Star Trek™ Customizable Card Game™
Current Rulings
7/31/00

Current Rulings are periodic updates to the Rulebook and Glossary, including rules changes, clarifications and situations not addressed in the Rulebook, Glossary or rules supplements. Current Rulings are the official supplement to the Rulebook and should be used by tournament directors in making tournament rulings.

Answers given by official Decipher representatives are not official until included in a Current Rulings document. Such answers are highly recommended for use by tournament directors, but the TD always has the final authority on rulings.

This document contains all Current Rulings issued since the October 1999 Rulebook and Glossary (which includes all prior FAQs and Current Rulings). Entries that are new or changed since the last Current Rulings document (6/26/00) are marked with an asterisk (*) before the topic. A complete set of Star Trek Customizable Card Game rules consists of the following documents:

> Rulebook Version 1.6 (October 1999)
> Rulebook Glossary Version 1.6 (October 1999)
> Current Rulings (7/31/00)

NOTE: Cross-references that have no corresponding entries in the Current Rulings refer to entries in the Glossary. Entries are arranged alphabetically, ignoring punctuation symbols. Entries for specific cards are sorted according to exact card title (e.g., the entry for The Emissary is in the T's, not the E's). Borg drones are listed by their designations (e.g., Interlink Drone, not Nine of Eleven), except for Seven of Nine. Text in square brackets represents an icon. Refer to the Glossary for a complete legend of icons.

SIGNIFICANT RULINGS CHANGES AND CLARIFICATIONS

The Trouble With Tribbles: All information from The Trouble With Tribbles Rules Supplement has been incorporated into these Current Rulings.

Several earlier formal and informal rulings have been changed or clarified to enhance gameplay and for better consistency. For details, see the following listings:

battle: You may now initiate battle against any force you do not control (e.g., uncontrolled Empok Nor, Borg Ship dilemma), rather than just opposing forces.

Beware of Q: When you use this objective to replace a dilemma with a Q-Flash at a location where you seeded another Q-Flash, the second one revealed is discarded as a mis-seed.

"capturing-related card": Expanded definition of capturing-related cards.

carried ships: Cards that may not target docked ships also may not target carried ships.

cloaking device: You are no longer required to have a personnel aboard a ship to operate a cloaking device (or phasing cloak).

cumulative: This Glossary entry has been deleted and replaced with a clarified explanation.

Cytherians: When a crew encounters this dilemma, the mission or scouting attempt immediately ends.

damage: You do not retrieve damage markers (Tactic cards) from ships at –100% HULL integrity until the end of a battle.

dilemmas – resolution – targets: You no longer need to meet the conditions of a dilemma targeting a personnel with a particular characteristic if no such personnel is present.

Diplomatic Conference: This mission has a clarification: "One V.I.P. from each of three aligned affiliations + one Non-Aligned V.I.P."

disabled: This Glossary entry has been deleted and replaced with a clarified explanation.

discard pile: When you "exchange" a card for one in your discard pile, you do not select the card until the "results" step of that action.

downloading: You may no longer choose to download a card to your hand unless the card allowing the download requires or allows you to download to hand, or works "in place of one card draw."

Empok Nor: If you reveal your own mis-seeded card when making a commandeering attempt, you may not commandeer Empok Nor as long as it remains uncontrolled.

execute orders: Clarified explanation of when this portion of a player's turn begins.

holographic personnel and equipment: When a hologram is captured, it is not immediately deactivated.

in play: When a card leaves play, any cards played on it leave play in the same way (with the exception of cards protected from timeline disruption), reversing two Glossary rulings.

Latinum Payoff: This interrupt has a clarification: "Plays if Greed aboard your ship when it destroys another ship in battle (once per destroyed ship). X=3 for each OFFICER aboard destroyed ship."

Launch Portal: When this doorway is used during a mission attempt to move a crew to a different ship, the mission attempt will continue from the new ship.

mission phase: A duplicated non-universal mission is no longer replaced with a universal mission. A single location is created which is treated by both players as their mission, but may be solved only once.

Neutral and Non-Aligned: Neutral and Non-Aligned are now considered affiliations

like any other, with the exception that cards with these icons may still mix and work with cards of any affiliation (except Borg).

Q's Planet: This mission can be solved only once per game.

Quark's Isolinear Rods: This incident nullifies cards preventing you from playing a Q's Tent only when you are actually playing one.

ranks and titles: An earlier Current Rulings entry has been reversed: If a personnel's lore indicates they formerly held a rank or title, they *do* count as having that rank or title.

Samaritan Snare: Any ship and crew containing Federation cards must attempt this mission. After doing so, they are free to move away.

scouting locations: Only one Borg objective may be completed at a dual-icon mission. Both a ship and crew and an Away Team are required.

Senior Staff Meeting: This interrupt is played "just before" a mission attempt; once played, neither you nor your opponent may take any other action before the attempt begins (except valid responses).

skills: The rules for sharing, adding, doubling, and selecting skills have been revised.

stasis: This Glossary entry has been deleted and replaced with a clarified explanation.

Subspace Warp Rift: A ship that is "relocated" to or from the location of this event does not incur damage.

Subspace Warp Rift: A ship that is "relocated" to or from the location of this event does not incur damage.

time location: You may not play a time location unless the corresponding spaceline location is in play.

white deprivation: White-deprived personnel may attack captives.

RULINGS

Access Denied - See **Ferengi Ingenuity**.

actions – interrupting actions - Interrupt and Doorway cards may no longer be played during a mission (or scouting) attempt unless the card **"suspends play"** (e.g., Flight of the Intruder) or represents a valid response to the attempt or to one of its sub-actions (e.g., Hugh, Senior Staff Meeting). This reverses all previous Glossary and Rulebook entries otherwise allowing these cards to be played during mission attempts.

actions – required - When your cards are required to take more than one action, you may choose the order in which to take those actions. For example, if your Federation ship affected by Cytherians is at Samaritan Snare, you may choose whether to move the ship or attempt the mission as your next action (if you have no available RANGE, you must still attempt the mission). This reverses the existing Glossary entry (which stated you must always resolve one moving required action before resolving a new one that just targeted a ship).

actions – step 1: initiation - See **showing your cards**.

android - This Glossary entry has been deleted and replaced: "Android" is considered a **species**. It includes any personnel which is a **"Soong-type android"** or Exocomp, and Commander Data. They are affected normally by all cards, and are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**.

ANIMAL - Personnel of this classification may not commandeer.

"any" - If a card refers to a specific Star Trek character using the word "any" (e.g., "any Miles" on Pup, "any Odo" on Intelligence Operation), it is referring to any personnel card representing the specified character (including AU icon personnel). Impersonators are never considered true representations of the character they depict. (Thus Chief O'Brien is "any Miles" and Montgomery Scott is "any Scotty," while Odo Founder is not "any Odo.")

Arbiter of Succession - The two Klingons targeted by this interrupt may belong to the same player.

assimilation - See **exchanging cards**.

Away Team and crew - The second, third and fourth paragraphs of this Glossary entry (beginning: "By default, all your compatible…") have been deleted and replaced:

All your compatible personnel on a planet (outside a facility or landed ship), or on the same ship or facility (same site if a Nor) are considered a single Away Team or crew, excluding personnel who are disabled, in stasis, under house arrest, or "stopped" (they form a separate group). When a dilemma "stops" some of your personnel, they temporarily form a separate Away Team or crew. See **dilemmas – resolution**. All such separate personnel automatically rejoin with other Away Teams or crews present at the end of your turn.

An Away Team can be associated with only one ship or space facility at a time. When multiple Away Teams join to form one Away Team, you must designate which single ship or facility the new combined Away Team will be associated with (if any of them were associated with one).

Bashir Founder - This personnel cannot use his special download while on board a **cloaked ship** (or phased ship). See **WEAPONS – using**.

battle - Non-Aligned ships or facilities now require a personnel of Non-Aligned (matching) affiliation aboard to initiate battle. The first line of the affiliation attack restrictions in the Rulebook now reads: "Klingon, Non-Aligned and Neutral forces may also attack their own affiliations."

You may now initiate battle against any force you do not control (e.g., uncontrolled Empok Nor, Borg Ship dilemma). In the Rulebook, the second bulleted point under

"Engaging in Battle" (beginning: "Battle can occur only if opposing forces…") is deleted and replaced:

You may attack only cards which you do not control, unless a card or rule requires or allows you to attack your own cards. (The Borg Ship dilemma and Rogue Borg are considered self-controlled.) You may attack cards only if they are present with your cards. Ships, space facilities and the Borg Ship dilemma can be present together in space at the same location (for ship battle). Personnel and Rogue Borg can be present together on the same planet, ship, facility or site (for personnel battle). Ships (and the Borg Ship dilemma) can also attack planet facilities at the same location.

Multiple targets – When drawing damage markers for multiple hit targets (e.g., because of a Multiplexor Drone or Borg Ship dilemma), you do not get to look at the markers before placing them; just choose a ship, draw its damage markers, choose the next ship, and so on.

* **Battle Bridge Door** - The second function of this doorway enhances the WEAPONS of only those ships and facilities involved in the battle, and only for the duration of that battle.

* **beaming cards into space** - You may not beam, report, or otherwise transfer any card into space unless a card specifically allows you to (e.g., Airlock, Anti-Matter Pod).

* **Beware of Q** - When you use this objective to replace a dilemma with a Q-Flash at a location where you seeded another Q-Flash, the second one revealed is discarded as a **mis-seed**. The second function of this objective can be used to replace a dilemma seeded at **Empok Nor**.

Big Picture, The - See **The Big Picture**.

* **Bok** - This personnel counts as a DaiMon. See **ranks and titles**.

Borg - The rule that you may not report cards to a Borg Outpost in the Alpha or Gamma Quadrants has been modified. The **native quadrant** rules now apply to Borg Outposts and assimilated outposts. You may now report an Alpha Quadrant personnel (e.g., Locutus of Borg, Bareil of Borg) to an assimilated facility in the Alpha Quadrant (if the facility is native to that quadrant). All other interim rules on the Borg Outpost remain unchanged.

A leader no longer allows your Borg to initiate battle as described in the Glossary. You must use a [Def] personnel to do so, except when counter-attacking.

* **Breen CRM114** - Your Away Team using this disruptor to damage a planet facility or landed ship is making a special kind of attack; thus a leader is required and the Away Team is subject to its normal attack restrictions. The attack automatically succeeds, causing one damage marker from your Battle Bridge side deck. Cards involved in the attack are "stopped" and your opponent is allowed to counter-attack there normally. See **damage, once each turn**.

You must have a Breen or arms dealer present to report the Breen CRM114, even when reporting by using another card (e.g., Devidian Door, Security Office). You do not need a Breen or arms dealer present to acquire a Breen CRM114 seeded at Search for Weapons.

* **Calandra** - See **species**.

* **capturing** - You may not initiate battle against personnel you have captured, unless a card or rule (e.g., **white deprivation**) allows or requires it. See **holographic personnel and equipment – capturing**.

"capturing-related card" - The Glossary definition of this term has been clarified and expanded. This phrase, used on Prepare the Prisoner, includes any card that

- captures personnel or prevents their capture;
- specifically affects captives or allows them to be used in any way
- has an effect when a captive is taken or escorted; or
- downloads, nullifies or modifies another specific capturing-related card (by title).

Examples of capturing-related cards include Thine Own Self, Ilon Tandro, Wolf, Brainwash, Rescue Captives, Impersonate Captive, Holding Cell Door, Fajo's Gallery, Gul Madred and Madred.

card types - A card that says it is "played as" or "used as" another card type now counts as *both* card types for all purposes. (This reverses the existing Glossary entry.) For example, an artifact that plays as an Event card can be protected by Rishon Uxbridge or nullified by Kevin Uxbridge: Convergence. An artifact that is used as an Equipment card may be stolen by a Procurement Drone, discarded to satisfy Rebel Encounter or (if reclaimed from discard pile with Reclamation) reported in any way that an Equipment card may be reported (e.g., outposts, Devidian Door). (The text on Amanda Rogers, Kevin Uxbridge and Disruptor Overload referring to cards played as Interrupt or Event cards or used as Equipment cards is redundant.) Note that artifacts must still be earned or acquired legally before use.

Cardassian Trap - This Glossary entry has been deleted. Discard this dilemma if you encounter it with no unique, non-Cardassian personnel present. See **dilemmas – resolution – targets**.

Cargo Bay - You begin a "cargo run" when one or more of your personnel aboard a facility pick up one or more equipment cards and bring them aboard your ship. You must announce the run and show your opponent which personnel and equipment are involved (but you do not have to specify now which personnel, equipment or Cargo Bay you will use to complete it). When that ship arrives at a different facility any number of turns later, any of those same personnel who has been a member of

the ship's crew since the run was announced may take any of those equipment cards to the Cargo Bay to complete it.

Your ship can take any path from the starting facility to the ending facility, giving you credit for each mission passed (except starting and ending locations). You may count each mission only once per cargo run. See **passing locations**.

While you may have multiple ships making cargo runs concurrently, a single ship's crew can complete only one at a time, earning card draws or Latinum downloads for only one piece of equipment. To deliver any additional equipment, a crew must begin a new cargo run.

carried ships - Personnel aboard a carried ship are also part the crew of the carrying ship, or are considered intruders if the carrying ship is controlled by a different player. This does not apply to ships landed at Docking Pads.

Cards that may not target **docked ships** also may not target carried ships. This includes Wormhole interrupts on a ship as it launches.

Chief O'Brien - The Glossary entry on this personnel is reversed. See **once each turn**.

* **cloaking device** - You are no longer required to have a personnel aboard a ship to operate a cloaking device (or **phasing cloak**).

commandeering - Delete the second sentence of the first paragraph of this Glossary entry. You may now choose Non-Aligned or Neutral as the affiliation of a commandeered ship or facility if you have a personnel (except an ANIMAL) of that affiliation in the commandeering Away Team.

When you commandeer a ship docked at an opponent's facility, you may not undock unless specific game text allows it (e.g., Croden's Key, Docking Ports).

Commander Data - This personnel is an **android**.

cumulative - This Glossary entry has been deleted and replaced:

Unless a card is marked "cumulative," more than one copy of it

- may not have the same effect on the same **target**(s) at the same time; and
- may not (when you "play" or "place" it on the same card) be used to produce the same effect at the same time, even on different targets.

For the purposes of cumulativity only, all end of turn actions (or start of turn actions) are considered to be happening "at the same time." Although not so marked, multiple copies of the same damage marker (Tactic cards) are cumulative, including reductions to attributes and HULL integrity. All other cards are non-cumulative unless specifically marked "cumulative."

Examples:

- HQ: War Room, Reflection Therapy, Science Kit: Multiple copies of each of these cards cannot have the same effect on the same personnel at the same time.
- Process Ore, Telepathic Alien Kidnappers, The Traveler: Transcendence: These cards produce end-of-turn (or start of turn) actions, so only one copy of each will have its effect each turn.
- Reaction Control Thrusters, Transwarp Conduit: These cards generate lasting effects, so more than one copy of each cannot affect the same target each turn (the first is still having its effect).
- Automated Security System, Dal'Rok, Establish Tractor Lock: Only one copy of each of these cards will produce an effect if they are played or placed on the same card, even if different targets are present.
- Android Headlock, Antique Machine Gun, Barclay Transporter Phobia: The effects of multiple copies of these cards occur as separate actions, not at the same time, and are thus not restricted by cumulativity rules.
- Fajo's Gallery, REM Fatigue Hallucinations: Multiple copies of these cards generate benefits at the same time (card draws when capturing unique personnel, and points when cured, respectively), thus only one copy can have that effect on the same target at that time.

* **Cytherians** - When a crew encounters this dilemma, the mission or scouting attempt immediately ends. If Mission Debriefing is in play, the crew that attemped the mission is "stopped" before they can use any remaining RANGE to move that turn.

Dabo - See **Writ of Accountability**.

* **damage** - You may never substitute rotation damage for damage marker symbols (e.g., Breen CRM114, HQ: Orbital Weapons Platform). To use such symbols requires a Battle Bridge side deck.

Ships and facilities destroyed in battle are not discarded until the end of that battle, thus you cannot retrieve any damage markers (Tactic cards) from targets at –100% HULL integrity to use in separate engagements of the same battle. See **battle – multiple targets**.

* **Deep Space Station K-7** - This station (like other stations) does not have built-in reporting, docking, or repair functions. No sites may play here. However, because this station is at a **time location**, compatible personnel and equipment native to the timeline may report aboard the station using the time location's reporting function.

Devidian Door - Because calling "Devidian Door" is an [AU] effect, it counts against the one per turn limit of a Space-Time Portal. You would not be able to report an [AU] icon personnel through Devidian Door using only a Space-Time Portal.

dilemmas – DNA-related - In order to simplify dilemma resolution, this Glossary entry has been deleted. Androids, Exocomps, and holographic personnel are now all treated normally by the dilemmas listed in the Glossary, unless specific game text states otherwise (e.g., Barclay's Protomorphosis Disease).

dilemmas – resolution - The next-to-last paragraph of this Glossary entry (beginning: "Note that while triggers and conditions can have an effect…") has been deleted. See **dilemmas – resolution – targets**.

If no personnel remain to resolve a dilemma just encountered, replace that dilemma under the mission. For example, your Away Team of Elim Garak ("May avoid any random selection") encounters Armus - Skin of Evil ("Kill one Away Team member (random selection). Discard dilemma."). If you choose to have Elim Garak avoid the random selection, there is no one left to resolve Armus, and it is replaced under the mission. Other cards that might remove all personnel before you can resolve a dilemma include Flight of the Intruder and Launch Portal.

When encountering a dilemma at a space mission, personnel who are "stopped," disabled, in stasis etc. are not affected by dilemma text targeting "crew," "entire crew" or "all crew" (which refers only to the crew facing the dilemma). Only dilemmas that enter play and have continuing effects, or dilemmas using broader terms such as "all life on ship" or "personnel at this location" can affect personnel not involved in a mission attempt. See **Crystalline Entity, Dal'Rok, present, "stopped."**

dilemmas – resolution – targets - The "Targets" section of the "**dilemmas – resolution**" Glossary entry has been deleted and replaced:

Targets: A type of card that the dilemma affects. If a card with particular characteristics (e.g., a personnel with Empathy, a male, a non-Cardassian) is specified, and there are no cards present with those features, discard the dilemma. The crew or Away Team is not "stopped," even if the dilemma had conditions that you did not overcome (as when a required trigger is not present).

dilemmas – timing - Interrupt and Doorway cards may no longer be played during a mission (or scouting) attempt unless a card or rule specifically allows it. See **actions – interrupting actions**.

Diplomatic Conference - This mission has revised game text (clarification): "One V.I.P. from each of three aligned affiliations + one Non-Aligned V.I.P."

disabled - This Glossary entry has been deleted and replaced:

A disabled personnel is conceptually unconscious. While similar in some ways to personnel in **stasis**, they are not affected by cards that specifically affect personnel in stasis. Personnel may be disabled by a card (e.g., Hypospray, Ktarian Game) or by a rule (e.g., captives are disabled unless Brainwashed). They remain disabled until the card or effect is cured or nullified.

Disabled personnel may not use any of their game text (including attributes and icons), lore, skills or traits (such as gender, species, matching commander status etc.) and may not perform any actions such as attempting a mission or defending themselves in battle. However, they may be beamed or moved like Equipment cards. For example, a disabled Treachery personnel would not allow you to download personnel there with Recruit Mercenaries; a disabled android aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated. See **present**. (If a personnel worth bonus points when killed, such as Aamin Marritza, is killed while disabled, the disabling effect ends when he is killed and the points are scored.)

When a crew or Away Team that includes disabled personnel is attacked in personnel battle, the disabled personnel do not engage adversaries, but may be randomly selected to die at the end of the battle.

A ship attribute that is "disabled" (e.g., by "Pup") is considered to be an **undefined variable**. A disabled attribute or special equipment does not disable the ship itself.

discard pile - When you "exchange" a card for one in your discard pile (e.g., Palor Toff - Alien Trader, Res-Q), selecting the target card is part of the "results" step of the action. (Only the discard pile itself is targeted in the "initiation" step.) For example, you initiate the play of Res-Q without naming an intended target; your opponent may respond with Countermanda, removing three cards from your discard pile before you look through the pile (without rearranging it) and select a card to exchange for.

discarding - See **in play**.

doorway - When a doorway is "closed" (e.g., by Revolving Door), icons that are not a part of its game text remain unaffected (e.g., Alternate Universe, Referee).

downloading - The rules for downloading are revised as follows: you may no longer choose to download a card to your hand unless the card allowing the download

- requires or allows you to put the downloaded card in hand (e.g., Quark's Isolinear Rods, 1st Rule of Acquisition); or
- works "in place of one card draw" (e.g., Blood Oath, Borg Queen).

In all other cases, you must immediately play a card when you download it. If you cannot, the download is invalid. If the downloaded card has a Hidden Agenda icon, you may not activate it (unless it is a valid response, or was downloaded by a special download icon).

* dual-icon missions - When a Space/Planet dilemma (or a Q-icon card) is encountered during a dual-icon mission attempt, the player attempting the mission must choose whether it applies to his crew or to his Away Team. (Such cards no longer apply to both groups.)

When you encounter a Q-Flash during a dual-icon mission attempt, X = the number of personnel in both your crew and Away Team. See **scouting dual-icon locations**.

* dual-personnel cards - See **personas – persona replacement**.

Empathic Echo - This Glossary entry has been deleted. Discard this dilemma if you encounter it with no personnel with Empathy present. See **dilemmas – resolution – targets**.

* Empok Nor - You may deliberately mis-seed cards that are not Empok Nor dilemmas under this facility as a bluff. When discovered, such mis-seeds are placed out of play as usual. However, if you reveal your own mis-seeded card when making a commandeering attempt, you may not commandeer Empok Nor as long as it remains uncontrolled. (You must wait for your opponent to commandeer it, and then you may commandeer it from him.)

empty ship - This Glossary entry has been revised: An "empty ship" has no personnel aboard (or Rogue Borg, which battle like personnel). See **occupied ship**.

End Transmission - This Glossary entry has been deleted. This interrupt is not restricted by the new cumulativity rules. See **cumulative**.

* Energy Dampener - A type of **special equipment** listed on a ship. It has no built-in functions.

equipment - See **movement – personnel**.

Establish Tractor Lock - A ship already held by this objective may phase or cloak. Phasing will "break" the tractor lock and free the ship (discarding the objective); a cloaked ship will remain held.

Establish Trade Route - See **mission requirements – alternate**.

* exchanging cards - When a card in play is assimilated or exchanged for another card (e.g., persona replacement, one Founder morphing into another, Young Jem'Hadar exchanged for a universal Jem'Hadar), you do not re-check the conditions (or targets for playing a card) for any cards already played on it. Such cards remain in play unless their results are now inapplicable. For example, you would discard Adapt: Modulate Shields from an Equipment card that morphed into a Founder using In the Bag, or discard Reflection Therapy if the skill it was replacing did not exist on a new version of a persona just exchanged. However, damage can apply to both a Borg Ship dilemma and a Borg Cube, so any damage would transfer when Retask is played.

execute orders - During the "play a card" portion of your turn (following start-of-turn actions), you may take no actions other than playing and downloading cards, actions that suspend play or may occur "at any time" (including playing interrupts or doorways and revealing hidden agendas) and sub-actions of these actions. Any other action advances you to the "execute orders" portion of your turn.

Exocomp - This Glossary entry has been deleted and replaced: An Exocomp is considered an "android" (but not a **"Soong-type android"**). Exocomps are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**.

facilities - The fifth paragraph following the bulleted points in this Glossary entry (beginning: "You may seed an affiliated outpost only if…") has been deleted. The requirement to be "playing" an affiliation in order to seed their outpost has been removed; all outpost cards using the phrase "Seed one if playing _____ OR build…" are now considered to read "Seed one OR build…"

Ferengi Ingenuity - When affected by Access Denied, this dilemma should be read as follows: "If one personnel present has 3 Computer Skill, discard dilemma. Otherwise, to get past, place on 2 most CUNNING Computer Skill present ("stopped" during countdown)."

Forced Labor Camp - This objective refers to two existing planet locations: Cardassia IV (Rescue Prisoners) and Ligos VII (Distress Mission).

Genetronic Replicator - Personnel are not "**stopped**" by the use of this event, although the action or card that would have caused their deaths (e.g., battle, failing to overcome a dilemma) may still do so.

Hail - Although the ship targeted by this interrupt is not "stopped" (e.g., it is not prevented from battling or attempting a mission), it may not move this turn. See **passing locations**.

* Hannah Bates - See **species**.

* Hero of the Empire - The timeline disruption effects of this objective are limited to those listed on the card. The mission point adjustments apply to all missions completed during that game, even those completed before the timeline disruption. Because the mission points are changed, the adjustments are non-bonus points. See **objective**.

* holographic personnel and equipment - Holographic personnel are no longer immune to DNA-related dilemmas. See **dilemmas – DNA-related**. The final sentence of this Glossary entry has been deleted. Holograms may now be mindmelded with.

Capturing: When a hologram is captured, it is not immediately deactivated, but if the ship the hologram is associated with moves away from the location, or if the capturing player tries to move the hologram away from the location of that ship, it then deactivates (and is released).

Horga'hn - You "use" this artifact (for purposes of cards such as Temporal Narcosis and Writ of Accountability) each time you choose take a double turn.

HQ: Ferengi Credit Exchange - On this incident, "score 2 points," "draw one card" and "place any one card from discard pile beneath draw deck" are three different options. You may choose only one for each Latinum discarded.

* HQ: Orbital Weapons Platform - This incident may "fire upon" a target even if you do not have **damage** markers to place on it, and may still exclude the target from battle. It may "fire upon" an opposing ship at its location even if your opponent did not attack with that ship. If so fired upon, that ship becomes involved in the battle (and is therefore "stopped" afterward).

in play - When a card in play leaves play (e.g, is discarded, placed out-of-play, returned to its owner's hand or draw deck), any cards played on (or aboard) that card are treated likewise. Cards which are protected from timeline disruption are an exception. See **timeline disruption**.

Incoming Message: Attack Authorization - This interrupt allows you to attack another of your own ships.

Interlink Drone (Nine of Eleven) - Sharing skills is not optional.

Into the Breach - Because all damage is resolved as a group, this Q Event will not repair a ship that has received enough damage to destroy it.

Intruder Alert! - This incident is not itself a valid response to Rogue Borg, and thus cannot be revealed in response to them. See **hidden agendas**.

Intruder Force Field - Because this event is not marked "**cumulative**," only one copy may affect Telepathic Alien Kidnappers each turn (the copy played by the opponent of the player using Telepathic Alien Kidnappers).

* Invasive Beam-In - Because this event does not mention "ships", it may be used to beam through the SHIELDS of **landed ships**.

* Ishka - See **skills – sharing, adding, doubling, and selecting skills**.

Jem'Hadar suicide - The rule that Jem'Hadar must commit suicide when a Founder dies has been canceled. (This eliminates the existing Glossary entry.)

* Kai Winn - This personnel counts as a Vedek. See **ranks and titles**.

Kathleen Tonell - The Glossary entry on this personnel has been deleted. See **time location**.

Kevin Uxbridge: Convergence - This interrupt may now nullify any card type "played as an Event card" on the spaceline. See **card types**.

Klingon Civil War - Points scored for this event are based on the printed values of WEAPONS and SHIELDS on the ship cards destroyed.

* Lakanta - See **species**.

Latinum Payoff - This interrupt has revised game text (clarification): "Plays if Greed aboard your ship when it destroys another ship in battle (once per destroyed ship). X=3 for each OFFICER aboard destroyed ship."

* Launch Portal - This doorway does not allow you to break a **quarantine**. When it is used during a mission attempt to move an entire crew to a different ship, the mission attempt will continue from the new ship. If the crew is split into separate crews (on different ships), only the crew with the most personnel will continue the mission attempt. If both crews contain the same number of personnel, the player attempting the mission chooses which one continues.

* Lumba - This personnel is male (he just *appears* female).

* Marouk - See **species**.

Memory Wipe - See **multi-affiliation cards**.

* Mirror Quadrant [Mir] - This icon, found in the game text of Sherman's Peak, will be developed in the Mirror, Mirror expansion set.

* mis-seeds - See **Empok Nor**.

mission attempt - Interrupts such as Rogue Borg, Emergency Transporter Armbands (unless escaping Firestorm) and End Transmission may no longer be played between dilemmas as described in the Glossary. See **actions – interrupting actions**.

Non-Aligned ships now require a personnel of Non-Aligned (matching) affiliation aboard to attempt a space mission.

* mission phase - In this section of the rulebook, the next-to-last paragraph has been deleted and replaced:

Missions without the universal symbol in their title are not duplicatable. When you attempt to seed a non-universal mission that is already represented on the spaceline, place your copy on top of the one already seeded (leaving half of your opponent's copy exposed). The mission is treated by both players as their mission for all purposes; each player ignores the "opponent's end" of the cards. (The completed spaceline will have one fewer mission.) The mission may only be completed once.

mission requirements – alternate - In order to gain any additional benefits from an objective that provides alternate mission requirements (such as Establish Trade Route's download of a Ferengi Trading Post and equipment upon completing the mission), you must complete the targeted mission using the objective's alternate requirements.

mission solving – timing - The first sentence of this Glossary entry has been revised: When you meet the requirements for solving a mission, you first score any mission points, then resolve any special game text on that mission (or on any

objectives targeting it), then earn and resolve any artifacts or cards seeded like artifacts.

movement – personnel - Whenever a card or rule allows or requires your personnel to move (e.g., Security Office, Emergency Transporter Armbands, walking between sites), you may also move equipment cards.

multi-affiliation cards - If a multi-affiliation personnel whose skills or attributes are dependent on their affiliation mode is made Non-Aligned (e.g., by Memory Wipe, Frame of Mind) they may still switch "modes" as a game action.

Neutral and Non-Aligned - Neutral and Non-Aligned are now considered affiliations like any other, with the exception that cards with these icons may still mix and work with cards of any affiliation (except Borg). This involves important changes to a few rules. See **battle, cloaking device, commandeering, mission attempt, ship staffing, WEAPONS - using**. *All other rules on using Neutral and Non-Aligned cards remain unchanged.*

Neutral cards are neither "aligned" nor Non-Aligned.

* objective - When an objective is completed or resolved and is relocated somewhere to mark this (e.g., Establish Gateway, Hero of the Empire), it may no longer be nullified.

once each turn - A card whose effect is limited to use "once each turn," "once per turn" or "once every turn" can be used only once regardless of the number of copies of that card you have in play. Cards with a universal icon and cards marked "**cumulative**" are an exception; each copy of a universal or cumulative card with a limited effect may use that effect once during a turn (as appropriate).

"on planet" - Cards which affect personnel "on planet" also affect personnel aboard landed ships or in a planet facility.

Open Diplomatic Relations - This Glossary entry has been deleted. This objective is not restricted by the new cumulativity rules. See **cumulative**.

opposing - This Glossary entry has been deleted and replaced: An "opposing" personnel or ship is one controlled by your opponent and which is not cloaked, phased, disabled or in stasis. See **unopposed, Patrol Neutral Zone**.

Ops - You may use this site to download a card only if the destination site itself allows that card to play there (or the card says it may play at that site). Cards present at a site do not expand what Ops may download there, and cannot satisfy reporting conditions on a card being downloaded. For example, The Emissary does not allow Ops to download any Bajoran to his site, and a Breen or arms dealer does not allow Ops to download a Breen CRM114 to the Security Office.

* Original Series [OS] - This icon appears on Personnel, Ship, Facility, Equipment, and other cards from the original Star Trek series, as well as a few cards from Star Trek: Deep Space Nine. It is referred to in some older rules documents as a Starship Enterprise [SE] icon.

out-of-play - See **in play**.

outpost - If you have no outpost in play, no player may play a card requiring you to return a personnel or ship to your outpost (e.g., Rescue Captives with no Prepare the Prisoner in play, Incoming Message cards), nor may you choose an effect on a card that would require it (e.g., replying "five" to Interrogation).

Palor Toff – Alien Trader - The Glossary entry on this interrupt has been deleted. See **discard pile**.

passing locations - To "pass" or "fly by" a location (e.g., for Cargo Bay, Subspace Warp Rift, Hail), your ship must move to it from one location and away from it to a different one, all using span numbers. The ship is not considered to pass a mission if it moves away from it back in the direction it came from (e.g., picking up someone stranded at the end of the spaceline), or if it moves to or from the mission without using span numbers (e.g., Wormhole).

*personas - Two copies of the same universal personnel are instances of the same persona.

Persona replacement – When replacing a persona, cards affecting the first version that cannot transfer to the second one return to their owner's hand (and are not discarded, as described in the Glossary). See **exchanging cards, in play**.

To perform a persona replacement involving **dual-personnel cards**, you must have versions of both personas on that card. For example, you must use both B'Etor and Lursa to replace Sisters of Duras (or vice versa).

Phased Matter - This dilemma has errata: "Away Team is split into two Away Teams (your choice). Larger team is phased and cannot beam until cured by ENGINEER and SCIENCE in another Away Team on planet."

As with phased ships, phased personnel are both invisible and untouchable. They are not affected by exterior phenomena (e.g., The Sheliak), and may not affect non-phased cards (e.g., engage in battle with non-phased cards, attempt or solve missions). However, they remain vulnerable to global effects caused by changes in the timeline (e.g., Anti-Time Anomaly, Stop First Contact).

Phased personnel may not be used to cure this dilemma. This reverses the Glossary entry on Phased Matter.

Although a phased personnel would be initially unaffected by a Supernova, they will be killed upon exposure to space (unless they are Borg or an android).

phasing cloak - This device allows a ship and its crew to go "out of phase" with the universe. The ship is both invisible and untouchable, and thus can fly right through

planets and other navigational obstructions. In game terms, ships with this capability may "phase" or "dephase" once each turn. (While phased, the ship receives a RANGE enhancement as indicated on the card.)

Phasing has the same protections and restrictions as cloaking. In addition, the ship and crew are not affected by external phenomena (for example, Q-Net, Temporal Rift, Supernova, Space-Time Portal and Anti-Matter Pod). However, they are still vulnerable to global effects caused by changes in the timeline, such as Anti-Time Anomaly and Stop First Contact.

Phasing and *cloaking* are separate game conditions; thus, cards such as Tachyon Detection Grid, La Forge Maneuver, T'Rul and the Tachyon Drone do not affect phased ships (but note that Engage Cloak specifically states that it also works for phasing). If a ship has both a Cloaking Device and a Phasing Cloak, it may perform only one cloaking, decloaking, phasing or dephasing action each turn and it may not be cloaked and phased at the same time.

points - When points are transferred between players, the changes in score are treated independently. For example, if one player nullifies a point loss from Mandarin Bailiff using Bribery, the other player still gains points. If one player is playing Borg and cannot gain bonus points, the other non-Borg player will still lose them.

* Q the Referee - When you use this incident to play a Referee card for free that has a Hidden Agenda icon, you must show the card to your opponent to verify this before playing it face down on the table.

* Q-Flash - This doorway seeds *like* a dilemma; it is not *used as* a dilemma. It is thus not affected by cards that affect dilemmas. See **card types**.

* Q's Planet - This mission can be solved only once per game. If it is destroyed after being solved (e.g., by Black Hole, Supernova), and any copy is subsequently played again by any player, it enters play already solved, and no cards are seeded there.

Quark's Isolinear Rods - This incident nullifies cards preventing you from playing a Q's Tent *only* when you are actually playing one. For example, it will not nullify a Revolving Door on your Q's Tent side deck when you are trying to download a card from there.

* ranks and titles - When a personnel's lore mentions a rank or title with the prefix "vice," they count as having that rank or title. For example, Alynna Nechayev (a "Vice-Admiral") counts as an Admiral for the purposes of Office of the President or Going To The Top.

An earlier Current Rulings entry has been reversed: If a personnel's lore indicates they formerly held a rank or title, they do count as having that rank or title. For example, Bok (a "former Ferengi DaiMon") is enhanced by Calandra.

Reactor Overload - A player has "processed ore to draw two cards" if they created two card draws using the Process Ore objective, even if they performed other actions such as downloads in place of those card draws.

Res-Q - The Glossary entry on this event has been deleted. See **discard pile**.

* Retask - When this event is played, any damage (rotation damage or damage markers) on the Borg Ship dilemma is transferred to the Borg Cube. See **exchanging cards**.

return to hand - See **in play**.

* revised game text - The following cards have revised game text. See the introduction to the Glossary for more information on revisions. See the individual Current Rulings entries for the actual revised text.

Diplomatic Conference
Latinum Payoff
Phased Matter
Sense the Borg

In addition, **Scanner Interference** has been removed from the list of cards with revised card text (given in the Glossary).

In the July 28 update of the Dilemma Resolution Guide, 13 dilemmas are updated with clarifications. These changes have no effect on gameplay, but simply implement existing rulings directly on the cards. The text of the changes is available in the Dilemma Resolution Guide, and will be included in the next Glossary update.

Rishon Uxbridge - This Glossary entry has been deleted. You may play one Rishon on another Rishon.

* Riva - See **species**.

Samaritan Snare - On this mission, the phrase "Federation must attempt mission if present" includes any ship and crew containing Federation cards, even if the ship itself is of a different affiliation. After the mission attempt has ended (even if unsuccessful), they are free to move away (even on a later turn), but are required to re-attempt the mission each time they arrive (or undock from a facility) at the location.

Scanner Interference - This Glossary entry has been deleted. The new rules for **downloading** make the errata to this incident redundant.

* scouting locations - Interrupt and Doorway cards may no longer be played between dilemmas as described in the Glossary. See **actions – interrupting actions**. A Survey Drone may acquire artifacts as part of successfully completing a Borg objective, or later where unclaimed artifacts that have been placed on a mission are present.

Scouting Dual-Icon Locations – Only one Borg objective may be completed at a **dual-icon mission**. The mission may be targeted as either as a space or a planet location. To scout (or continue scouting) a dual-icon mission, you must have both a crew on a ship and an Away Team present. Normal rules for scouting planets apply; you begin scouting by beaming down a single scout to encounter dilemmas and Q-Flashes. If that scout is unable to continue, you may send another to pick up where the last one left off, etc.

Security Office - See **movement – personnel**.

Senior Staff Meeting - The first paragraph of this Glossary entry has been deleted and replaced:

This interrupt is played "just before" a mission attempt; once played, neither you nor your opponent may take any other action before the attempt begins (except valid responses; e.g., Amanda Rogers).

Sense the Borg - This interrupt has errata: "… just entered play. Download *to hand* Weak Spot OR …"

* ship staffing - Delete the last line of this Glossary entry. A Non-Aligned ship now requires a personnel of Non-Aligned (matching) affiliation aboard, like all other affiliations, for any of the listed actions (movement etc.).

Staffing icons on ships must be met by personnel. For example, you may not use the [OS] icon on a Classic Tricorder to staff a Starship Constitution.

showing your cards - If the conditions for playing a card in your hand are dependent upon your opponent's cards, you may ask them to reveal whether they meet those conditions.

Examples:

- If you have Thine Own Self in hand, you may ask your opponent how many personnel are in their Away Team.
- If you have a Dal'Rok in hand, you may ask your opponent to reveal the location of their Orb Fragment in play.
- If you have Outgunned in hand, you may ask your opponent to reveal the total SHIELDS of their only undocked ship at a location.

side decks - Whenever you "draw" (not "take", as on Q's Tent) a card from a side deck, it is not defined as a "**card draw**" for purposes of cards affecting card draws (e.g., Subspace Schism). When a card just drawn from a side deck is played (e.g., your current tactic, a Q-icon card during a Q-Flash), it is not defined as a "card play" for purposes of cards affecting card plays (e.g., 211th Rule of Acquistion, Goddess of Empathy).

* skills - The third paragraph of this Glossary entry (beginning: "All skills" refers to everything…) has been deleted and replaced with the following two paragraphs:

"All skills" refers to everything in a personnel's skill box. When a card allows a personnel to share, add, double, or select skills, if a skill is already present in the skill box, the level of that skill is increased; skills not already present in the skills box are conceptually added to the end of the skill box for purposes of cards such as Fightin' Words. For example, if Lt. D'Amato (Geology x2, Archaeology) adds Geology with a Classic Tricorder, his skills will be Geology x3, Archaeology; if instead he adds Physics, his skills will be Geology x2, Archaeology, Physics.

When a personnel is assimilated, their classification becomes their first-listed skill (unless that personnel type already appears as a skill, in which case that skill's level is increased by one). When a first-listed skill is "lost" (e.g., to a dilemma), the skill becomes "empty" (the second skill does not "slide over" to become a new first-listed skill).

The third paragraph of the following sub-section has been deleted and replaced with the following:

Sharing, Adding, Doubling, and Selecting Skills – When adding skills (or replacing one personnel's skills with another's, as with Impersonate Captive), skill multipliers are retained. For example, if Sarek (Diplomacy x3, Mindmeld) mindmelds with Riva (Diplomacy x2), Sarek would have the following skills: Diplomacy x5, Mindmeld. (See Vulcan Mindmeld.)

"Soong-type android" - A card that specifically says "Soong-type android" refers only to androids identified in their lore as "Soong-type" or as being "created by Dr. Noonien Soong."

Spacedoor - When you return an empty ship to hand, any cards on it also return to their owner's hand (and are not discarded, as stated in the Glossary). See **in play**.

* species - Marouk, Riva and Vekor are humanoid. Calandra, Hannah Bates and Lakanta are human.

stasis - This Glossary entry has been deleted and replaced:

A personnel or ship in stasis is conceptually in "suspended animation." Cards in stasis may not be used in any way (including game text, lore, skills, traits such as gender or matching commander status, etc.), and are considered in play for uniqueness only. They may not perform any actions and may not be moved or beamed. For example, a Treachery personnel in stasis would not allow you to download personnel there with Recruit Mercenaries; an android in stasis aboard a ship at Paxan "Wormhole" cannot prevent that ship from being relocated; and Borg personnel may not be reported to a Borg Cube in stasis using the ship's game text. If personnel who are not in stasis are aboard a ship in stasis (e.g., because a Cyber Drone was aboard when the ship entered stasis), they cannot move the ship, or beam off using that ship's transporters.

Cards aboard a ship in stasis are also in stasis (unless the Cyber Drone prevents the stasis). A card already in play on a card in stasis is suspended, unless its game text affects a player or other cards not in stasis. For example, an Aphasia Device will not disable personnel on a ship in stasis, and cards with a countdown icon or effect (e.g., Ketracel-White, REM Fatigue Hallucinations) will not count down aboard a ship in stasis. However, Writ of Accountability affects a player, so it will not be suspended if the personnel it is played on enters stasis.

Cards or rules that have a global effect, such as Anti-Time Anomaly and Borg timeline disruption, will have their normal effect on cards in stasis. No other cards may affect or play on a card in stasis unless they specifically permit it (e.g., Dead In Bed). (If a personnel worth bonus points when killed, such as Aamin Marritza, is killed while in stasis, the stasis effect ends when he is killed and the points are scored.)

Cards in stasis may not be attacked; they may not be targeted in ship battle and are excluded from a personnel battle (and may not be randomly selected to die).

* **stealing** - When a card allows you to "steal" Equipment cards (e.g., Reginod), they come under your control and you use them as your own, disregarding affiliation/species requirements for use (e.g., "Klingon use only"). (However, a card which enhances only Klingons, for example, still enhances only Klingons.) You cannot steal cards that you control.

"stopped" - When a card "stops" personnel for a given duration (e.g., Parallel Romance, Chinese Finger Puzzle), they may still be "unstopped" by other cards (e.g., Distortion of Space/Time Continuum, Deanna Troi).

Subspace Schism - This last sentence of this Glossary entry has been deleted. The draw of a new card is not restricted by the new cumulativity rules. See **cumulative**.

Subspace Warp Rift - A ship that stops at the location of this event to avoid damage is not "stopped" (e.g., it is not prevented from battling or attempting a mission). A ship that is "relocated" to or from the location of this event does not incur damage. See **passing locations**.

* **Supernova** - Any cards not affected by Supernova (e.g., staffed Gomtuu, completed Borg objectives), and any cards in play on them, are not discarded.

Survey Drone (Sixteen of Nineteen) - See **scouting locations**.

* **tactic** - Some cards (e.g., Make It So, Falar) allow you to download a Tactic card. Tactic cards may be downloaded only from your Battle Bridge side deck and only at the start of battle (when Tactic cards would normally be drawn). A Tactic card may not be downloaded as a damage marker.

Some Tactic cards (e.g., Breen Energy-Dampening Weapon, Chain Reaction Pulsar) have game text starting with a phrase like "Requires a ship with … firing." Unlike most tactics, which work for any ship but give bonuses for certain particular kinds of ships, these tactics cannot be used as your current tactic unless you have the required ship firing in the battle.

Telepathic Alien Kidnappers - When both this event and any card forcing your opponent to reveal his hand (e.g., Alien Probe, Ferengi Bug) are in play, you must allow him to shuffle and conceal his hand before you make the selection.

Tetryon Field - A ship without Navigation aboard must stop moving at the location of this event and cannot move for the remainder of the turn, but is not "stopped" (e.g., it is not prevented from battling or attempting a mission).

The Big Picture - You may satisfy either requirement of this event at any point before or after it is played. You are not required to have solved (or scouted) a space mission and a planet mission at the time it is played.

The Wake of the Borg - Because this interrupt does not specify it can affect **landed ships**, they are not destroyed by it.

time location - The second paragraph of this Glossary entry has been deleted and replaced:

You may not play a time location unless the corresponding spaceline location is in play. The lore of each location will identify this relationship. For example, the mission Agricultural Assessment corresponds to the time location Sherman's Peak; both take place at Sherman's Planet.

The cards listed on a time location as "native to this timeline" may be reported directly to the location if it is in play. You may choose to report to the time location itself (if it is a planet location), in orbit of the location (if reporting a ship or facility to a planet location), aboard any of your compatible ships or facilities there, or aboard any opponent's facility you are allowed to use (e.g. Deep Space Station K-7). When reported in this manner, you do not need an open Alternate Universe Door or Space-Time Portal, as would be required to report the card normally.

* **time travel** - Time traveling is not inherently restricted to "corresponding spaceline location" unless this is specified. Thus, the Orb of Time allows you to relocate from any spaceline location (in any quadrant) to any timeline location, or vice versa. It also allows relocation between two time locations.

tournament scoring – forfeited games - If you "lose the game" due to an opponent's **Writ of Accountability**, you receive a score of 0 (-100). Your opponent receives a score of 2 (+100). If both players forfeit a game (e.g., both fail to show Devidian Door, or one fails to show a Devidian Door and the other loses to Writ of Accountability), the game is scored as a true tie.

towing - A ship being towed cannot be used to tow another ship.

* **Tribble** - A card type which comes into play only through a **Tribble side deck**.

Tribble cards represent single tribbles and groups of 10, 100, 1000 etc. They may *report* or *breed* as noted on each card.

You may play one Tribble card each turn per group of tribbles. All of your tribbles on one ship, facility, site, or planet are one group. Reporting a 1 Tribble or 10 Tribbles card where there are no tribbles creates a new group; you may not play another Tribble card to that group on that turn.

You must have at least the required number of tribbles present to breed tribbles. For example, the 100 Tribbles card "Breeds from 10 tribbles." You must have at least 10 tribbles present (either ten 1 Tribble cards or one 10 Tribbles card) to play a 100 Tribbles card to that group.

The *small* Tribble cards – 1 Tribble and 10 Tribbles – may be carried like equipment (as implied by the images on the cards) by either player's personnel. Each personnel may carry only one small Tribble card; when they eventually "drop" it, they are "stopped."

The *large* Tribble cards – 100 Tribbles and greater – may not be carried, but may be beamed by any Transporter Skill personnel. Each personnel may beam up to one large Tribble card for each unit of that skill they have, then that personnel is "stopped" and may beam no more Tribble cards that turn. You may lower the SHIELDS of your Nor to beam large Tribble cards. *Although small Tribble cards may not be beamed, you may beam the personnel who are carrying them (this does not require Transporter Skill and does not "stop" anyone).*

Each denomination of Tribble card (e.g., 1 Tribble) comes in multiple versions, with different images and card numbers, and a different special colored icon such as Go, Poison, and so on. Each version is treated as the same card in the Star Trek Customizable Card Game (they are not **cumulative**); the special icons are instead used in the Tribbles Customizable Card Game™.

* **Tribble side deck** - Your Tribble side deck is an optional customized side deck of special cards separate from, and in addition to, your normal game deck. It is shuffled and placed face down on the table, then "opened" during the doorway seed phase by the Storage Compartment Door card. This Doorway card is placed face up on top of your side deck and counts as one of your seed cards (the face-down cards in the side deck do not count toward the 30/30 rule).

Your Tribble side deck is made up of two card types, **Tribble** cards and **Trouble** cards. You can have as many Tribble and Trouble cards in your side deck as you like, even duplicates. The Storage Compartment Door allows you to draw and play (or discard) up to three cards from your side deck during each of your turns. (Tribble and Trouble cards come into play only via this side deck; you cannot stock them in your draw deck or Q's Tent.)

Whenever a card from your Tribble side deck is discarded or otherwise leaves the table, place it face up underneath your side deck. When your side deck runs out of face-down cards, shuffle the face-up cards and place them face down again underneath your seeded Storage Compartment Door.

* **Trouble** - A card type which comes into play only through a **Tribble side deck**. You may play Trouble cards only where you have tribbles present. You may play one Trouble card each turn per group of your tribbles. Each Trouble card lists the minimum number of tribbles required to "activate" portions of its game text. If you do not have the minimum number present, the Trouble card stays in play, but its game text is inactive. If you have no tribbles present with a Trouble card, it is discarded.

Whenever any of your **Tribble** cards (or your Tribble Bomb) are moved, any or all of your Trouble cards present may go along with them.

* **Trouble on the Bridge** - When this Trouble card is present on a ship with more than 10 personnel in its crew, that crew may not attempt missions.

unopposed - This Glossary entry has been deleted and replaced:

Your personnel are unopposed if your opponent has no personnel present with them on a planet, ship, facility or site. Your ship is unopposed if your opponent has no ships at the same spaceline or timeline location. A site is unopposed if your opponent has no docked ships or personnel at that site. Cards that are cloaked, phased, disabled or in stasis do not oppose. See **opposing, Patrol Neutral Zone**.

variable attributes - Some personnel have an X in one of their attribute boxes, with a corresponding special skill such as "X=2 or 7." Each time you need to know the value of a variable attribute, the owner of the card may choose one of the listed values at that time – it is not necessary to specify one in advance. Whenever the special skill is unusable (for example, because of Brain Drain or Hate Crime), the attribute is undefined and thus treated as zero (like Mortal Q's CUNNING).

Wake of the Borg, The - See **The Wake of the Borg**.

Wartime Conditions - Delete from this Glossary entry both the last sentence of the first paragraph and the second sentence of the second paragraph. Non-Aligned is now an affiliation, so this event now allows your Federation forces to attack Non-Aligned forces if a Non-Aligned ship attacked your Federation ship. Also, this event no longer destroys any treaties when it is played.

WEAPONS – using - The first paragraph of this Glossary entry has been deleted and replaced:

You cannot use your ship's or facility's WEAPONS for any purpose unless it is uncloaked and undocked, its WEAPONS are greater than zero and you have a matching personnel aboard. (If the facility is a Nor, the matching personnel must be in Ops.)

white deprivation - Even when disabled, a white-deprived Jem'Hadar is still subject

to death by random selection as described in the Glossary. They do not, however, initiate battle when disabled.

White-deprived personnel will even attack captives, belonging to either player, if present.

Wormhole - This interrupt plays as a ship "begins to move." The movement is already having its results and is past the optional responses step, and thus cannot be targeted by responses to the *declaration* of movement (e.g., Establish Tractor Lock).

Writ of Accountability - If an opponent's action directly causes you to score points from your own dilemma, you are not yourself considered to have used the dilemma to score points. For example, an opponent "posting bail" to your Mandarin Bailiff or losing a personnel with your Vendetta in play on it does not count as a dilemma you used to score points.

Dilemmas in your point area that were "wagered" using Dabo count as dilemmas you have used to score points. See **Horga'hn, tournament scoring – forfeited games.**