that side deck.



Handy-dandy clarification, long overdue.

7.2.1 Beginning A Mission Attempt –

Rename: **Beginning An Attempt**.

Revise as follows:

You may attempt any mission **with a point box** that you seeded. You may ~~not also attempt or solve~~ a mission **with a point box** an opponent seeded ~~unless if~~ its point box shows 40 points or more, ~~or it is a shared mission, or there is more than one copy in play (for Universal missions).~~ You may not attempt or solve **other** missions ~~without a point box~~.

At a  Planet mission, any single Away Team that is present on the planet's surface may begin a mission attempt. At a  Space mission, ~~the crew of~~ any single undocked ship **present** may begin a mission attempt. (The ~~ship~~ **ship's crew** must ~~have~~ **include** at least one personnel of matching affiliation ~~aboard~~.)

To attempt **begin** a mission **attempt**, you must have **there must be** at least one personnel ~~present~~ **attempting** whose affiliation matches one of the icons (or meets alternate qualifications) given in the mission's affiliation box. All compatible personnel in the crew or Away Team may assist that personnel, and may contribute skills and other attributes to the mission requirements. You do not need to meet the mission's requirements in order to begin a mission attempt.

Revised for greater precision.

7.2.1.0.5 Clarifications: "Any Crew" / "Any Away Team" –

New sidebar:

The phrase "Any crew may attempt mission" (or, at [P], "Any Away Team") allows attempts by personnel of any affiliation (except [Bor]). It does not remove other restrictions on mission attempts, like the rule against attempting from a docked ship, or attempting opponent's 30-point unique, unshared mission

Longstanding behavior, now in text.

7.2.2 Encountering Dilemmas

Revise:

Each dilemma has one or more *effects*, such as, "kills one personnel with SCIENCE (random selection)", "when countdown expires, ship is destroyed", or "cannot get past". Effects may be **automatic** or may have ~~conditions~~ **requirements: conditions, cures, or nullifiers**.

Clearly defining that conditions, cures, and nullifiers are all "requirements."

10.3 Characteristics –

Add the phrase "romantic partner" to the list of synonyms for "romantically involved."

Supports edge cases where there isn't enough room in the lore box for "romantically involved" and all the other synonyms are too formal. (We considered but rejected "shagged.")

13.1.3.0.1 "Starfleet" on [Fed] Cards –

Delete this rule.

No longer needed thanks to clarified gametext.

FORMAT UPDATES

There are no format updates this month.

TEMPORARY RULING UPDATES

New temporary ruling:

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]).

New temporary ruling:

When a card is placed out-of-play or in the bonus point area, discarded, or returned to hand, it *leaves play*, even if it was not previously **in play**.

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

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