

STAR TREK

AWAY MISSIONS

MINIATURES BOARDGAME

FREQUENTLY ASKED QUESTIONS

CHARACTERS

Q: What is a Romulan character? What is a Klingon character? Are all characters in a Klingon away team Klingon? Is Worf a Klingon character, even though he is in a Federation away team?

A: A Klingon (or Romulan or whatever) character is one that has the Klingon (or Romulan, etc.) keyword on their character card. So, Worf is a Klingon, despite being in a Federation away team, while Q would not be a Klingon, even if he was a Specialist on a Klingon away team.

That means Worf can gain Honor, but Q can't, for instance, Sto'vo'kor doesn't care who the Klingon died fighting for, as long as they did it with Honor, but has no place for beings from the Q Continuum.

EQUIPMENT

Q: How many Equipment cards can I place on a single character?

A: As many as you want to. There is no limit.

Q: Who can I give Equipment to when I Activate a character?

A: You can give Equipment cards to any of your characters at the start of any of their Activations.

Q: Does it take an Action to give a character an Equipment card?

A: No, it doesn't. You just hand them out at the start of one of your Activations.

MISSION BOARDS

Q: Which terminals are in Engineering? How do I tell if a Terminal is in the Science Lab?

A: The labels on Mission Boards refer to the whole mission board, so all of the terminals on the Engineering mission board are in Engineering. The same principle applies to the Science Lab. The key point though, is that you'll only ever be asked to use a Science terminal in the Science Lab or a Command terminal in the Armory, so wherever those terminals are on the Science Lab and Armory mission board, that's where you need to be.

Q: What do the Turbolifts on the Borg cube do?

A: The main reason that there are Turbolifts attached to the Main Corridor of the Borg cube is for consistency. Every Main Corridor has Turbolifts on its unused exits, including a Borg cube. Since the Borg don't have much need of high-speed transport around their cube (it's quicker to hivemind to another Borg, and if they really need to physically move, they can use the transporter), there aren't any other Turbolifts.

Q: Can you move from a Turbolift attached to the Main Corridor to another one on the Main Corridor?

A: While you cannot move from one Turbolift to another on the same mission board, you can move between these Turbolifts since they are not on any mission board. So, yes, you can take a Turbolift from one end of the Main Corridor to the other.



ATTACK ACTIONS

Q: When do I get my weapon's Damage bonus?

A: You add your Damage bonus to any Damage caused by your roll, provided that you caused at least one Damage. So, unless you completely flub your attack and miss with all your Attack dice, you get the bonus.

Q: When does the six-dice limit come into effect? Does it stop me from having lots of positive modifiers to cancel out negative modifiers?

A: The six dice limit comes into effect when you roll the dice. No matter how many Attack or Defense dice your modifiers give you, you can never roll more than six dice.

Q: How many times can I discard a card to re-roll my dice?

A: As many times as you like. Since you can re-roll any or all of your dice each time, you can keep discarding to re-roll the dice that have failed (or succeeded if you want) until you get as many successes as you like. Of course, if you do this too often, you'll run out of Mission cards to score and Support cards you need to score them.

Q: If I play an Interrupt card like Hone Skills, which changes the roll of a dice to a 4, after both players have passed and stopped discarding to re-roll, can my opponent discard to re-roll again?

A: No, they can't. The opportunity to re-roll is over.

Q: An interrupt event can move an Attack action's target. If the intended target is no longer a valid target when the player rolls dice, what happens?

A: The Attack is cancelled and has no effect.

Q: Is a cancelled Attack action still an action?

A: Yes. Even though the attack failed, the character still attempted the attack.

Q: What if I took a Move action to get into position to attack a hostile character, but my opponent responds with an interrupt that moves the hostile character out of sight. Can I still do my Attack action before they leave?

A: You need to take things step by step in this situation. You took a Move action. Then, in response to that action, before you can start another action, your opponent interrupted to move your intended target. Now, it's your second action. You had planned for that action to be an Attack action, but that's no longer possible, so you'll have to change your plan.

INTERRUPTS

Q: Can I play multiple copies of the same Interrupt card at the same time?

A: Not quite. You can play two of the same Interrupt event cards one after another, but not at exactly the same time. You could play two copies of Charge for instance, gaining two Bonus Action tokens.

Q: How are the effects resolved if I play two of the same Interrupt, but one of them changes the situation that triggered the second?

A: You play them one by one. Once the first has been resolved, you play the second one. If the conditions no longer allow you to play a second copy (such as if you played Avoid Detection to move your Romulan out of Line of Sight of the hostile character, which means the condition requiring line of sight can't be met), you simply can't play the second copy.

MISSIONS

Q: Is the Bonus on a Mission compulsory? Do you have to do it?

A: Yes. You must do whatever the Bonus text says, even if you'd prefer not to. An example of this might be the Honor Even in Death mission that gives Honor to all Klingons that were Neutralized this round. If your opponent has Klingons, you're giving them Honor too.

Q: How do I calculate the value of an opponent's Mission that scored them Bonus Points?

A: When evaluating the value of a Mission, for example if you can score a Mission of your own if your character saw your opponent score Mission of at least a certain value, include any Bonus Points they scored.

SUPPLY

Q: Some of my cards say Supply 2, but there is only one copy in the set. Why is that?

A: These cards are copies of the cards in another set. An example would be Bat'leth in the Duras set, which has Supply 2, but only one copy. The reason is that the Gowron set, which is more focused on melee combat, has two copies of the Bat'leth, making it Supply 2. Duras could have two copies, but there is only one copy in the Duras set to make room for new cards more suited to Duras's play style. If you want extra copies in your Duras deck, you will need to take them from the Gowron set.

BUILDING AN AWAY TEAM

Q: If I want to swap out my Specialist for another Specialist with the same affiliation, is there anything else I need to do?

A: All you need to do is swap characters. However, you will probably want to adjust your Support and Mission decks to take advantage of the change. So, if you swapped La Forge for Shelby, for example, you might want to put more engineering Missions in your deck.

Q: Can I just swap any Commander for any other commander?

A: No. You can only swap Commanders where the away team specifically allows that. While there are no swappable Commander's in the game currently, these will become available in future expansions.

TOKENS

Q: What are Condition tokens?

A: Condition tokens are tokens placed on the character that change their condition or status. This includes things like Stun token and Poison tokens. It does not include Activated tokens or Take Cover tokens.

Q: Can a Stunned character take actions indirectly, such as moving as a response to an event card?

A: No. They cannot take any actions other than Recover. They are too stunned to react.



FEDERATION

Q: If I equip a character with a Phaser Rifle, I roll one less die on all of my Diplomacy Skill tests. If I equip two characters with Phaser Rifles, do I roll two fewer dice instead?

A: No, you just roll one less dice, regardless of how many Phaser Rifles you have.

Q: If I have scored Restore Power to the Bridge, do I score Bonus Points when my opponent scores a Mission on the Bridge?

A: No. You only score the Bonus Points for scoring your own Missions on the Bridge.

BORG

Q: To make things easier for Locutus's Unimatrix, we've updated their Scout missions.

A: Change the Bonus on Scout mission cards to both Search for the specified card, and then play it on the table [rather than just searching for the card].

Q: Is Locutus a Borg Drone and can he use Hivemind Actions?

A: Locutus is not a Drone [the card does not have the Drone keyword], so cannot be the recipient of Hivemind Actions.

Q: Are characters that I have Assimilated Borg Drones? Can I use Hivemind to control them?

A: Yes, they are Borg Drones and you can use Hivemind to give them Actions.

Q: How do the Permanent Event cards work? Do I need to take an Action each time I use them?

A: You need to take an Action to place them on the table. Once they are down, their effect just happens without any further actions from you.

Q: The Death is Irrelevant event says to remove all Damage tokens. What does that mean?

A: It should read recover all Damage. The replacement drone arrives in perfect nick, ready to carry on its predecessor's work.

Q: Mutual Interests is given as an Action, but happens as a response to an opposing Action. Should it be an Interrupt instead?

A: Yes, it should. Mutual Interests is an Interrupt, not an Action.

Q: Engineering Kit is given as an Action, but happens as part of another of your Actions. Should it be an Effect instead?

A: Yes, it should. Engineering Kit is an Effect, not an Action.

KLINGON

Q: What does B'Etor's Underhanded special rule mean?

A: There is an error in the special rule. It should read: Unless Lursa is Neutralized, B'Etor rolls an additional die when making an opposed Skill test against a character that has taken Damage and does not have Honor.

Q: Gowron's Sto'vo'kor core mission says 'friendly or hostile Klingon characters' does this mean that I score Bonus Points for both?

A: Yes, it does. Sto'vo'kor is for all honorable Klingons, whether they are on your side or not.

Q: If I use the Duras Sisters' Restore Honor core mission with Gowron's away team, can I score it, since Gowron doesn't have Treachery?

A: No, you can't. The mission requires your Commanders to have Treachery for them to fulfil the conditions.

Q: Characters that have a Bat'leth have the Defensive rule on their card. Is this in addition to the Defensive rule on the Bat'leth?

A: It is there for reference for their Bat'leth since Defensive isn't a common weapon rule. No matter how many Defensive weapons you possess, you only get one extra Defense die.

Q: When I make an attack with a Disruptor Bombardment, do I roll separately for each target character?

A: Yes. Take a separate Attack Action against each eligible target.

Q: The Blood Flows allows you to remove one Damage token. What does that mean?

A: It should read recover one Damage.

ROMULAN

Q: The Romulan Bomb attacks anyone adjacent and in line of sight. What does that mean?

A: It means that a character has to be both adjacent and in line of sight to be attacked. It is possible to be one without the other (a character down the other end of the Main Corridor is in line of sight, but not adjacent, but you need to be both to be hit by the bomb).

Q: If two Romulan players both decide to play the Borg Technology core mission, do they each place their own Borg Technology tokens?

A: Yes. Each player has their own tokens and can only collect their own ones. It would be a good idea for one player to place theirs face up and the other face down to distinguish between them.

Q: When playing the Borg Technology core mission in a three or four-player game with extra mission boards, does the Romulan player place extra Borg Technology tokens on the extra boards?

A: Yes, they do. They will place six tokens instead of the usual four.



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