

Section 1: Introduction

Updated April 9, 2002

This document is an update to the 02/04/02 Current Rulings, which is the official supplement to the Star Trek CCG Rulebook and Glossary version 1.7 published in August 2000. Because a new Glossary revision is planned for release shortly, this update will not be incorporated into the previous Current Rulings. Until then, both Current Rulings documents should be used by tournament directors in making tournament rulings.

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.

Using this document: When a ruling or card question arises, you should check this document first, followed by the 02/04/02 Current Rulings and 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.

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 underlined. To give tournament directors and players a chance to familiarize themselves with these gameplay changes, they will not be **effective until seven days after the issue date (04/15/02)**.

§ 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**.

A complete set of Star Trek Customizable Card Game rules for standard play consists of the following documents:

- Rulebook Version 1.7 (August 2000)
- Glossary Version 1.7 (August 2000)
- Current Rulings (01/28/02)
- Current Rulings Update (04/08/02)

Rules for Warp Speed sealed-deck format are included in a separate document.

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.

Section 2: Rulings

Δ Abandon Ship!

Delete this ruling:
The personnel cannot be rescued or captured by a docked ship.

Δ Add Distinctiveness

Replace the second paragraph of the Glossary entry with the following:
Any non-Borg personnel or ships obtained from an expansion pack with this incident are considered assimilated (as drones) before you report them for duty. If played immediately, such cards may be reported without regard to [AU] icons or normal reporting restrictions (e.g., ships to any spaceline location or your Borg Outpost; personnel to any of your ships or outposts or to a planet). If you place them in your hand to play later, you must obey all reporting restrictions, including native quadrant restrictions and [AU] icons.

Replace the existing Current Ruling with the following:

If you obtain Jean-Luc Picard from an expansion pack using this incident, you may not play him immediately if you have Locutus of Borg in play, but may later perform a **persona** exchange with the two cards.

§ ANIMAL

A personnel of this classification remains an animal even if its classification is removed or changed, and is subject to all the normal restrictions on ANIMALS.

Δ artifact

Replace the first bullet point in this entry with the following:
• by completing the mission (or, with the Survey Drone, a Borg objective which allowed scouting that location)

§ attribute modifiers

An attribute is considered *reduced* (for cards such as Abandon Ship! or U.S.S. Enterprise-B) if it is affected by a card that says it is reduced (e.g., Baryon Buildup), is -X (Vole Infestation), or is "disabled" ("Pup"), even if it is also affected by a card that enhances that attribute by the same amount (Plasmadyne Relay). Also, the RANGE of a ship that has "rotation **damage**" applied is reduced. A ship that "cannot move" (Mentharr Booby Trap) does not have its RANGE reduced. Attributes may not be reduced to less than 0. An **undefined attribute** may not be modified.

§ Automated Security System

Delete the existing Glossary entry. Species is no longer irrelevant to the Borg.

§ beaming

If you are allowed to use a **facility** that you do not control, such as a headquarters or Ferengi Trading Post, you may operate its transporters and SHIELDS to allow your personnel to beam on and off (if beaming is allowed; for example, you may not normally beam personnel to or from a Nor).

§ Caithlin Dar

See **Release This Pain**.

§ Captain's Order

In addition to the cards marked with this phrase, Captain's Log, Lower Decks, Yellow Alert, and Senior Staff Meeting are also Captain's Order cards. You need not have Ready Room Door or Commander's Office (which list this definition) in play for these cards to be Captain's Orders and downloadable by James T. Kirk.

§ chameleoid

See **shape-shifter**.

§ Classic Films icon [CF]

This icon (formerly known as the Excelsior icon) appears on personnel and ships from the "Classic Films" era of the late 23rd century. It is used as a special **ship staffing** icon and for other purposes defined on various cards.

§ Clown: Playing Doctor, The

See **skill – first-listed**.

§ David Marcus

This personnel's special skill allows you to ignore the text "If not playing [Fed]" on **The Genesis Device** if you place it on a planet you seeded.

§ death

See **discarding**.

§ discarding

A personnel who is "discarded" according to the text of a dilemma or other card is not considered to die or be killed unless the card causing the discard specifically says so (**Yuta** is an exception).

§ Dr. McCoy (The Motion Pictures)

This personnel's special skill allows you to look through your discard pile (without rearranging it) until you find the topmost personnel (it need not be the topmost card).

§ Espionage cards

A "Bajoran Espionage card" is an Espionage card that allows Bajorans to perform espionage on another affiliation's missions. Thus, Espionage: Bajoran on Cardassian is a Bajoran Espionage card, but Espionage: Cardassian on Bajoran is not.

§ Espionage Mission

You may attempt this mission if

- you play an Espionage: [your affiliation] on Federation card on the mission (e.g., Espionage: Klingon on Federation allows your [Klg] Away Team to attempt the mission); or
- you have Selok in your Away Team; or
- an objective specifically allows you to attempt it (e.g., HQ: Secure Homeworld allows your [Fed] Away Team to attempt it); or
- a card allows you to add an affiliation icon to the mission (e.g., Bribery adds a [Fer] icon which allows your [Fer] Away Team to attempt it).

Δ facility

Replace the last sentence of the first paragraph under the "using facilities" subhead with the following:
Your personnel must be **compatible** with a facility (except a Nor) to report to or enter the facility. They may report to any Nor according to the text of its site cards. They may board a Nor and exit from any facility even if incompatible with the facility. (See **beaming**.)

§ far end of spaceline

When a dilemma is to be placed at or move toward the far end or long end of the **spaceline**, once determined (see **ties**) the far end or long end does not change. That is, if the far end is the left end, it remains the left end even if the spaceline is rearranged.

§ General Korrd

See **Release This Pain**.

§ Genesis Device, The

Once placed atop a mission, this artifact is no longer being used as an Equipment card, may not be destroyed by Disruptor Overload, stolen, etc., and may not be removed from the mission like equipment. It cannot be used to alter the point value of a mission that is already solved. See **playing an affiliation, point box**.

§ George and Gracie

Gracie's special skill works while this **dual-personnel** card is on planet at Espionage Mission (Earth) or at any time location identified as Earth (unless its text says otherwise, such as Cetacean Institute).

Δ hand weapon

Replace the Glossary entry with the following:
A hand weapon is any Equipment card (or card "used as equipment") which is identified in its title or lore as a phaser, disruptor, blade weapon, or weapon (if it is clear from the lore, game text, and/or image that it is used as a hand weapon; for example, Borg Nanoprobes is not a hand weapon). See **Echo Papa 607 Killer Drone**.

Δ Harness Particle 010

This objective does not work with Service the Collective or Population 9 Billion – All Borg, because it does not target a mission (it targets an Omega Particle). However, because the objective allows **scouting** of the location, your Borg may acquire any **artifact** or card seeded like an artifact if the Survey Drone is present when you complete Harness Particle 010.

§ **helps**

A personnel *helps solve* a mission or *helps complete* an objective if he actively contributes a skill, attribute, or characteristic required by the mission or objective. Just being in the Away Team or crew is not "helping."

§ **hit**

"If you hit" means "if you score a hit or a direct hit."

Δ **holographic personnel and equipment**

Delete the next to last bullet point in the Current Rulings entry. Intruders may no longer erase holograms when the crew is all-holographic.

§ **I Do Not Take Orders From You!**

This interrupt cannot be used to kill Rogue Borg.

Δ **infiltration icons**

<Fed><Klg><Rom><Baj><Car>

Several major changes have been to the infiltration rules. Replace the entire Glossary and Current Rulings entries with the following (the major changes are underlined):

Your personnel who has a diamond-shaped infiltration icon may infiltrate your opponent's cards, if your opponent is playing that affiliation, in one of two ways:

- It may report to your opponent's side of the table to a compatible facility (regardless of quadrant); or
- It may report for duty normally, and infiltrate later in the game, during either player's turn, if present with an opponent's crew or Away Team compatible with that affiliation.

If your opponent is not playing that affiliation, you may not infiltrate his cards with that personnel. See playing an affiliation.

When your personnel starts infiltrating, its affiliation changes to match that of the infiltration icon and it becomes an infiltrator.

- The infiltrator is part of your opponent's crew or Away Team, but is still under your control. For example, your opponent may not treat the infiltrator as "his personnel" to benefit from his hand weapons. (Your infiltrator may not take your equipment into your opponent's Away Team.)
- Your opponent may not treat your infiltrator as an intruder (e.g., his cards cannot initiate battle against your infiltrator, and vice versa). However, you may treat your infiltrator as an intruder for cards such as The Walls Have Ears.
- Whenever any of the opponent's personnel present take any action (e.g., beam, attempt a mission, initiate a personnel battle), your infiltrator may choose whether or not to participate (or to contribute to ship staffing requirements). He may also move independently, during your opponent's turn, by beaming, walking, etc. He may control the opponent's transporters and SHIELDS long enough to move or beam himself to, from, or between your opponent's ships, facilities, etc. He may not take any other actions unless specifically allowed by a card.

Your infiltrator stops infiltrating if he is "exposed" during either player's turn, either voluntarily; by a card such as Caught Red-Handed; by being present with any true or mirror version of the persona he or she is impersonating; or by returning to your own crew or Away Team. When exposed, that personnel reverts to its previous affiliation and is no longer an infiltrator; if aboard the opponent's ship or facility, he becomes an intruder. He cannot infiltrate again until after being away from (not present with) all of the opponent's personnel.

If an incompatibility situation arises where your infiltrator would be placed under house arrest by your opponent, the infiltrator may choose to be exposed instead.

Δ **intruder**

Delete this Current Rulings entry. Intruders may no longer erase holograms when the crew is all-holographic.

Δ **Investigate Time Continuum**

Replace the Glossary entry with the following: To complete this mission using the Time Travel Pod, you must play it as an interrupt on the mission and discard it.

§ **Isolytic Burst**

When this **tactic** is your current tactic and you **hit** your target, the current tactic is placed as the first damage marker. It kills one personnel with its damage text, plus an additional personnel according to its game text. Additional copies placed as damage markers take only one casualty.

§ **James T. Kirk**

See **Captain's Order, helps**.

§ **Khan**

See **any, does not work with, playing an affiliation**.

§ **killed**

See **discarding**.

§ **Li'seria**

See **Son'a ships**.

§ **Ma'sud**

This personnel may download Ceti Eel to the adversary he just stunned only if your Khan is present, and only to a non-[Holo], non-android personnel, as required by Ceti Eel's text.

§ **Martia**

See **shape-shifter**.

§ **Matthew Dougherty**

See **helps**.

Δ **Mortal Q**

See **skill - negative**.

§ **Mr. Scott**

This personnel's special skill allows him to meet two staffing requirements: one using a staffing icon found on his card ([Cmd], [IAU], or [CF]), and *any* other staffing requirement (whether he has that icon or not).

§ **Nexus, The**

This doorway destroys all ships present when it is placed on the far end of the **spaceline**; when it moves to a new location at the end of every turn; and whenever a ship moves to or appears at its location. (See **Borg Ship** for a definition of "appears at"). See **far end of spaceline**.

A player may relocate their personnel from under The Nexus either while it is on the spaceline or after it is placed on table. Personnel under The Nexus are **in play** and may use skills when appropriate, but may not initiate personnel battle.

§ **Observe Ritual**

This mission is not a **homeworld**.

§ **outpost**

An outpost is a space facility, even if located at a planet mission (it is in orbit of the planet).

Δ **personas**

Persona replacement may be performed with two versions of a ship persona in the same manner as personnel persona replacement. All cards aboard or played/placed on the first version (and any rotation damage) are transferred to the second version. See **exchanging cards**.

§ **planet facility**

A planet facility is any headquarters or station which says that it seeds or plays on a planet (either in general or on a specifically named planet). All other facilities, including *all* outposts, are space facilities.

§ **playing an affiliation (non-Borg)**

You are "playing [affiliation]" or are an "(affiliation name) player" if you have played, seeded face-up, or seeded face-down and acquired, any personnel, ship, or facility of that affiliation, or used a multi-affiliation card you seeded or played in that affiliation mode at any time during the game, regardless of whether any such cards are still in play. Your opponent's cards that you control with Brainwash, Ceti Eel, etc., or that have been reported to you by The Naked Truth, do not cause you to be "playing that affiliation." See **playing Borg**.

§ **playing Borg**

You are playing Borg (or are a "Borg player") if you stock any [Borg]-affiliation personnel, ships, or facilities (or any [Borg Only] cards) in your game deck or in any side deck, even if you have not seeded or played them. If playing Borg, you may not stock any non-[Borg]-affiliation cards. You are not playing Borg if you stock non-[Borg]-affiliation Borg personnel such as One or Icheb.

§ **Prefix Code Transmission**

You may play this interrupt on your ship if it is firing on a **multi-affiliation** ship that has an affiliation icon matching yours, even if the target is not currently in that mode.

§ **regions of space**

Add the Briar Patch Region to the list of existing regions.

§ **Release This Pain**

St. John Talbot, General Korrd, and Caitlin Dar (unless they are also controlled by Release This Pain), cannot work with others controlled by this incident if incompatible with them.

§ **report with crew**

Delete the word "simultaneously" from the Glossary entry. Each card is reported as a separate sub-action of the "report with crew" group **action**, and may be responded to appropriately.

Δ **scouting locations**

The Borg must complete an objective that allowed scouting of that location before the Survey Drone can acquire any **artifact(s)** present.

Δ **shape-shifter**

This **characteristic** includes chameleoids.

Δ **skill - first-listed**

When the personnel randomly selected for The Clown: Playing Doctor has no first-listed skill (e.g., if it is removed by another dilemma), no one else has the "same first-listed skill," so only the selected personnel is killed.

Δ **skills - negative**

A skill with a negative modifier, such as Mortal Q's Leadership -1 or Valeris's Diplomacy -3, is now defined as a special skill (not a regular skill with a multiplier). It may not be doubled, added, shared by the Borg, or selected by Lal. (This reverses the previous ruling on Mortal Q.)

§ **Son's ships**

Having a Son'a aboard a Son'a ship with a restriction box is not an **attribute enhancement**. Not having a Son'a aboard causes the attributes to be reduced.

§ **St. John Talbot**

See **Release This Pain**.

§ **tactic**

When damage text takes a casualty, the personnel is selected from all appropriate personnel aboard the ship, including intruders.

§ **The Needs of the Many...**

A Tactic card just placed as a damage marker is "about to destroy your ship" if that marker will reduce the HULL integrity to 0 or less. A dilemma is "about to destroy your ship" if your opponent is not using a Battle Bridge side deck and the dilemma damages an already-damaged ship a second time (or the Borg Ship dilemma is destroying it in battle); or if its direct effect is to destroy the ship rather than damage it (e.g., Cosmic String Fragment).

§ **Transporter Drones**

This Equipment card's STRENGTH cannot be used outside of battle or modified by cards that affect personnel STRENGTH. It is not a weapon.

§ **treaties**

A "Federation treaty" is any treaty which includes the Federation as one of the parties. For example, Treaty: Federation/Klingon and Organian Peace Treaty are both Federation treaties as well as Klingon treaties.

§ **U.S.S. Enterprise-B**

See **attribute modifiers**.

§ **Valeris**

See **infiltration icon, skills - negative**.

§ **Wajahut**

See **once per game, movement**.

§ **Whale Probe, The**

This dilemma places cards in **stasis** when it is first placed on the mission; when it moves to a new location at the end of every turn; and when any ship or personnel moves to or appears at its location. See **far end of spaceline, Borg Ship** (for definition of "appears at").

§ worth points

A card that is "worth points" while some condition is met does not score those points each turn; it scores positive points when the condition is first met and scores negative points if there is a change in that status. For example, you score 20 points once with Dr. Tolian Soran, when he is placed under The Nexus. If he leaves The Nexus, you score -20 points because he is no longer worth points.