Section 1: Introduction

Updated August 27, 2002

This Current Rulings document is the official supplement to the *Star Trek* CCG Glossary version 1.8 published in August 2002. A complete set of *Star Trek* CCG rules for standard play, which should be used by tournament directors in making tournament rulings, consists of Glossary Version 1.8 and the latest version of the Current Rulings. (The Rulebook is intended as a simplified starting point for beginning players and should not be used as a definitive guide to the rules.)

Using this document: When a ruling or card question arises, you should check this document first, followed by the Glossary, using the card name, game text word or phrase, concept, or card type. A Current Rulings entry will usually state if it replaces all or part of a Glossary entry; otherwise, the entry supplements any previous Glossary entry. (The new entries in this August 27 Current Rulings document are already contained in Glossary 1.8. Abbeviated entries are included here to alert players to the few significant gameplay changes in the Glossary that were not previously included in the Current Rulings.)

Rules questions which are not covered in the Glossary or Current Rulings may be emailed to majorrakal@decipher.com with GAMEPLAY QUESTION in the subject line.

Although rulings and clarifications may be made by Decipher personnel in various forums, they are not considered official unless specifically noted or included in an officially published rules document. Such unofficial rulings are highly recommended for use by tournament directors, but the TD always has the final authority on rulings.

- Δ An entry preceded by a Delta symbol represents a *change in gameplay* since the last Current Rulings. If only part of the entry is new, it will be <u>underlined</u>. To give tournament directors and players a chance to familiarize themselves with these gameplay changes, they will not be effective until one week after the date of this document.
- § An entry preceded by a section symbol is a *new* or changed entry since the last Current Rulings, which either emphasizes existing rules, clarifies text where no clear rulings yet exist, answers a frequently asked question, or rewords or reproduces an existing rule or ruling. Such entries are either already in effect due to previously published material, or are effective immediately.

Cross-references that have no corresponding entries in the Current Rulings refer to entries in the Glossary. Entries are arranged alphabetically, ignoring apostrophes and quotation marks and treating hyphens, dashes, and colons as spaces. Entries for specific cards starting with "The" are sorted according to the second word of the card title (e.g., the entry for The Emissary is in the E's, not the T's). Universal Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven); unique drones are listed by their card titles (e.g., Seven of Nine). Text in square brackets represents an icon. Refer to the Glossary for a complete icon legend.

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Section 2: Rulings

Δ dual-personnel cards

The "group limit" concept has been eliminated and your opponent no longer may force a re-selection if a selection includes a dual-personnel card. For a complete explanation of the use of dual-personnel cards, with examples, see this entry in Glossary 1.8.

∆ Edo Probe

The ruling on replacing this dilemma under the mission has been reversed in Glossary 1.8. Because this dilemma has no conditions, the Away Team or crew is not "stopped" and the dilemma should not be returned under the mission. Place it on top of the mission to serve as a marker until the dilemma is resolved, then discard it. For this card's previously issued revised text, see Glossary 1.8.

Δ matching commander

Tomalak and Ocett are no longer considered the matching commanders of the universal D'deridex and Galor ships. Personnel lore must specify a ship by name (not as a class) to qualify as matching commander. See this entry in Glossary 1.8 for more information on matching commanders.

Δ presen

Personnel and equipment aboard a ship or facility may now be considered "present" with cards on the spaceline at a space location, such as event, interrupt, or doorway cards, seeded cards outside the context of a mission attempt, or dilemmas that enter play. For example, Ocular Implants may be used to look at a card under a space mission and Borg Nanoprobes can nullify Your Galaxy Is impure at a space location (even after the mission attempt) if aboard a ship at that location. For a more complete explanation, see this entry in Glossary 1.8.