

Star Trek Fleet Captains FAQ

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If you are missing your command posts, look under the ship insert (not the entire insert, just the insert the Ships are in)

Where can I get replacements for damaged, missing or broken cards/ships: <http://wizkidsgames.com/support/>

Q. What does operational mean?

A. It means a system rating must be at 0 or higher and not be temporarily disabled by some other effect.

Q. If a system is modified to below 0 BEFORE the die roll, but could still be brought up to 0 or higher AFTER the die roll, is that still considered Disabled? Ex. you have a 1 in weapons, but you have modifiers that make it -1, is the system disabled?

A. Yes, it is still disabled and cannot be improved on. Rulebook page 23 states:
"If some modifier reduces the Rating of a System below zero, that also means the System is Disabled"

Q. When do you determine a system is Disabled from modifiers? Do you still roll a die for Disabled system?

A. Before cards are played during the combat/system test - you get any crew attached bonuses as normal and may even discard/trash a crew card in order to increase a system to above zero. (in step 6 of combat described below). Disabled systems do not get a die roll.

Q. If Shields are Disabled, what damage is done during a combat action against it?

A. Count each point of your total Weapons rating (after command cards, die rolls, etc) as a level of damage. So, a total Weapon rating of 1 will put the ship in Yellow Alert, from undamaged, 2 will put it in Red Alert and 3 or higher will destroy it. Even a ship with a Weapons rating of 0 can destroy a ship with disabled shields just by rolling 3 or higher.

Q. If a cloaked ship and a sensor echo token are in the same location and an opponent's ship performs a scan action and is successful, can I mix up the tokens before or after they select a token?

A. You can only mix them up before the token is selected. Once it is selected you can no longer mix the tokens - i.e. reveal the selected token immediately.

Q. Who gets to play a Command card in combat first?

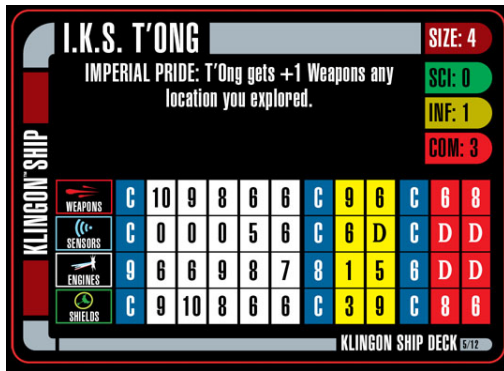
A. The attacker has the choice to. If they pass the defender may. If the defender does play a card and the Attacker passed originally, the Attacker can then play a card (and conversely can't if the defender also passes).

Q. What is that small red number on each dial, just above the Shields value?

A. This is the clix number that the dial is on - some people find it useful to know which way to turn the dial to get to the right setting. It has no in-game meaning.

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Q. Please clarify IKS T'Ong's special ability IMPERIAL PRIDE: "T'Ong gets +1 Weapons any location you explored."

A. The T'Ong will only get +1 to Weapons if it is in a location that a Klingon player has explored. (you in this case would also refer to a team member).

Q. When can crew cards be assigned to a ship? Can I assign a crew to a ship during a combat and gain the blue ability for that combat?

A. Crew cards can be assigned at any time during your turn except during system tests, Combat actions and mid-movement. Page 22: *You cannot normally interrupt another action by playing a Command Card. For example, you may not assign a Crew Card to a ship that is moving until the movement is complete.* In short, assign crew cards before/after any action or test or movement. During combat, you cannot assign a crew to a ship and gain the blue crew ability (only the red of a crew card can be used if played during combat at which point the crew is then discarded).



Q. Is the Mission card Stellar Research misprinted?

A. No. Not all missions are created equal. If a player feels that a mission card is too difficult for the completion reward, the player has options during the game to cycle missions.

Q. To succeed at a test do you need greater than or greater than or equal to the target you are attempting?

A. For all system tests, except Opposed System tests such as combat, you need greater than or equal to in order to succeed. For combat and other Opposed System tests, your final system rating must be greater than the final rating of the opposed system, such as Shields, to succeed.

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Q. How does Data's special crew trash ability work?

A. Data's Crew Ability states: *If this ship is destroyed, you may trash Data to prevent all the damage that would have destroyed the ship.* When Data is Trashed - removed from game - (he had to be assigned to the ship before being Trashed), he prevents all damage. So, if the ship takes any damage, he prevents them all and the ship takes NO damage. You may also instead just discard him in Combat to prevent a single point of damage per his red combat affect.

Q. Can you give more detail on when crew that are assigned to ships can use their ops and combat affects?

A. They must first have been previously assigned to a ship (i.e. you can't play a card during an encounter or combat to assign a crew to a ship mid event) and can only impact the ship they are assigned to. Trashing or discarding a crew card are the same for timing - the difference is where the card ends up.

Doing either is outside the normal rules of playing a card (per the note on page 27) - i.e. it doesn't impact Command Cards you can play (you can still play a command card in addition to discarding/trashing 1 or more crew).

If you trash or discard a crew it replaces the benefit the crew was providing. You may do it at any time as long as other conditions are correct. Ex. Tasha Yar can be trashed for +4 weapons in combat (losing the +2 she was providing) but other cards may be only during system tests etc. Your opponent may respond and also discard or trash crew cards in response (typically in combat).

Example - I discard a Crew to improve my shields to prevent a point of damage I would otherwise have to take (i.e. after dice have been rolled). My opponent discards a crew to improve their weapons. I trash Data to prevent the damage.

While there are edge cases of timing - in general they should be rare and in general common sense between parties should prevail. A few of note:



Reginald Barclay - You can do the two dice and take the best result AND trash him (don't "undo" a die roll)

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K'Ehleyr - use her combat discard affect before dice are rolled (this prevents the – okay I discard my crew member to do more damage just enough to destroy you... no wait I discard K'Ehleyr to remove that ship from combat so that crew member wasn't even there to begin with!)

In any case where two effects would occur at the same time, the active player performs the effects first.

Q. When first setting up, what is each ship's clix set to?

A. It is set to any non-cloaked clix of your choice on the Undamaged section.

Q. Where do reinforcements come in?

A. Your command post. In a 4 player game, the player's command post who is controlling the ship.

Q. When can a Power Adjustment be made?

A. A single Power Adjustment may be made for each ship on the active player's turn. It can be done at anytime (see next question for Combat) with some limitations:

Example 1 - You cannot attack an opponent, and then after they played cards power adjust in the middle of a combat sequence.

Example 2 - You may however make a power adjustment after you read an Encounter's text

Example 3 - You try a breakaway roll, you fail, prior to your opponent's combat you may decide to power adjust (your one for the turn). In this example you could still move as you have not begun your movement.

If you were already moving - no further movement is allowed after a power adjustment.

Q. What is the order for doing Combat and other tests.

A. The order is:

1. Declare the action. If it is a combat declare your attacker(s) and your target.
2. Active player may make a Power Adjustment to his ship(s) as long as the ship(s) have not had a Power Adjustment this turn.
3. The active player may play a single command card.

Note: Combat cards may only be played during Combat or Weapons or Shields tests. If the

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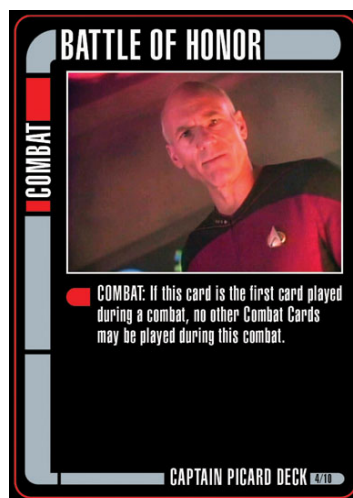
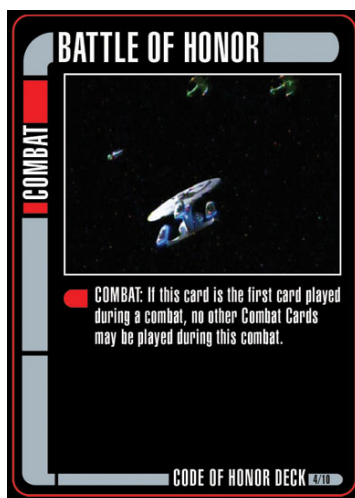
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test is not one of those, only Ops cards are allowed. Ops cards may also be played during a Weapons or Shields test that does not involve attacking another ship. Crew cards cannot be assigned to ships once the test has begun.

4. If this is an opposed test, the Target player may play a single command card. If it is not opposed, each other player, starting with the player to the active player's left, may play an Interrupt card. As soon as one opponent does so - no other cards may be played (this will make more sense with 3-player rules as teams can work together to decide which card to play).
5. In an opposed test, if the active player did not play a Command card and the Target player does, the Active player may play a Command Card now.
6. Add up all assigned crew on the ship(s) that apply to the test.
7. Roll your die and add it to the total for the test
8. For the active player;
 - a. For System tests, the total must be greater than or equal to the number.
 - b. For Opposed System tests the final total must be greater than the opposed system.
9. You can discard/trash crew members that were previously assigned to ships at this time if they have a red Combat or a special blue discard or trash ability (like Data). If you discard or trash a crew, remember to ignore their bonus that you applied earlier (top of page 27 in the rules). Your opponent may also play on their own initiative or in response and discard or trash crew of their own. As this is rare we do not recommend a specific phase as there would be a majority of "Pass/Pass" results but if you wish for clarity - then use the same timing for playing command cards (steps 3 and 4 above) except that you can play more than 1 crew affect (and must play all crew you wish to use) during the time you are allowed to.

Q. Can an interrupt card be played in addition to a non-interrupt card during an opposed test?

A. No. Only 1 Command card may be played from your hand during a test, the Interrupt ability allows for the card to be played in more situations - not as an additional card.



Q. Crew Cards can be discarded from a ship after a die roll, does Battle of Honor stop that (which prevents cards from being played in combat)?

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A. No. Battle of Honor stops cards from being played from your hand, not discarding crew cards that are already in play.



Q. Please explain how Protostellar Nebula works on ships without cloaking devices.

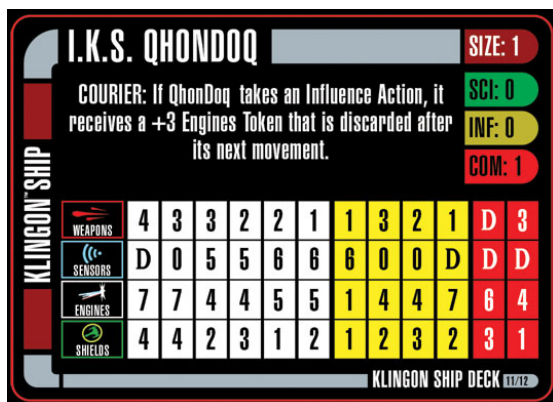
A. You are limited the same as a cloaked ship and your opponent treats you as a cloaked ship. You cannot do any Cloaking actions. This is because in the rules, page 14, it states "*Only ships with a functioning cloaking device can take a Cloaking Action.*" So, if you are in this location and you do not have a functioning cloaking device you may not Cloak or do Sensor Echoes. If you do have a functioning cloaking device you can do cloak actions but you still need to already be on the cloaked setting to perform the Sensor echo portion.

Q. Please explain how Protostellar Nebula works for attacking other ships.

A. When cloaked you cannot perform scan or attack actions, this is true for the Protostellar Nebula (unless a card allows for it).

Q. Can Control markers be placed on unexplored locations?

A.No.



Q. Clarify IKS Qhondoq. Does the Engine token go away on the next turn if he does not move? Can the ship keep doing Influence actions to get +3 each time so if the ship did 6

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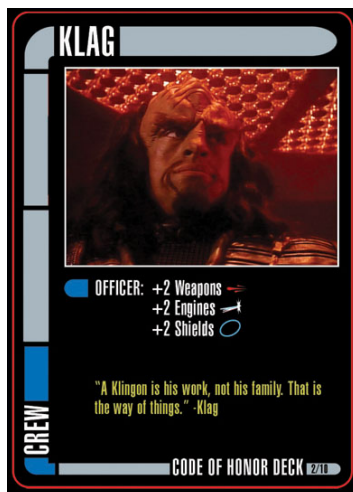
Influence actions would he have +18 to engines?

A. You can do it multiple times for multiple bonuses.



Q. If a card (Command Authority) says you can perform an Influence action and says to place or remove control tokens on a location (whether the same location or adjacent), can the control token be placed/removed even if there is an uncloaked enemy ship on the tile?

A. No. Command Authority gives you the ability to place/remove more than 1 control token and to adjacent locations but it must still adhere to the rules for placing a control token in that location.



Q. Is Klag's ability correct? Or should it be 1 of those systems gets the bonus?

A. Klag gives the bonuses to all 3 systems.

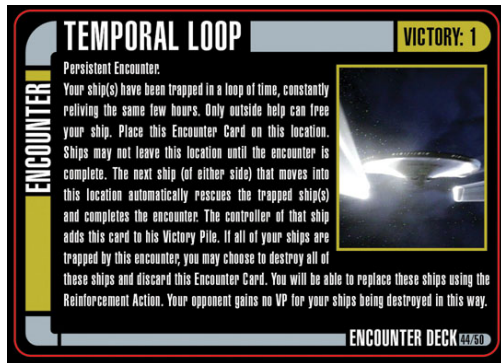
Q. I don't know why some cards are labeled Interrupt?

A. Some Interrupt cards are very useful to be played on your opponent's turn, while for others the Interrupt label is describing that the card can be used for more than one type of event (moving or a systems test or a particular encounter etc). It also allows more design space for possible future expansions. So, an Interrupt, unless it says something like Interrupt (active player), is a non-conditional Ops card. You can't play them on Combat tests but if you had an

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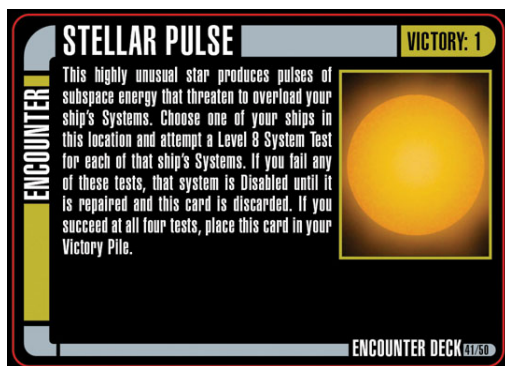
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Encounter that had a Weapons or Shields test (and doesn't say it was Combat), you could play it as your single command card.



Q. For the Temporal Loop encounter, if another ship enters the location do they have to stop and end their movement in that location or can they keep moving and still get the VPs?

A. They would have to stop.



Q. My ship has disabled engines and I can never fix them (ex. Stellar Pulse), can I self destruct my ship?

A. You can never self destruct a ship unless you have a card that allows for it. If you have a ship that has disabled engines (there is no power setting you can adjust to in order to fix them and no time limit for the disabled affect to wear off) you may send another ship to tractor beam the ship. The tractor beaming ship must begin it's movement in the square with the disabled ship. It can tow the other ship at one half it's engine rating (rounded down). This is considered movement for both ships (you cannot tractor beam, repair the damaged ship and then have the damaged ship move in the same turn).

Q. Can I attack my own ships that are under my control (or otherwise take actions to purposefully destroy my ships - like fly them into a black hole etc)?

A. This was certainly not in the spirit of the game design. Federation Command and Klingon High Council gave you these ships for a reason. Note - ships that have been taken over so they are an enemy ship you may destroy freely.

Q. For the Reinforcement action, which ship is taking the action? Can the new ship still

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move?

A. The new ship is considered taking the action and it may still move.

Q. If a mission states to take control of a Starbase built by the opponent does that just mean they must control it or do they actually have to be the one to place the Starbase token using an Influence action? There is an encounter that lets you place a Starbase token but does that mean he built it?

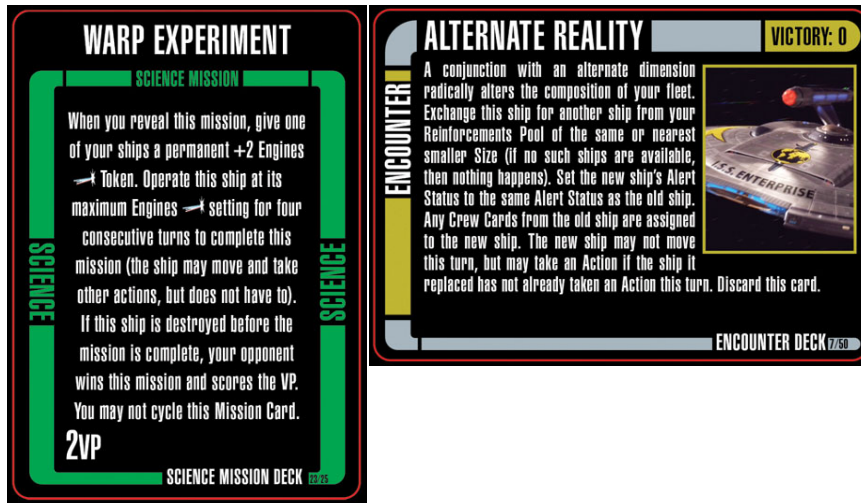
A. A player must have actively spent an action to build or improve a facility for it to be considered built by them (an encounter placing one does not count - typically this is a rare enough event that players can easily remember which ones were built. If not you can keep the card that original placed the installation under the hex tile).



Q. Is Space Superiority supposed to be a Condition mission? How will Space Superiority be verified as complete if they completed Combat actions for other missions to score VPs since those actions can't count toward fulfilling other missions?

A. No, Space Superiority is not a Condition mission. An easy way to keep track of what destroyed ships apply to missions, when you destroy the ship and claim a mission for it, simply place the destroyed ship's card with your mission and place it in your VP pile. When you destroy a ship for this mission or any other secret mission, simply set it aside in a separate pile to indicate it did not apply to any current mission. When you have fulfilled all conditions simply place all the ships with the secret mission and place it in your VP pile.

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Q. If a ship has the Warp Experiment mission and then has the encounter Alternate Reality which forces the ship to be switched out with a ship in the reinforcement pool, what happens to Warp Experiment?

A. Warp Experiment would go away.

Q. If a ship has Warp Experiment and is damaged but not destroyed, does that prevent Warp Experiment from being scored?

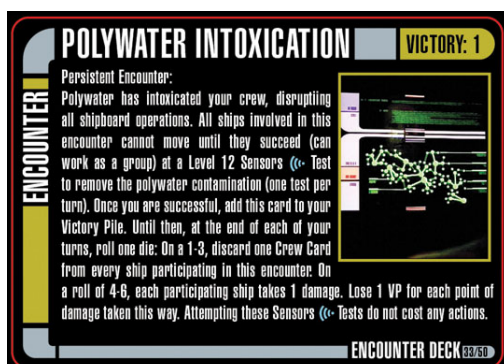
A. No. As long as the ship is always on its highest Engines rating for whatever status area they are in, the Encounter can be scored.

Q. Some card have the same names and pictures but have different text - is the text correct?

A. The text is correct on all cards.

Q. For Missions that require a Star, does it need to say Star in the Title of the Location or must it be in the box that is on the right side of the Location? Or, both?

A. Star must be in the box on the right side of the Location, i.e. Star: M-Type.



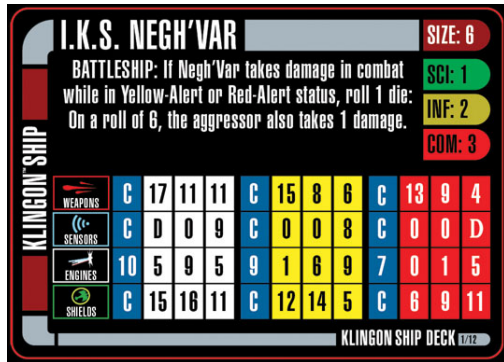
Q. I had a ship get infected by Polywater Intoxication and it was the only ship in the area. Could I have brought over other ships to help with the Test, or is it only those ships that encountered it?

A. Only ships involved/infected can participate in the test. Other ships are allowed to come in

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and be infected and attempt the test together, though.



Q. If the IKS Negh'var is in Yellow Alert and it is attacked and damaged by a task force of 3 ships, using the ship's ability to cause damage to the aggressor, do all 3 ships take damage?

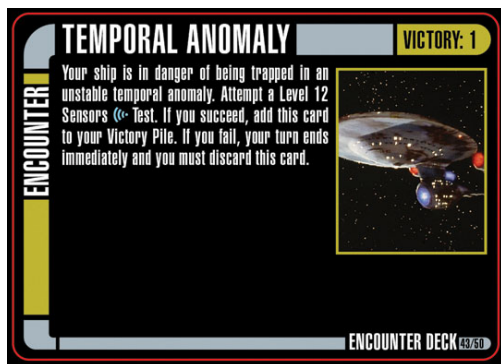
A. Only 1 ship from the task force will take damage. The aggressor chooses which ship.

Q. If a card causes a ship to move out of a location containing enemy ships, must that ship make a breakaway roll?

A. Yes. The card will specify if the ship does not require a breakaway roll.

Q. Once I turn over an unexplored Location, what can I do (ex. can I play a crew card once I review what the odds are of the particular tile)?

A. You must resolve the Explore, see page 11, so you'd have to play your crew card and/or perform other actions before you move into the unexplored location (ex. you can't do an influence action before you address the encounter in the hex you just moved into). You are able to power adjust in response to what encounter is drawn (and technically before, but why not wait until you see exactly what you will encounter).

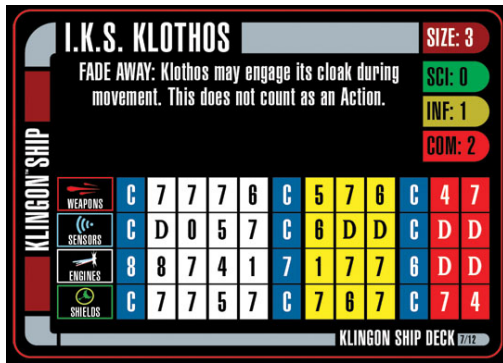


Q. Does the Temporal Anomaly encounter end the player's entire turn, or just that ship's action?

A. Your turn is over immediately and it is the next player's turn. This applies in a team game, also.

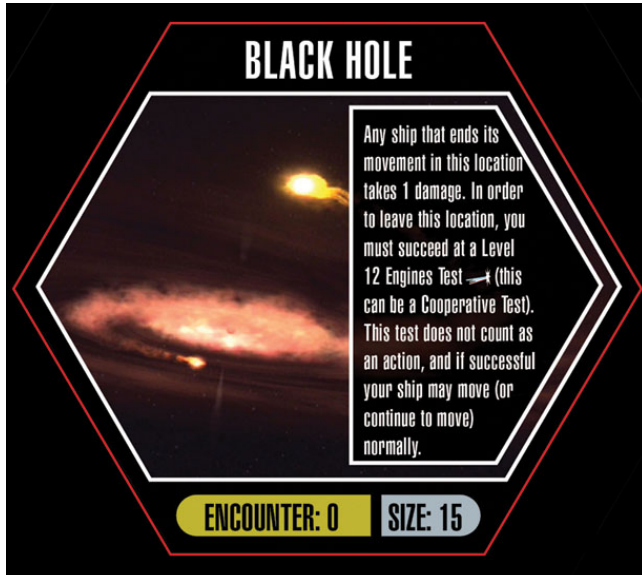
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Q. When can the IKS Klothos use its Fade Away ability?

A. Anytime during movement. You can do it before, during and after movement but it has to be done before any other action as it must be done during movement. You do get to use any “extra” Engines you gain for the rest of the movement. You cannot move 0 (i.e. you cannot engage the cloak and remain in the same hex).



Q. For the Black Hole location, do you take 1 damage each turn you are in the Location or do you only take 1 damage when you first enter the Location and stop?

A. Ships that end their movement in the Black Hole location take 1 damage and also take 1 damage on each following turn if the player is not able to move the ship out. Note - intent was players must try to move their ship out of the black hole, especially on a turn that they would otherwise be destroyed on. The ship would be destroyed “in turn” - thus allowing the reinforcement action to take place before end of turn.

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Q. When does Hit and Run get scored?

A. Hit and Run is scored at the same time as the conclusion of the opposing player's turn - thus as part of the opposing player's turn. If a player can claim the mission to get to the Victory Point goal of the game they win (as the first player scores on the second player's turn - thus both have equal turns; or if the second player scores it on the first player's turn they have succeed in reaching victory with one less turn (or for the rules lawyers out there, they can just pass the rest of their turn and win).

Q. If a ship(s) attempts the Hit and Run mission and goes to the command post, what happens?

A. The mission resets if any ships attempting the mission go to the command post.