Questions for prospective Hull Breach! Operatives:

1.   **When in combat, when can a Drone be launched?**
        a) During the Skirmish Phase, or on their host unit's turn to act.
        b) Only on their host unit's turn to act.
        c) At any time.

2.   **What is the correct order of operations during your Logistics Phase?**
        a) Add your per-turn income to your stockpile, draw up to five cards, repair one wound on any damaged units, resolve any Event cards which specify "during your logistics phase."
        b) Repair one wound on any damaged units, draw up to five cards, add your per-turn income to your stockpile, resolve any Event cards which specify "during your logistics phase."
        c) Draw up to five cards, add your per-turn income to your stockpile, repair one wound on any damaged units, resolve any Event cards which specify "during your logistics phase."

3.   **Your King Fisher has capacity for two Marines, and you have two attached. You are about to board an opposing Tyrant, which has capacity for one Marine and currently has one attached. Which of these statements is correct?**
        a) You cannot board the Tyrant since there is no capacity for any of your Marines to come aboard.
        b) Only one of your two Marines can board since the Tyrant only has capacity for one Marine.
        c) Both of your Marines can board but only one can remain aboard if they successfully Hijack the ship.
        d) Both of your Marines can board, but the "overkill" rule applies since the boarding action is a 2-versus-1 and therefore the ship can only be Scuttled.

4.   **During an engagement, how are initiative tiebreakers between ships resolved?**
        a) The attacker has the tiebreaker at all times.
        b) The defender has the tiebreaker at all times..
        c) The attacker has the tiebreaker during the Skirmish and Volley, and the defender has the tiebreaker during the Maneuver and Boarding.
        d) The defender has the tiebreaker during the Skirmish and Volley, and the attacker has the tiebreaker during the Maneuver and Boarding.

5.	After one cycle of volley fire and boarding actions, attacking ships can declare their intention to retreat. When do they actually leave the engagement?
	a) As soon as the declaration of retreat is made.
	b) At the end of the next volley cycle, after all ships have fired.
	c) On their turn to act in the next volley cycle.
	d) After the next Maneuver and Boarding are complete

6.	What are your options after successfully boarding a hostile ship with the trait Stoic?
	a) Hijack the ship by leaving at least one of your Marines aboard, or Scuttle the ship and withdraw your Marines.
	b) You can only Hijack a Stoic ship, and you may not Scuttle it.
	c) You can only Scuttle a Stoic ship, and you may not Hijack it.
	d) Stoic ships can't be the target of boarding actions at all.

7.	Last turn, you Hijacked an enemy ship with the trait Unique, and you still control it. During your next Manufacturing Phase, you draw your own copy of that same card. Can you deploy that one?
	a) No.
	b) Yes, but the copy that you Hijacked is immediately destroyed and goes to its former owner's Scrapheap.
	c) Yes, and both copies stay in play.
	d) No, but you may Mulligan the card back into your Shipyard and draw another.

8.	Every turn, you may Conscript one Ship or Marine out of your Shipyard during your Manufacturing Phase. How much do you have to pay to deploy that card?
	a) Double the card's printed deployment cost.
	b) Double the card's deployment cost, including any discounts on deployment costs you get as a result of other cards you currently have deployed (such as the Xeros Orbital Shipyard discount).
	c) Just the printed deployment cost of the card, not including any discounts you might ordinarily get.

9.	You may discard cards from your hand in order to make room to draw more on your next turn. When do you do this?
	a) At the end of your Manufacturing Phase, before your Engagement Phase begins.
	b) At the end of your turn, before you pass play to the next Commander.
	c) Whenever you like.

10.	Your Cockatrice cruiser has the traits Annihilate and Overload 7. You choose to Overload and split your 7 dice between two targets - a Drake cruiser which currently has the trait Resistant and a Griffin battleship. You fire four dice at the Griffin and the results are 9, 8, 4 and 5. The other three dice are fired at the Drake and the results are 10, 10, and 5. Which of these outcomes is correct?
	a) The Drake is Annihilated and immediately destroyed, and the Griffin is damaged.
	b) The Drake is not Annihilated because it is Resistant, but is damaged, and the Griffin is also damaged.
	c) Overload fire cannot be split between two targets, so this cannot occur.
	d) You cannot trigger Annihilate if you are using an Overload attack, so both ships are damaged but nothing is Annihilated.

11.	You are attacking an opposing Commander's Station. The Engagement is still in the Skirmish Phase and the opposing Commander has several ships in front of his Station, and two Modules attached to the Station. You have a ship with the trait Raider. What can it use its Raider volley against?
	a) Any of the opposing Ships, Modules, or the Station itself.
	b) Only the opposing Ships. You may not target the Modules or the Station.
	c) Only the opposing Station.
	d) Any of the opposing Ships or Modules.

12. **You are defending at your Station and have a Battle Cruiser with Marines aboard. You want to attempt to board an attacking Cruiser that also has Marines aboard. There are no other ships present on either side, and no cards will be played that will disrupt or cancel this attempted boarding action. On its turn to declare boarding actions, the Cruiser does not attempt to board your Battle Cruiser. It's now your turn to declare your own boarding action. How is this situation resolved?**

a) You declare a boarding action against the Cruiser with your Battlecruiser and resolve the Marine combat.

b) You cannot declare a boarding action against the opposing Cruise because its Initiative value is smaller than that of your Battle Cruiser.

c) You cannot declare a boarding action against the opposing Cruiser since it has Marines aboard, and you can only declare against ships without Marines aboard.

d) You can declare a boarding action against the Cruiser, but since its initiative value is lower than that of your Battle Cruiser, you must roll a volley die to see if you successfully initiate the board. On an even result, you do, and on an odd result you fail to initiate the board. If you roll an even number, resolve the Marine combat.

13. **You have just defeated an opposing Commander by attacking and Hijacking his Station with Marines. You are entitled to the "Spoils of War." What does that mean?**

a) You may search your Shipyard and deploy, for free, any card that can be legally deployed at this time. You also add that Commander's Stockpile to your own.

b) Same as option a), but you also keep that Commander's Station for yourself, since you Hijacked it.

c) You keep that Commander's Station and get to add their Stockpile to your own, but you are not entitled to a free card from your Shipyard.

d) All you get to do is add that Commander's Stockpile to your own. You gain nothing else.

14. **You're Commander C. Commander A attacked you at your Station, but you were able to fight off the attack and**
Hijack one of his ships. Commander A passes play to Commander B, who attacks and defeats Commander A. What happens to the ship you Hijacked, and the Marine card you had aboard it?

a) The ship is destroyed and you must return it to Commander A, but you may reassign your Marine to any place where there is capacity to hold it on your Ships or Station.

b) You keep the ship and Commander A must wait until the game ends to get his card back.

c) The ship is immediately destroyed and returned to Commander A, and your Marines are also destroyed.

d) You must roll a volley die to determine whether or not you keep the ship. On an odd result you keep it until the end of the game, and on an even result it is immediately destroyed, along with your Marine, and you must return it to
Commander A.

15. **You are attacking an opposing Commander. Your Raptor Cruiser has the trait Alpha Strike, which adds +3 to its**
roll results once during an engagement. When does that bonus take effect?

a) Only when you declare that you are activating the Trait.

b) The first time the Raptor fires for any reason.

c) Only when you fire all the Raptor's volley dice at a single target.

16. **When the Economic Victory rules are in use, Commanders may move Resource and Currency into their Strategic Reserve. When can this Reserve be used?**

a) Strategic Reserve may be converted back to Stockpile during the Logistics Phase.

b) Strategic Reserve may only be sent to another Commander's Stockpile.

c) Strategic Reserve can never be returned to any Stockpile.

d) Strategic reserve can be retuned at any time, at a 2:1 ratio.

17. **Freighters can execute Trade Missions. The success or failure of these missions depends on a Volley Die roll. If a Freighter rolls a natural 10 when resolving a mission, what, if any, is the result?**

a) The Trade Mission succeeds. Resolve the effects as printed. If you have less than your max Hand size, immediately draw one card from your Shipyard and add it to your Hand.

b) The Trade mission succeeds. That's it.

c) The Trade mission succeeds, but the Freighter is destroyed.

d) The trade mission fails, and the Freighter is immediately destroyed.

18. **How many Trade Missions can a single Freighter perform in a turn?**

a) Up to five, which is a Freighter's Initiative value.

b) Up to three, in any combination.

c) Up to one of each of the three Missions.

d) Only one.

19. **How many Fighters may be deployed into space at a Station?**

a) A number equal to the Fighter Capacity of the Station and Modules.

b) As many as you like, but they cannot leave the Station without a larger Ship with capacity to carry them.

c) Up to two times the Capacity of the Station and Modules.

d) As many as will fit in your Ships, Station and Modules.

20.   A Ship is carrying one Fighter and one Drone when it is destroyed by Volley Fire. What happens to the carried units?

a) The Drone is destroyed with the Ship, but the Fighter may immediately Scramble and continue to fight.

b) The Drone and Fighter are both lost.

c) The drone automatically launches, but the Fighter is destroyed.

d) The fighter and Drone are both automatically launched and continue fighting.

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Now email us your results! Send your answers (the numbers and letters) to: holiman@hullbreachgame.com