First Edition Current Rulings Document
(05 June 2016)

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 v1.9.3. 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 **–** General

capturing – add: Capture-related cards may still use captives.

downloading – change the last sentence to
If a card allows you to "download and seed" a card, it is placed under the mission **(or Empok Nor if this occurs during a commandeering attempt at Empok Nor)** as the last-seeded card (to be encountered next).

*Empress -- Synonym for Emperor.

*Enterprise Collection – Each card with both [SF] and [Preview] receives errata to also have the [22] icon.

infiltration-related: any non-personnel card whose gametext mentions "infiltrating", "infiltrator(s)", or "infiltration icon(s)".

*Investigate Time Continuum -- delete entry.

*Mirror universe -- add this paragraph:
When game text refers to a planet by name, it applies only to the normal-universe version of that planet, unless the referring card contains the [MQ] icon. If the referring card does have the [MQ] icon anywhere (even as gametext), then it applies to the mirror-universe version of the planet. For example, The City of B'Hala may seed only at the Alpha Quadrant version of Bajor (Alter Records); Mirror Terok Nor, which has the [MQ] icon, may seed only at the [MQ] version of Bajor (Disrupt Alliance).

*Mission attempts -- add this paragraph:
When a mission requirement names an Artifact (except a "Use as equipment card" Artifact), to meet that requirement, you must discard the Artifact from hand or have it in play on the table. If you need to show that you can meet the mission requirements prior to solving (for example, for Lack of Preparation or Armus: Energy Field), you must have the Artifact in play or show the Artifact (which still must be previously earned) from hand, but do not discard it.

morph card: any non-personnel card whose gametext includes "morph", "morphs", or "morphing".

Q-related dilemma – change the entry to:
The phrase "Q-related dilemma" (on Q2 and Adapt: Negate Obstruction) refers to regular Dilemma cards with Q's name in the title, either as a word, or offset by hyphens within a word, such as the Q dilemma, Q's Vicious Animal Things, Exe-Q-tioner, and Q Gets the Point, and to any Q-icon Dilemma card. A Q-Flash doorway is not a Q-related dilemma.

scouting locations –change the second bullet in the fifth paragraph to:
- Gender-related requirements and targets cannot be met by Borg-affiliation cards. If there is an alternative which is not gender-related, the Borg must try to meet that; otherwise discard the dilemma.

*seed phases - There are no turns in the seed phase. References in this entry to having the players "take turns" will be replaced with "alternate".

*Space-Time Portal -- add this paragraph:
With respect to seeding [AU] cards, "one per turn" refers to one per seed card, as if the alternation of seeds between players were described as "turns". That is, a single seed which immediately brings multiple cards into the game (e.g. Assign Mission Specialists) cannot bring in more than one [AU] card, if Space-Time Portal is the only card allowing the [AU] cards to play or seed. Multiple dilemma-phase seed cards (such as Cryosatellite and its personnel) are allowed, even when batch seeding is being used, because each is a separate seed card.

stopped – replace the text "staff a ship for the purposes of ship movement" with "staff an unstopped ship."