

THE CONTINUING COMMITTEE



First Edition Current Rulings Document (03 March 2017)

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

***equipment** – in paragraphs 3 and 4 replace “affiliation/species” with “affiliation, species or characteristic.”

***mirror universe** – replace the second paragraph with:

[MQ] cards are often written from the perspective of the mirror universe. When a [MQ] card refers to a planet by name, it means the Mirror Quadrant version of that planet. All other named references to planets mean the normal-universe versions of that planet (unless otherwise specified).

* **overcome** - a dilemma is overcome once its conditions are met. A dilemma that is discarded by some other means (such as being discarded after a condition is failed) is not considered overcome. A dilemma without conditions is not considered overcome.

* **Strategema** – Delete the text:

When this incident is in play, Q’s Planet cannot enter play (it cannot be taken from a Q’s Tent and inserted into the spaceline).

***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 equal to the earlier point gain if the condition ceases to be met. 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. On the other hand, if your opponent plays Khan! when Dr. Tolian Soran first enters The Nexus, nullifying those bonus points, you score 0 points when he enters, and a corresponding -0 points if he leaves.

Add the text:

Strategema prevents battle even if other restrictions, such as affiliation attack restrictions, have been removed (for example, by [Post Garrison](#)).

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