

The Fellowship of the Rules is an ***unofficial***, informal rules group of Star Trek Attack Wing players. Current membership includes David Montgomery (US), Nick Norris (Canada), Stephan VanDeventer (US), David Walton (UK), Adam Guarino-Watson (AUS), and Albert Hsia (US). We have 2 lawyers in the group, all of us are regular players and/or TO's, thus have a need for knowledge of the rules. All rules questions are put up for discussion in the group, options are presented, and votes are taken. It is a fluid process, but one that we take great care in trying to parse through and provide answers.

To submit rules questions, please contact David Montgomery or leave a comment.

1) General - Repair - Define Repair

Repair: Remove 1 damage (normal or critical) from your hull, or add 1 shield up to your ship's current maximum value (as defined by printed value plus any modifier cards).

Explanation - Not really a necessary ruling, but something that is missing in the core rulebook as well as supplemental rules, so we wanted to have it in print

Date of Ruling December 1 2015

2) General - Shuttles - Can shuttles attack at range 3 through use of a secondary weapon?

Yes.

Explanation - Based on cards such as Galor Class Phaser Banks allowing attack squadrons to do it, there's no reason that you couldn't take a torpedo or other secondary weapon that works at range 3 and use it on a shuttle, provided it met the SP requirement. Borg 360 ships are also a good example. They are naturally limited to range 1-2, but secondary weapons allow them to fire at range 3.

Date of Ruling December 1 2015

3) Wave 20 - Hathaway - Does the Hathaway's first action have to come from the ship's action bar as well?

Hathaway Named Ability - "During the Activation Phase, you may perform a second action from your Action Bar as a free action. If you do so, place an Auxiliary Power Token besides your ship."
No.

Explanation - second is a limiting word to the action count, not a reference to the number of actions coming from the action bar. If the first had to come from the bar, it would have said something like "Action: Perform 2 different actions from your Action Bar. Then place an Auxiliary Power Token besides your ship."

A potential rewording for clarification - "During the Activation Phase, you may perform a second action this turn as a free action. It must be from your Ship's Action Bar. If you do so, place an Auxiliary Power Token besides your ship."

Date of Ruling December 1 2015

4) How Boosters Interact with ? SP Resources?

Pay the normal SP cost in your prebuilt fleet, then the booster ship must pay for its portion of the resource as part of its SP allotment.

Explanation - Boosters can benefit from Fleet Captain discounts, elite/counter attack dice, even though those are pre-paid. Every booster has SP allotments to pay for the current ? cost resources, so this is the most logical ruling to make.

Date of Ruling December 1 2015

- 5) How does Coordinated Attack work? (Romulan Talent) "If your ship has not already attacked this round, you may discard this card to perform an attack with your Primary Weapon at -1 attack die immediately after a friendly ship attacks, regardless of initiative order."

~~Coordinated Attack is usable at any time during the round (activation or combat phase) and it does not use your attack.~~

~~Explanation: This was one of our most debated rulings on both portions. Any time was more conclusive that not using your attack. The justification for any time is that it says "This round," which merely serves as a measuring device (see Truce). Paying 5 SP to jump initiative order and lose a die didn't justify the cost, we went with a more logical interpretation.~~

~~Date of Ruling December 1 2015~~

WOLF Ruled on this. Coordinated Attack only works during the Combat Phase, and it uses your attack for the round.

- 6) Resistance is Futile OP - Assimilated Vessel 64758 - Trager [and others] "[...] you may disable 1 of your active shields to cancel a [Hit] or [Crit] result." If e.g. the attacker rolls 1 [Crit] and 1 [Hit] and the Trager has 1 shield left, can I choose to disable the shield to cancel the [Crit] or do I have to cancel the [Hit] first (as per the normal rules for resolving attacks)?

No. You are free to cancel dice in any order when using this (or similarly worded) abilities.

Explanation - Reducing damage by 1 would imply a cancel order, but there is nothing worded that way here. If it forced a normal hit before a crit, it might as well say "add an evade to your roll."

Date of Ruling December 3 2015

- 7) Balance of Terror OP: Can a player look at an opponent's movement dial with a card such as Luther Sloan and then use that information to gain Fleet Points by guessing that ship's movement?

From a pure rule standpoint, yes.

Explanation - While many venues have chosen to disallow these cards since they are not "guessing," they do fall into the technical definition, though not the spirit of the scenario. We recommend creating a rule well in advance for all players, but in absence of such rule, the cards need to function as writ to allow for players to look at dials and then "guess" and gain the corresponding Fleet Points.

Date of Ruling December 3 2015

- 8) Wave 6 - USS Enterprise (Refit) - Chekov [and others]

"When attacking [...] you may [...] re-roll all of your blank results. You must keep the result of the second roll."

Can I convert [Battlestation] results (e.g. by spending a BS token) or convert a result (e.g. by using Toreth)?

Yes, any form of conversion is legal.

Explanation - The text "You must keep the result of the second roll" is purely a reminder. In addition, we recommend eliminating that line of text so that cards such as Karr and others that allow the re-roll of a re-rolled die work. Though that is a complicated area that is not absolutely necessary.

Date of Ruling December 3 2015

9) Wave 16 - Kreechta - Kreechta

Do we know what damaged shields are? I assume it is the same thing as destroyed shields since damaged implies that they have to be repaired.

Our best interpretation is that damaged shields are destroyed shields.

Explanation - Damaged shields means anything less than the total maximum number of shields. Recommend that when this ship is in play that every opposing ship track all shields that have been destroyed in a pile near the corresponding ship. That will make finding the total quick.

Date of Ruling December 3 2015

10) ISS Avenger Pack - Andorian Helmsman - Suppose the ship to which this is equipped has no arc to shoot an opponent. Or suppose it is too far away to shoot. May it declare that it can shoot (ineffectively) during its combat phase anyway and then make the maneuver? In other words, must it be ACTUALLY ABLE to conduct an attack in order to use the card?

In order to trigger Andorian Helmsman, the ship must first declare a legal attack. Note: A legal attack occurs under Stunned Helmsman and also when attacking through a planet. (Core Rulebook says the ship makes an attack with 0 dice)

Explanation: If you didn't attack a ship (or other objective) then you didn't attack; therefore, the trigger clause for Andorian Helmsman never happened.

Date of Ruling December 8 2015

11) Can Kyana Prime perform its ship action and Gorkon's action on the same round?

Kyana Prime: Action: Roll 3 defense dice. For every [evade] result, place 1 [evade] token beside your ship.

Gorkon: Action: Roll 3 defense dice. For every [evade] result, place 1 [evade] token beside your ship. You cannot perform an [evade] action as a free action this round.

Yes.

Explanation: The additional text on Gorkon essentially makes him a different action. Add in that Kyana Prime was published after Gorkon without the rider, it seems as though they are different abilities. It is a slim distinction, but one that's important enough to make. Actions need to be exactly identical in order to be considered duplicates.

Date of Ruling December 8 2015

12) Quantum slipstream drive - Do you perform your chosen maneuver after placing your ship back on the board?

Yes

Explanation: The use of the phrase "*before performing the maneuver*" highly implies that the chosen maneuver is still performed after you perform the QSD text.

Date of Ruling December 13 2015

13) Wave 21 - USS Robinson - Named Ship Ability - What happens if the damage deck is out of WCB damage cards? Can it still be used?

Yes. If the Damage Deck is out of Warp Core Breach Damage cards, search the discard pile. If that is out, search the damage cards assigned to the Robinson, then reveal a Warp Core Breach, and assign a replacement damage card to the Robinson. If no WCB can be

found, then the ability cannot be used.

Explanation: Every effort should be made to allow a named ship ability to function. There is no caveat text such as "if there are none, draw a card, or the ability does not function." Still, the ability does require a Warp Core Breach, so if there are no WCB damage cards, there is nothing to fulfill the ability.

Date of Ruling January 4 2016

14) The Void OP - IRW T'Met - Intercept

Does Intercept use your attack for the round?

No.

Explanation: Much like Coordinated Attack, there's nothing to indicate that the card uses your only attack for the round. Especially since the number of dice is specified, and the exact timing of the dice.

Date of Ruling January 4 2016

15) Biogenic Field -

If a Borg card (or any card) is attempting to affect 2 or more of the cards on my 8472 ship assigned Biogenic Field, do I get to roll for each card being affected by the opposing card or is the dice rolled only one time for all cards being affected?

Yes.

Explanation: Biogenic Field is non-optional trigger, and therefore is not subject to the once per turn limitation.

Date of Ruling January 16 2016

16) Borg Shield Matrix -

When used against an 8472 ship, does Borg Shield Matrix work at all? In other words, does the Borg player get extra defense dice with the matrix tokens or not? Or is the 8472 penalty only for the secondary effect?

BSM would not work against Species at all. The tokens can exist, but they are a function of the card. So if Species attack, no bonus dice. Anybody else, bonus dice. If species attacks a Borg ship it is as if that Borg ship doesn't have Shield Matrix. There's no benefit and no way to place a token.

Date of Ruling January 16 2016

17) Does Seven of Nine (Delta Flyer) grant a Battlestations action to ships that do not have BS on action bar?

Yes.

Explanation: Same logic as Picard 9 or Dukat. Free actions are granted by the card.

Date of Ruling January 24 2016

18) Can the Robinson Named Ability combo with Mirror Universe Dax?

MU Dax "When your ship suffers damage to its Hull, you may discard this card to reduce the damage by 1"

Yes.

Explanation: The Robinson's named ability causes you to suffer hull damage, and Dax

activates when you suffer hull damage, so the timing lines up.
Date of Ruling February 17th 2016.

- 19) What happens when both players want to do things at the same time - for instance, deploy cloaked mines, or launch shuttles during the planning phase, or declare Picard 8 hatred at the start of the game?

Follow what would happen in the activation phase. Whichever ship has initiative decides what to do first. If they pass on their window, they cannot go back.

For more complicated interactions in set-up, see the following examples -

Example 1 - if both players have Jean-Luc Picard-8 on a Federation Ship, during set up, the players would first look to fleet points. Whoever had lower fleet points would have to pick the faction first. If the points are tied, you would look to the faction of the ship. Here they are both Fed--again a tie. Finally, they would have to use a random method to decide who would pick first. The skill of the Captain would not have any impact.
Example 2 - Both players have JLP8, but one of them also has Pegasus Riker on the same faction ship. The non-Riker ship has to choose its Ahab faction first, because that JLP wins init. This is because the cards being compared DO have Captain Skill. Jen Sisko, on the other hand, has a CS of "Null," likely equivalent to negative infinity.

- 20) Can Red Squad be used if the ship to which it is deployed has lost its Perform Actions step?
No. If a ship has lost its Perform Actions step, it cannot activate Red Squad because it does not have a before perform action step.

Date of Ruling March 7th 2016.