

WANDERING GALAXY FAQ (DRAFT)

General

Q: There are numerical gaps in the card groupings within the card catalog. Am I missing cards?

A: This is intentional and allows room to potentially add new cards in the future.

Q: What are the gray waypoint rings used for?

A: When arriving at some job locations, the app will instruct you to place a gray waypoint ring, as well as provide instructions on its significance.

Q: What happens if we reach 7 Profit and 7 Threat at the same time?

A: Resolve a successful 7-Profit run (776).

Q: Can I give my perk tokens to another player to help them pass a skill check?

A: No, you cannot exchange perk tokens. You can always gain a Stress card (012), then roll the purple chance die and add its value to the other player's individual skill check result (stressing out is not allowed during group checks).

Q: Do the stickers have any game effect?

A: Nah, they are purely for your amusement.

Q: What are the stickers for and when do we use them?

A: At the end of each game session, the highest ranking player gets to choose a sticker and place it on the ship to customize its appearance. The app will tell you when. Also, if you ever crash the ship, there are battle damage stickers you will be prompted to place.

Q: After the action phase of a location book round begins, if a lock token is placed on an action that is already occupied by a player, does that player lose their turn?

A: No, locked tokens only prevent players from choosing that action during the planning phase.

Q: After fleeing a battle, the app instructs us to travel and doesn't allow us to work the ship, but we have no power. What do we do?

A: You must spend life support and/or supplies. Each life support or supply spent allows you to gain 1 power. Note that if life support is completely depleted, you must enter the code at the bottom of the life support track, resulting in an emergency landing.

Skill Checks

Q: If I gain Rep during a skill check as a result of a play effect, when does the effect take place?

A: You resolve play effects immediately upon playing the card. Note, this could lead to gaining rank and any rewards associated.

Q: At the end of a game, do Injured cards that have been tucked behind my apprentice count as scars?

A: No, they get returned to the catalog without causing scars. Only Injured cards that are part of your deck at the end of the game cause scars.

Q: Do I get a Perk Token when I play a skill card that has the planet symbol with the +1 in it?

A: No, the perk symbol <perk> indicates that you add +1 to your skill check total. When you are rewarded a Perk Token, the word “token” will always be included in the reward text. Perk Tokens have the perk symbol and are discarded to add +1 to a skill check result.

Q: When making a skill check, if I draw an item or sidekick from my draw pile, do I play it?

A: Yes, you play it just like a skill card, using the skill icons shown. After the skill check is resolved, you can choose to ready the item or sidekick, or discard it into your discard pile or another player’s discard pile.

Q: If I play an item or sidekick into a skill check, do their abilities trigger?

A: Each item or sidekick with ability text instructs the timing of its usage.

Bag Tokens

Q: I’m the navigator. When can I use a plotted course?

A: When traveling to a new location, you will almost always be instructed to draw a token from the bag. If the Plot Course token shows the ‘Course Plotted’ side, you may flip it, and return that drawn token to the bag and then draw again, hoping for a better result.

Q: Other than Security and Logistics, what are the effects of general damage tokens?

A: General damage has minimal direct effect. The main thing to understand about general damage tokens is that when they are depleted, you have a much higher chance of drawing something worse from the bag. Also, some space encounters can be affected by having un-repaired damage tokens on ship stations.

Q: How many general damage tokens can a ship station have?

A: The number of general damage tokens that can be placed on a ship station is only limited by the component count.

Q: What are the effects of ship upgrade tokens?

A: Ship upgrade tokens function just like general damage tokens, and are placed exactly as you would general damage. Sometimes, during certain situations, the game will ask if you have a specific upgrade. If that upgrade’s token is somewhere on the ship as damage, you do not currently count as having the upgrade, which could be detrimental.

Q: What’s the difference between a shield token and the ‘All Clear’ token?

A: While both tokens have a similar damage avoidance effect, the ‘All Clear’ token is placed in the bag by the Operations player for the cost of only 2 power. Meanwhile, shields are added to the bag by the Security play and cost 3 power.

Science Projects

Q: When working the ship at the science station, can I use the research option to gain a new Science Project token?

A: No, the research option is only for advancing existing Science project tokens on the research track.

Q: Can I have more than one Science Project token on the research track?

A: Yes, you can even stack tokens that share a space on the research track.

Q: How do I get new Science Projects?

A: New Science Project tokens will be discovered through play and are awarded by the app, upgrade cards, character rank advancements, and entries in the location book.

1-2 Player

Q: Can apprentices use crew services?

A: No, apprentices do not have character sheets and cannot access crew services.

Q: Can apprentices gain catchphrases?

A: No, apprentices do not gain catchphrases.

Q: If I'm not playing solo or 2-player, can Tress and Bugs the apprentices be used?

A: Yes. When not playing solo or 2-player, Tress and Bugs are treated like regular sidekicks.

Q: What happens if an apprentice returns an Injured status card (011) to the supply after playing it in a skill check?

A: The player controlling that apprentice gains a scar.