

**Star Trek: Attack Wing**  
**FAQs, Errata, Rulings & Clarifications**

**Revised 12/04/2014**

**SUGGESTED TOURNAMENT FORMAT**

- 120 Points per fleet
- Minimum of 3 ships per fleet
- 50 Points maximum per ship (at the start of the game) including all upgrades, captains, admirals, and resources assigned to the ship. During game play, it might be possible that you will exceed 50 points through game effects that let you steal or add upgrades to your ship.
- If your ship's base cost is 43 points or more you may add up to 8 Points for upgrades (Crew, Tech, Weapons, Elite Talents, and Borg) as well as a captain and/or admiral even if those cards bring your cost over 50 points.
- If there is a Blind Booster, 30 of your available Fleet Points are reserved for use with game elements from your Blind Booster, leaving 90 points to build your fleet. The game elements in your Blind Booster may not be mixed with the 90 points from the rest of your fleet. The Blind Booster ship counts toward the 3-ship minimum.

**GENERAL RULINGS**

1. When a Card ability uses the word "you" it will only affect the ship to which that card is assigned.
2. When Squad Building, is there no penalty for including ships of different Factions in the same Fleet.
3. You must disable all of your remaining Shield Tokens to perform the Cloak action.
4. If two ships' bases are touching each other, they may attack each other as normal. Plus, the ships must still obey the firing arc requirements in order to target each other during the Combat Phase.
5. A ship that loses the ability to perform Actions also loses the ability to perform free Actions, including free Actions granted outside the ship's Perform Actions step.
6. You may not voluntarily disable your Shields. However, if you de-Cloak during the End Phase, you can choose to not raise your Shields afterwards.
7. You may not voluntarily de-Cloak at any time (i.e. outside of the End Phase).
8. The term "friendly" on a card refers to other ships in your fleet and not the ship on which the card is located.
9. When a card ability allows a player to gain a certain number of attack dice "this round" it allows the player to add that many attack dice (in total) to his attack rolls during that round's Combat Phase. If a player is able to make multiple attacks during the same Combat Phase, the player may choose when to add the bonus attack dice. These dice can even be added to Secondary Weapon attacks.

For defense dice, this allows the player to add that many defense dice (in total) to his defense rolls during that round's Combat Phase. If the player is attacked multiple times during the same Combat Phase, the player can choose when to add the bonus defense dice.

Note that this type of text is different from a continuous bonus which does not use the phrase "this round" (for example, the text on Donatra or Terrell). A continuous bonus applies to all attack and defense rolls made by the affected ships during that round.

**10.** When a card ability forces a player to roll fewer attack or defense dice "this round" (for example, Kyle), the player **must** roll fewer attack or defense dice in total during that round's Combat Phase, starting with the very next time the player uses those dice during the Combat Phase.

**11.** A ship moving onto or through an Obstacle skips its Perform Actions step and also cannot perform additional Actions that round, such as through the use of Martok.

**12.** A ship may move onto or through an Obstacle, and can still perform card text that does not require an Action (for example, can Martok still grant a free Action to another ship).

**13.** When checking to see if a ship's attack is blocked by a planet or other obstruction, lay the Range Ruler flat on its edge for greater accuracy.

**14.** If an ability takes place after a ship moves, the ability triggers after Step 5 (Clean Up) of the ship's Activation Phase, before its Perform Actions step.

**15.** The defender rolls 1 less defense die for each Scan Token on the attacking ship.

**16.** Cards that require a "discard" or "disable" to be used are optional (e.g. Worf [Starter], Uhura, McCoy).

**17.** It is possible for a ship to perform the Cloak Action and the Sensor Echo Action in the same round (e.g. through the use of Martok).

**18.** If a card grants a free Action to a ship but does not specify when the free Action can be performed, the ship must perform the free Action during its Perform Actions step.

**19.** If a ship's effect must be directed at ships within a certain range, the ship cannot target itself with that effect.

**20.** Ships with a primary weapon 360° firing arc do not have a forward or rear arc.

Any Upgrade (or special ability) that references the absence or presence of a forward or rear firing arc on an enemy ship functions against a ship with a 360° firing arc as if that ship does not have a forward or rear firing arc.

Any Upgrade deployed to a ship with a 360° firing arc that references the absence or presence of a ship's forward or rear firing arc does not function.

**21.** A ship may receive multiple Auxiliary Power Tokens (for example, by using Voyager's text on successive turns or by using Janeway's text on the U.S.S. Enterprise).

**22.** Cards may not disabled more than once. Cards that disable an Upgrade and then do something afterwards have no effect on a disabled Upgrade. However, an effect that does something to an Upgrade and **then** disables it (like the Borg Assimilation Tubules) can still be used; simply ignore the placement of the new Disabled Token.

**23.** A normal Action is the Action you take as your one Action for the round. This includes Actions on your ship's Upgrade Bar, as well as most Actions available in card text. A "free Action" is **not** a normal Action.

**24.** Rolling defense dice is not optional (for example, you cannot refuse to roll defense dice when an opponent uses Feedback Pulse).

**25.** 360° firing arc allows you to attack if an enemy ship is within Range 1-3 of the base of a ship. It can be attacked by that ship's Primary Weapon or any Secondary Weapon equipped to that ship that does not refer to a forward or rear firing arc in its card text.

**26.** Faction Penalty is an additional +1 SP for each Captain or Upgrade Card that does not match its ship's Faction.

If an Admiral Card (with its "Admiral" side face-up) does not match its ship's Faction, the Faction Penalty is tripled for that card (i.e. +3 SP).

It is important to note that an additional cost (e.g. "This Upgrade costs +5 SP for any ship that is not a Romulan Science Vessel") is not considered a Faction penalty.

**27.** You do not gain the +4 defense dice while Cloaked if an attack falls outside of the Combat Phase.

**28. ERRATA** – The "Ferengi" Generic Captain (Krayton, Collective Month 1 OP Prize) is not unique.

**29.** All cards that contain non-ACTION text abilities that are optionally triggered by a player may only be used once per round per ship per card.

Cards with continuous effects may affect multiple dice rolls in a round.

Cards that state "each time you defend" OR "each time you attack" may be used multiple times per round.

Example 1: If you use Geordi La Forge to force an opposing ship to reroll 1 defense die, you may not use it a second time in that round.

Example 2: You may discard Varel to cancel an attack. If you stopped her from being discarded you may not use her text again in the same round.

Example 3: You may use Li Nalas to stop your Captain from being disabled. But, if he is re-enabled during the same turn, you may not use his game text again that round.

**30.** If a card states you may perform a maneuver (not a Sensor Echo) and your ship does not have that maneuver listed on its card you may still perform that maneuver as a White Maneuver provided by the card.

**31.** When Battle Points are scored, they are the determinant for tournament winner. Win/Loss record is a tie breaker when Battle Points are tied, followed by Fleet Points.

**32.** A firing arc is defined as the area within Range 3 of the printed arc on a ship's base

Example: The Soong Borg Ship may perform the ship's special text and place an Evade token as a free Action as long as an opposing ship is not within Range 3 and within the ship's forward firing arc

**33.** Elite Talents are assigned to a ship not the Captain, even though the icon for the Elite Talent is provided by the Captain.

Example: When the Borg Queen (8 drone version from the Tactical Cube) redeploys to another Borg ship she may not take any Elite Talents assigned to her ship.

**34.** Cards that state you may or are forced to perform a specific maneuver allow your ship to perform the maneuver even if it is not present on the ship's dial except for Space Stations which may only perform maneuvers revealed and printed on the Space Station's dial.

Example: Admiral Forest – FLEET ACTION: Perform an additional 1 Maneuver (straight, bank or turn).

**35.** Cards that state you may perform an action for free or copy an ability only affect action economy. They do not affect the price (disabling, discarding, etc.) of performing the card text and the original card must still pay the penalty for performing its action.

Example: William T. Riker (5 points Crew) may be disabled to perform the Action on one other upgrade as Free, but that upgrade must still pay the price of disabling, discarding, etc. required on its card.

**36.** Upgrades with deployment restrictions may not be deployed to a ship that does not meet those restrictions, even if stolen or assimilated. If stolen, assimilated, or deployed to a ship that does not meet the card's restrictions the upgrade is discarded.

**37.** Cards with no fixed value (ie Dorsal Phaser Array) cost the maximum possible Ship Points to be deployed when you cannot calculate their Ship Points.

Example: Dorsal Phaser Array costs 6 points (the highest possible cost on a Federation Ship) to deploy under Quark, who has no attack value.

**38.** The active player may choose the order of any actions that all trigger at the same time.

**39.** Any time an infinite occurrence could be read into the card interactions assume it only works one time unless noted in this document.

## **SHIP CARDS**

**1.** When the Enterprise-D or Voyager uses its special ability it is considered to be using its Primary Weapon and it gains +1 attack die at Range 1.

**2.** If the Valdore performs two Green Maneuvers during the same Activation Phase it will only receive its attack bonus once, because the Valdore's text only checks to see if you have performed at least one Green Maneuver.

**3.** The Kraxon may use its ability to absorb damage, and trigger the text on the Counter Attack Upgrade. If the Kraxon only absorbs part of the damage received by the other ship, both the Kraxon and that other ship may each trigger the text on their separate Counter Attack Upgrades.

**4.** If Antimatter Mines are dropped on top of the Defiant, it is still considered to be "defending," even though it does not roll any defense dice. Also note, this is not the case when the Defiant moves into mines (Antimatter or Cloaked) on a later turn.

**5.** The special Sensor Echo of Rav Laerst and Chang's Bird-of-Prey cannot be augmented by Synon.

**6.** If spinning a Borg ship causes its base to physically overlap an obstacle or minefield, only the Maneuver Template and final position of the Borg ship base matter. So if you spin onto an obstacle/minefield prior to movement, you are not affected. When spinning causes another ship base to overlap your own it is not considered to be actually bumping a ship (i.e. you don't lose your Action). For practicality's sake, the players should move the ship away from the other ship prior to movement.

7. When Borg Sphere 4270 uses its text to fire at two different ships at Range 1, it will receive +1 bonus against both ships even though the ship is making one attack against two targets.

8. **ERRATA** - Mirror Universe Starship (Defiant Class) (I.S.S. Defiant Expansion Pack) is 22 pts.

9. For each Fighter Squadron -OR- Shuttlecraft assigned to your fleet there must be 1 ship with a hull value of 4 or more.

10. Fighter Squadrons may not have Admirals or Resources assigned or deployed to them.

## **CAPTAIN CARDS**

1. When a Captain is disabled for any reason, the ship has a Skill Number of 1. (It is assumed that a minor crew member has taken over for him.)

2. When James T. Kirk is on a non-Federation ship, he must pay +1 for his face-down Federation Elite Talent Upgrades.

3. Clark Terrell's ability does not add +1 defense die to his own ship.

4. The effect of William T. Riker's (Captain 6 Skill 4 FP) action cannot trigger multiple times during the same round.

5. When Martok's (Captain 8 Skill 5 FP) ship uses an ability that provides an additional maneuver, he cannot trigger his card text a second time. When a Captain or Upgrade refers to a "move," it is only referring to the ship's initial movement for the turn. It does not apply to any bonus maneuvers that the ship might perform during the turn.

6. Martok's (Captain 9 Skill 6FP) ability allows him to add +1 attack to another ship and not his own.

7. When a Captain is disabled by Chang (or a similar effect) and has his or her Captain Skill reduced to 1, that Captain does not lose the change to become the next ship in the activation phase. Changes to Captain Skill only take effect when moving to the next phase in the round (i.e. switching from the Activation Phase to the Combat Phase).

8. When a Captain is disabled by Chang (or a similar effect) that Captain's ship may spend its Action to remove the Disabled Token. If it does so, the Captain may immediately use his or her card text. Note that this is particularly good for Picard (since he can now perform a free Action) but does nothing for Martok (Negh'Var version) since Martok's text can only be used after he moves (i.e. before he takes an Action).

9. Mirok may use his card text to repair critical damage of his choice before repairing normal damage.

10. Gul Dukat, Spock and Picard allow you to perform the actions listed on their cards on a ship that does not have those Actions in its Action Bar.

11. Captain Sulu cannot disable a Crew Upgrade that is already disabled.

12. If both players activate Romulan Commander, then it's up to initiative to determine which Captain fires first. If both players have the same SP and same ship Faction, then it's up to a die roll. If this happens multiple times during a game, then you roll the dice each time. It's different than the normal "roll at the start of the game and it counts for the whole game" rule because the situation generates "ex nihilo" each time it happens.

And of course, the "Simultaneous Attack Rule" applies when two Romulan Commanders shoot at each other.

13. Bioship Alpha Pilot's ability is optional.

**14.** Bioship Alpha Pilot's ability happens after all other maneuver dials (including your friendly ships) have been locked in. If there are multiple Bioship Alpha Pilots in play, then their abilities trigger in initiative order.

**15.** You may use Drone Tokens for other Upgrade effects, but not for the text on a disabled Captain if your Captain is disabled.

**16.** Lore's ability works as follows:

The first part of his ability, "You may assign any [Elite Talent] Upgrade to your ship, regardless of Faction restriction," means that you can assign an [Elite Talent] Upgrade from any Faction to Lore's ship, even if it can only be purchased for a specific Faction (e.g. "This Upgrade may only be purchased for a Vulcan Captain on a Vulcan ship").

The second part of his ability, "...and you do not pay a Faction penalty when assigning any [Elite Talent] Upgrade to your ship," simply means that if you assign an [Elite Talent] Upgrade to Lore's ship that does not match his ship's Faction, you do not pay the additional +1 SP.

NOTE: Lore's ability only applies to purchasing [Elite Talent] Upgrades for his ship. If an ability refers to an effect that is dependent on a specific Faction that is different than Lore's Faction, that ability cannot be used by Lore (e.g. "...if this Upgrade is equipped to a Bajoran Ship with a Bajoran Captain, you gain +2 attack dice..."). As Lore is an Independent Captain, and not a Bajoran Captain, he cannot use this ability.

**17. ERRATA** - Kuvak is a Vulcan Captain.

**18.** When the Borg Queen (8 drone version from the Tactical Cube) redeploys to another Borg ship she may keep a Fleet Captain assigned to her, but will not be followed by her Elite Talents. The Fleet Captain resource is assigned to the Captain. The Borg Queen would still be designated the Fleet Captain and keeps her resource card, but would not receive her Elite Talents.

**19.** The Unique Tactical Drone from Scout 608 is labeled correctly, but you may still use non-unique tactical drones with this Captain. You just can't have two of this particular Tactical Drone.

**20.** When William T. Riker (Mirror Universe) spends a token to perform the corresponding Action as free Action he does not gain a new token for that Action on his card.

**21.** The Wave 5 Tactical Cube 138 Borg Queen can use her ability (to transfer to a new ship) on a ship that no longer has a Captain. To clarify, ships are never without a Captain. If a Captain is disabled or discarded for any reason, that ship is considered to have a 0 point 1 Skill Captain taking the command chair. The Queen may use her text to replace that Captain.

## **ADMIRAL CARDS**

**1.** Admiral Cards are not Upgrades nor are they considered Captain Cards. While the "Admiral" side of the card is face-up, Admiral Cards cannot be affected by anything that specifically affects an Upgrade Card or a Captain Card.

While the "Captain" side is face-up, however, they can be affected by anything that affects a Captain Card.

**2.** When the Wave 8 Admiral Borg Queen uses her fleet Action, she targets another ship. That ship then uses an Upgrade as a free Action. The Action being used as a free Action must pay the cost stated on the card. And no ship may perform the same Action twice (Pg12 of the Manual) in a single round,

## ELITE TALENT CARDS

1. When a Captain is disabled for any reason his ship cannot use Elite Talent Upgrades deployed to it.
2. Counter Attack may not trigger multiple times during the same round, but a player may choose to not trigger the effect if he wishes (e.g. to use the effect against a ship firing later in the round).
3. After playing Cheat Death your ship will have a number of Damage Cards equal to your Hull Value - 1. In other words, Cheat Death effectively puts you at 1 damage point away from destruction.
4. When you play Cheat Death after your ship is instantly destroyed (e.g. Warp Core Breach, Suicide Attack), you **add** Damage Cards one at a time until the number of Damage Cards is equal to your Hull Value - 1. All face-up Damage Cards would still be flipped face-down as per the card's text.
5. Superior Intellect can be used to steal a Borg Upgrade for a non-Borg ship. "Even if the upgrade exceeds your ship's restrictions" means that you may deploy/steal/assimilate a card even if your ship does not have the correct or enough icons on the ship's Upgrade Bar.
6. You may play the Full Alert Upgrade as a free Action (e.g. with help from Janice Rand or Martok-8), assuming no other free Actions had been taken before or after.
7. When using Borg Alliance, the Captain's Skill of your Captain is the Skill number printed on their card. The drone tokens are there to be spent on an upgrade that requires them.
8. We Won't Go Back! may not be used against attacks from Secondary Weapons. When using either a primary or a secondary weapon to attack a target ship, the attacking ship is targeting, not any of the upgrades or secondary weapons.
9. You may use Fire At Will and Fire All Weapons together.
10. All attacks resulting from Fire All Weapons, including Primary Weapons, are at -1 attack die.
11. You may target the primary attack from Fire All Weapons at the ship you targeted with your primary attack from Fire at Will.

## CREW CARDS

1. Data's (Starter) ship may not perform an Evasive Maneuvers Action before using Data's Action (for example, by using Picard).
2. Sulu's (Original Enterprise) bonus to Agility affect each of your defense rolls during that round. Sulu adds to the ship's Agility score, which has more lasting effects than simply adding a set number of dice that round.
3. A ship with multiple Tactical Officers may not re-roll the attack dice several times (one for each Tactical Officer), because that would be a case of more than one Upgrade triggering off the same Target Lock token (see "Upgrade Card Abilities and Action Tokens," page 22).

4. The Romulan Pilot's text triggers right after Step 5 (Clean Up) of the Activation Phase, before the ship's Perform Actions step.
5. The Romulan Pilot's free Action is not considered a "Scan Action," and it can be performed in addition to a Scan Action. This would allow a ship to have 2 Scan Tokens, each independently affecting enemy ships attacked that round.
6. Each player may have only one Adaptation Token from Seven of Nine (Voyager).
7. If Seven of Nine (Voyager) is assimilated by the Borg, her new owner may use her adapted technology.
8. Seven of Nine (Voyager) may use her ability against an opponent's Ablative Generator. If she does, she may do this multiple times. When her ship activates the adapted Token, you must drop your own ship's Shields and de-Cloak, if applicable. Place all received Damage Cards beneath the Adaptation Token Reference Card for easy reference.
9. Maria Gilmore may use her ability against an opponent's Ablative Generator. But, unlike Seven of Nine's ability, Maria's ability does not allow you to absorb Damage Cards since you are not considered to actually possess a copy of the Upgrade. The effects of Maria's ability expire at the end of the round.
10. When you assign the Emergency Medical Hologram or The Doctor to a particular Upgrade Slot during Set-Up they are committed to that particular slot for the rest of the game.
11. **ERRATA** - Koss – Vulcan. While Koss is on your ship, none of your other Upgrades can be affected by your opponents. Discard this card after it protects another Upgrade card.
12. Koss (or Dispersion Field) will prevent all of your upgrades from being disabled by Klingon Boarding Party. When Klingon Boarding Party is used, it disables all the cards on the ship simultaneously. Therefore it would target all the Upgrades on the ship and Koss (or Dispersion Field) and would protect them, but would then be discarded after the Klingon Boarding Party has finished its Action.
13. When factoring cards to place under Quark, add the extra cost printed on the cards (+5 for not being deployed to...) and the +1 for Faction Penalty.
14. You may place cards that are Faction Specific beneath Quark.
15. You do not pay for Quark's Upgrade.
16. You may not change Quark's Upgrade between tournament rounds. Squads are reviewed and approved by the Judge/TO at the start of a tournament and cannot be altered in any way.
17. If Quark is moved from a ship onto the reinforcement Sideboard, his Upgrade moves with him.
18. If Quark starts the game on the reinforcement Sideboard, he still will choose an Upgrade and place it under him. Treat the Sideboard as a ship with a "Universal" Faction when considering the cost of any Upgrade to place under Quark if he is on your Sideboard. There is no Faction penalty, but other card-text-based penalties or restrictions would apply.
19. When using Phlox to re-enable your cards, you must finish Phlox's card text enabling all cards before Li Nalas may disable to keep Phlox from disabling.

**20.** When you put Science Officer on Mr. Spock, you are adding two additional text abilities to his card. One Scan token may be used by one Upgrade to trigger only one ability.

**21.** If William T. Riker copies Martok (Skill 9) the Action would be considered to still be originating from Martok's card and would target Captains of Skill 9 or less.

**22.** William T. Riker may only be used with cards that state ACTION in the text.

**23.** William T. Riker's ability is optional and may only be used once per round.

**24.** When both players possess Jennifer Sisko, the player with initiative may activate her first. If the first player disables the second player's Jennifer Sisko, the second player's Jennifer Sisko does not activate.

## **WEAPON CARDS**

**1.** When you spend a Target Lock to fire a Secondary Weapon (such as a Photon Torpedo), you may not use that same Target Lock to re-roll attack dice.

**2.** If your ship does not possess a rear firing arc, you may not fire a Torpedo from the rear of your ship even if the Torpedo specifies it can be fired from the forward or rear firing arcs.

**3.** When a Ship, Captain or Upgrade provides a bonus to an attack, it does apply to Secondary Weapons.

**4.** You may not choose to fire the Forward Weapons Grid at only 1 enemy ship.

**5.** When your ship has an Energy Dampening Token (due to the Breen's Energy Dissipator), it is still considered to be performing a Straight White 1 Maneuver. This allows you to perform an Action such as the one on the Cochrane Deceleration Maneuver afterwards.

**6.** The Minefield Token does not follow the normal rules for Obstacles. It is keyed to the text on the related Weapon Upgrade and does not add an additional die of damage or cause the loss of an Action like a normal Obstacle does. However, as per the rulebook on p. 23, the Minefield does obstruct fire like a normal Obstacle.

**7.** The Antimatter Mines may be placed anywhere that is at least partially in the Range 1 portion of the rear firing arc.

**8.** When firing the Antimatter Mines, the Minefield Token remains in the play area for the duration of the game.

**9.** The attack dice rolled for Antimatter Mines may be modified, but only when you drop the Minefield Token directly on top of another ship. In this case, the **number** of attack dice can be altered by card effects such as Scotty, Kyle, and Donatra. Special Upgrade powers that modify dice (such as Spock and Drex) are also effective in this case, and you may also substitute the Elite Attack Die for one of the normal attack dice. However, since the Antimatter Mines are a special form of attack that do not follow the normal rules of the Combat Phase, you cannot use Target Lock or Battle Stations tokens to modify the attack dice (and your opponent cannot use Evade tokens to cancel hits).

If a ship later moves onto or through an already placed Minefield Token, the dice cannot be altered at all, even by

card effects such as Scotty, Kyle, and Donatra.

**10.** You place your Cloaked Mines at the start of the Planning Phase. This does not mean that other players can negate your ability to use the Cloaked Mines by quickly placing their Maneuver Dials. It simply means that after you place your Cloaked Mines, your opponents are free to alter their Maneuver Dials.

**11.** When the trigger areas for two Cloaked Mines overlap, an enemy ship passing through the overlapping trigger area only sustains damage from one of the cloaked mines.

However, if a ship passes through (and completely out of) the trigger area of one Cloaked Mine and into the trigger area of another Cloaked Mine, then the ship sustains damage from both Cloaked Mines.

**12.** When a ship starts its move within Range 1 of an enemy's Cloaked Mine, this works the same as the normal rules for a Minefield Token (see rulebook page 23), just with a wider range. If the ship moves beyond the Cloaked Mine's Range, then it does **not** receive damage again this turn. But if it stays within the Cloaked Mine's Range, then it **does** receive damage again this turn.

**13.** A ship that attacks normally during the Combat Phase cannot later assist during a Barrage of Fire.

**14.** When a ship's attack is increased in some way, this does not boost its Primary Weapon Value for purposes of the Barrage of Fire. This can only be increased if the ship becomes your Flagship (OP Month 4).

**15.** When a Cloaked ship assists during a Barrage of Fire, it must flip its Cloak Token over to the red side. The ship is still considered to have "fired" this turn.

**16.** When a ship assists during a Barrage of Fire, it cannot later assist another Barrage of Fire during the same Combat Phase. Since Barrage of Fire is a Weapon Upgrade, the assisting ship is considered to have already participated in a Secondary Weapon attack, which is a normal attack.

**17.** Concussive Charges deal damage in addition to removing tokens.

**18.** Concussive Charges remove special tokens as well as the standard ones. The Ablative Generator Token would be removed immediately; the opponent's ship would be without armor or shields until the End Phase. However, the Concussive Charges have no effect against the Drone Tokens placed beside the ship, as they are simply reference tokens; consider them synonymous with the ship's Captain ID Token.

**19.** When attacking with a Borg Missile, you place 1 Auxiliary Power Token beside the target ship if there are any uncanceled hits or critical hits. This is in addition to destroying 1 Active Shield (if any) for each uncanceled hit or critical hit.

**20. ERRATA** - Tactical Stations (U.S.S. Stargazer, Collective Month 3 OP Prize) – This card is unique.

**21.** When Feedback Pulse is used it only affect damage cards, not special effects.

Example: Borg Missiles would not deal any damage from the attack, but the attacker would not take any damage because Borg Missiles do not deal normal damage.

**22.** Dorsal Phaser Array may be used on a Federation ship with Hull Value of 3 and a Flagship that increases Hull Value by 1.

**23.** When Volley of Torpedoes is used only other "Torpedo" upgrades may be used in the follow up attack. It may not be followed by another Volley of Torpedoes.

**24.** no ship may assist in a Barrage of Fire where the target is at Range 3 or greater due to the range restriction on Barrage of Fire.

**25.** When the Dorsal Weapon Array is stolen/assimilated/acquired, it takes on the stats of the ship that stole the weapon, but if the ship that stole/assimilated/acquired it is not a Federation ship with a hull of 4 or more the Dorsal Phaser Array would be discarded.

**26.** When the Thalaron Weapon is used on a ship with Koss, Koss protects all of your Upgrades. Damage would be applied to each Upgrade and only if there was more than enough damage to affect all of your Upgrades AND your Captain would your Captain be affected, since the target (not the attacker) chooses where the damage is applied. When enough damage is applied to force the target to apply damage to Koss, Koss would be discarded and would no longer protect the other Upgrades from the damage applied to them.

## **TECH CARDS**

**1.** The Tractor Beam only lasts until the end of the current round.

**2.** The Interphase Generator takes effect during Step 7 of the Combat Phase (Deal Damage). The **[Hit]** symbol should have been replaced with the word "damage." This damage cannot be canceled by an Evade result.

**3.** Suicide Attack is considered an "attack" for card text purposes. Keep in mind that Scan, Target Lock, Evade, and Battle Stations tokens cannot be used during a Suicide Attack because it does not follow the normal Combat sequence. Moreover, a Cloaked ship does not roll +4 defense dice against a Suicide Attack because this bonus only applies during the Combat Phase.

**4.** You must use the Positron Beam at the start of the Planning Phase. This does not mean that other players can negate your ability to use the Positron Beam by quickly placing their Maneuver Dials. It simply means that after you use your Positron Beam, your opponents are free to alter their Maneuver Dials.

**5.** The exact sequence for using the Navigational Deflector against a Minefield is as follows:

The ship enters a Minefield (or gets Antimatter Mines dropped on top of it). The Minefield owner rolls attack dice. The ship can disable its Navigational Deflector to cancel 1 hit and roll defense dice against the remainder (no +4 bonus dice for Cloak unless it is the Combat Phase). Afterwards, the Navigational Deflector goes offline until the Disabled token is removed.

**6.** While a ship affected by Quantum Singularity is outside the play area it is still considered to be in play for the purposes of determining game victory.

**7.** If a ship affected by Quantum Singularity is unable to enter the play area during the End Phase (i.e. due to a large number of ships spread out throughout the play area) the ship is destroyed.

**8.** A ship affected by Quantum Singularity may return to the play area on top of an obstacle. You can place the ship anywhere that is entirely within the play area but not on top of something with which it cannot co-exist (Planet token). When placed on top of an obstacle or Minefield token (or close to a Cloaked Mine), it would suffer the same penalties as moving there.

**9.** When a ship uses Feedback Pulse to defend itself, any critical damage that would be reflected back on the attacker is converted into normal damage before reflecting back on the attacker.

**10.** Feedback Pulse protects you from anything defined as an attack, such as Suicide Attack or having an Antimatter Minefield dropped on top of your ship. It does **not** protect you from non-attack damage sources, such as Will Riker's text or running into a Minefield during the Activation Phase.

**11.** Feedback Pulse does not protect you from other effects besides damage (such as the effect of Energy Dissipator or Concussive Charges).

**12.** Transwarp Drive cannot be triggered from In'cha.

**13.** When your ship has both Advanced Shields and Improved Shields and takes 1 damage, both effects occur at the same time. You may choose which one applies first and which Shield token to discard.

**14. ERRATA —** Multi Targeting Phaser Banks – The card text should read:

"When you perform a Target Lock action, you may disable this card to acquire a 2nd target lock on a different enemy ship within Range 1-3 of your ship. You may have up to 2 different enemy ships target locked at the same time even if this card is disabled."

**15.** If Combat Vessel Variant Upgrade is disabled or discarded you will lose the +1 to weapon and hull value. If this causes the number of damage cards currently assigned to the ship to equal the now-unmodified hull value. your ship is destroyed.

**16.** The Prototype Cloaking Device may only be purchased for a Klingon Bird-of-Prey class ship. The K'Vort class and B'Rel class are classed differently and do not count. Prototype Cloaking Device can only be purchased for a ship with the exact ship class of "Klingon Bird-Of-Prey."

**17.** You may steal the Combat Vessel Variant Upgrade, but if your ship does not meet the requirements of the Upgrade card you must discard the Upgrade.

**18.** Ion Thrusters and Transwarp drive do not work together. Ion Thrusters activates from a Maneuver that is revealed and adds +1 to the maneuver number revealed only. Transwarp Drive states that if you reveal a 4 or a 5 Forward you disregard the dial and may perform a 6 forward INSTEAD of what you revealed. You do not reveal a 6 Forward with Transwarp so it does not allow Ion Thrusters to trigger.

**19.** When flying with the Bajoran Upgrade Maneuverability, you may overlap a planet or not (and willingly slide back along your maneuver template if you choose not to).

## **BORG UPGRADES**

**1.** Borg Ablative Hull Armor cannot continue to absorb damage while it is disabled.

**2.** Borg Ablative Hull Armor does not protect you from non-damage effects, such as Energy Dissipator.

**3.** When a player manages to assign critical hits to Borg Ablative Armor (such as through the use of Toreth), Ongoing effects against the ship (like Stunned Helmsman) do not have any effect. But immediate effects (like Direct Hit!) do occur.

**4.** When you have two Borg Ablative Hull Armor Upgrades on the same ship you must choose one of the Upgrades to receive all of the damage. You may, however, assign any excess damage to the other Upgrade.

**5.** A Borg ship's Regenerate Action cannot be used to remove damage from the Borg Ablative Hull Armor.

**6.** The Borg Assimilation Tubules may be used against a unique Upgrade, even if this would give me 2 copies of that unique Upgrade.

**7.** When a Borg Tractor Beam token is placed beside your ship it does not change your currently chosen maneuver. It only affects the maneuvers that you may select during the Planning Phase.

**8.** When the Ablative Generator Upgrade is stolen with the Assimilation Tubules, the existing damage remains with the Ablative Generator Card.

**9.** If you do not own the Ablative Generator during the End Phase, the Ablative Generator token is discarded.

**10.** A ship may maintain more than one Borg Tractor Beam token at the same time.

**11.** A ship may use the Borg Tractor Beam's Action against a ship that already has a Borg Tractor Beam token beside it.

**12. ERRATA** — Dispersion Field – Borg – The text on this card should read:

“While this card is deployed to your ship none of your other Upgrades can be affected by your opponents. Discard this card after it protects another Upgrade card. In addition, you may roll your full defense dice in spite of the presence of an opposing ship’s [Scan] token.”

**13.** Transwarp Signal may be used between any step of any phase, but may not interrupt an opponent’s action or attack. You would need to declare its use before your opponent’s attack. Steps cannot be interrupted.

## RESOURCES

1. Each player can include a maximum of 1 Resource when building his or her fleet.
  2. Resources from one storyline may be used in future storylines, although individual venues may choose to restrict their use.
  3. If the winner of an Engagement completely eliminates his opponent's fleet, then he receives Fleet Points for his opponent's Resource. If the winner does not eliminate the opponent's entire fleet, he does not receive Fleet Points for his opponent's Resource. Unless the Resource is assigned to a specific card, in which case the Fleet Points for the resource are scored when the card (Ship, Captain, Upgrade, etc.) is destroyed.
  4. You may use only one Command Token during each game round.
  5. The Command Tokens are used as appropriate for the ability provided by the token.
    - Tokens that provide a free Action are used during the ship's Perform Actions step during the Activation Phase.
    - Tokens that let you re-roll dice are used during the appropriate Modify Dice step of the Combat Phase.
    - Tokens that are used "before rolling any of your [attack or defense] dice" are used right before rolling those dice.
  6. When using the Reinforcements Sideboard you do not need to include 1 of each Upgrade type.
  7. You do not pay Faction penalty when placing cards on the Reinforcements Sideboard.
  8. If an Upgrade has an additional cost when purchased for a ship other than the one listed on the card (e.g. Varel, Energy Dissipator), you must pay this penalty when adding the card to the Reinforcements Sideboard.
  9. You may only use the Reinforcements Sideboard once per game round.
  10. The cards that start on the Reinforcements Sideboard are inextricably linked to the Sideboard for scoring purposes. Therefore, if a match ends in a tie, then any Sideboard cards currently on ships (or tucked under Ship Cards) do not count for scoring purposes. Any cards that started the match in play but which are now on the Reinforcements Sideboard are considered out of play as well, so they also do not count for scoring purposes.
- If a player eliminates all of his opponent's ships, then he scores 10 points for that opponent's Reinforcements Sideboard. If a player does not eliminate his opponent's ships, then he does not score those points.
11. When Khan (Reliant version) is the Captain of a ship and when a cross-Faction card is placed from the Sideboard onto his ship, an Auxiliary Power token is still placed beside the ship.
  12. You may not place Borg Type Upgrades on the Reinforcements Sideboard.
  13. When designating a non-Independent ship as an Independent Flagship, the ship now possesses both Factions. This removes Faction penalties for Independent cards placed on that ship.
  14. The Primary Weapon bonus on a Flagship card does not increase the damage of the Enterprise-D's special ability.

**15.** The Independent Flagship "2nd Action listed on its Action Bar as free Action this round" can only grant a free Action to a ship that has already performed exactly 1 Action (of any kind) during that round. That free Action must be from the target ship's Action Bar.

**16.** The Full About Maneuver is a Red Maneuver.

**17.** The Science Officer will only "double" the effect of one Scan token. An Upgrade can only activate a single ability from one Scan token per turn, and a Scan token can only be used to trigger one Upgrade per turn. So two Scan tokens and a Science Officer will result in 3 less defense dice if you choose to use the first ability on the Science Officer with at least one of your Scan tokens.

**18.** When you assign the Independent Fleet Captain to your Captain, it makes your Captain dual-Faction: both their original Faction and Independent. If you place the Captain on a ship that is neither its Faction nor Independent then you still pay the 1 SP Faction penalty.

### **SPACE STATIONS & STATIONARY PLATFORMS**

**1.** Space Stations (e.g. DS9, Scenario Space Stations) and Stationary Platforms (OWPs, PDTs) are considered "ships" for card text purposes, but these "Stations" also follow several special rules as detailed below.

Space Stations may not perform a Sensor Echo Action.

**2.** A Station cannot ever have its Agility increased (e.g. Hikaru Sulu). But, Stations can benefit from abilities that increase overall defense dice (Cloaking, Tetryon Emissions, etc.)

**3.** A Station may be damaged by Antimatter Mines only during the turn that the Mines are dropped directly on the Station or if the Station moves onto the Minefield token. A Station does not receive damage from Mines on subsequent turns if it does not move.

**4.** A Station may not be designated as a Flagship using the Flagship Resource.

**5.** A Station may remove an Auxiliary Power token or an Energy Dampening token during the Activation Phase. It removes 1 Auxiliary Power token or 1 Energy Dampening token automatically at the end of Step 5 (Clean Up).

**6.** Space Stations and Oversized Base Ships are only tournament legal if they have both a maneuver dial and a model to be placed on the map.

**7.** Space Stations and other Oversized Base Ships may be placed in your starting area as long as they cover as much of the starting area as possible farthest from your opponent.

### **DOMINION WAR OP - MONTH 1**

**1.** In a tournament, a player receiving a Bye gains 2 points (not 3).

**2.** Members of the Away Team may not use their abilities while on DS9. The only information retained by the Away Team is the Captain's Skill Number.

3. The player with the highest Captain Skill on DS9 rolls 1 attack die for every card that is in his Away Team; the other player rolls 1 defense die for every card that is in his Away Team. For every uncanceled [Hit] result, the defending player discards 1 Captain or [Crew] Upgrade of his choice from his Away Team. After the player with the higher Captain Skill attacks, the player with the lower Captain Skill attacks with the remaining members of his Away Team in the same way.

If both players have the same highest Captain Skill, then the player with initiative attacks first; however, any defeated Captains or Crew may fire back before being discarded as per the Simultaneous Attack Rule.

Note: If a player has no Captain on DS9, his Away Team is considered to have a Captain Skill of 1.

4. You may send multiple Captains to DS9. But, all of your cards (even from different ships) are part of the same Away Team. Only use the Captain Skill of your best Captain.

5. If an Away Team's ship is destroyed, the Away Team survives on DS9.

6. If DS9 is destroyed, the Away Teams aboard it are destroyed (i.e. discarded from play).

7. In this scenario DS9 may fire out of both exposed Pylons, as well as the Main Body, every turn. At Range 1-2, its firing arc is in all directions. At Range 3, use the individual Pylons to determine firing arc.

8. For Standard/Tournament games, DS9 may only fire once per round.

9. For purposes of initiative between DS9's two visible Factions, DS9 is considered to use the Faction with the higher initiative (in this case, Federation).

10. Secondary Weapons can only be fired from the Pylons on DS9 (not from the Main Body).

#### **DOMINION WAR OP - MONTH 2**

1. The OWPs do not receive +1 attack die at Range 1. They are considered special weapons and do not receive this bonus.

2. The debris counts as an intervening obstacle when defending against an OWP.

3. OWPs are considered "ships" for card text purposes and are considered "enemy ships" and "opponents."

#### **DOMINION WAR OP - MONTH 3**

1. The extra Ground Troop and SAM Tokens are not assigned to a particular ship. They are placed beside your Ship Cards but can enter play whenever any ship uses the related Action.

2. The Fleet Points for occupying AR-558 are awarded to both the winner and loser of the Engagement.

3. The Fleet Points awarded for occupying AR-558 can help determine the winner in the case of a tie.

#### **DOMINION WAR OP - MONTH 4**

1. The PDTs do not receive +1 attack die at Range 1. They are considered special weapons and do not receive this bonus.
2. PDTs are considered "ships" for card text purposes as well as "enemy ships" and "opponents."
3. The PDTs that are blocked by the planet do not contribute to the total dice rolled for PDT attacks that round.

#### **DOMINION WAR OP - MONTH 5**

1. All terrain is placed before the ships.

#### **THOLIAN WEB EPISODIC OP**

1. Being outside the web is like being outside the play area for all gameplay purposes.
2. Energy Web tokens may be free standing.
3. If you move, and at the end of that move your Guide token is overlapping an enemy ship, it counts as placing an EWT on top of the enemy ship for the purposes of damage.
4. If you end your movement with your Guide token overlapping an enemy ship and then place an EWT (which would also end up hitting that ship), the target ship only takes damage once.
5. Include Guide tokens when determining how much damage an EWT will deal.
6. A ship can perform a Sensor Echo Action through an EWT if only the Maneuver Template, and not the ship's base, overlaps the EWT. The ship would not suffer damage from this action.
7. When a ship hits two or more EWTs in the same movement, it takes damage only once, unless the EWTs belong to different opponents (e.g. in a 3-player game).
8. A ship will lose its Perform Actions step if its base or Maneuver Template overlaps an EWT.

#### **ARENA EPISODIC OP**

1. If you destroy the opponent's fleet before the Captains' Battle begins, the game ends immediately.
2. Captains on the Reinforcements Sideboard cannot be utilized during the Captains' Battle.
3. When the last Mission token is removed, remove all other tokens left the play area (i.e. Minefields, Web tokens, etc.). The battle is considered to have been moved to a different location in space.

4. The defender does not roll defense dice in the Captains' Battle.

5. You may use the Elite Attack Die or 3 Command tokens that affect your attack dice during the Captains' Battle. Each "round" of the Captains' Battle begins with the Captain with the highest skill and ends with the Captain with the lowest skill. Once each Captain has attacked, the next round begins.

6. Additional Rule for the Arena OP: 4) After all of the ships have been repositioned back in the play area, the non-victorious player may then rotate any or all of his ships by 90 degrees (right or left) or 180 degrees.

### **COLLECTIVE OP – MONTH 3**

1. The Borg Cube token acts like it has a Captain Skill of 10. Promo Khan cannot match the skill of the Cube because it does not have a Captain assigned to it and only acts as if it had a Captain Skill of 10.