

General

If a mission brings a card into play that has a Start of Turn effect, such as Major Bludd, does the Start of Turn effect happen the same turn?

No. The moment for Start of Turn effects has passed after the Story Mission enters play, so the effect will not happen until the next turn.

What happens to Complications attached to a Story Mission when that mission fails?

If the Story Mission was failed by a card effect, such as a Precision Strike, any attached Complications stay in play and attach to the next Story Mission. If it fails by attempting the mission, they are discarded, even if the mission itself stays in play as part of its failure penalty.

If a card provides both skills listed on a mission that has an "&" between its skills, do both skills count toward the total dice rolled against the mission?

Yes, "and" missions count both applicable skills, as well as any Wild skill.

How does attempting a Mission work? When do cards take effect?

A mission is not started until the choice of Transport and Joes are locked in. After you have decided on the Joes and what Transport they will be taking, any abilities for playing Joes and starting the mission happen. At this point, you no longer can change the makeup of the Joes on your mission (unless another card explicitly allows you to do so, such as Halo Jump). You then reveal Complications (if any), and resolve them. After Complications are resolved, you total your skill and roll.

When playing solo, do Start of Turn and End of Turn effects happen every turn?

Yes. There are two turns in a round. The Start of Turn and End of Turn effects happen on each of your turns, but End of Round effects only happen every other turn.

What are the colored squares on some cards?

They refer to the threat meter. The ability following the colored square will activate when played if the threat meter is in the indicated color.

Can the active player play Gear and Utility cards without the [M] symbol after a mission has begun?

Yes. The [M] symbol is only a timing restriction on the non-active players. The active player can play any of their applicable Gear or Utility cards at any point during a mission, even if they do not have the [M] symbol.

If you are instructed to draw a Complication, does it attach to the Story Mission?

Unless the effect indicates the Complication is drawn facedown, you immediately resolve it. If it says "Story Mission:" it is attached to the current Story Mission, or the next one to enter play if there currently is not one active. All other Complications take effect immediately when drawn.

What is a Cobra Operative?

All Cobra missions that are not Precision Strikes or Story Missions are Cobra Operatives. So far this includes: Cobra Troopers, Cobra Battalion, Cobra Trooper (Ninja), Snow Serpents, the Elites from *Raise the Flag*, all Cobra Officers, and all Decepticons from *New Alliances*.

Core Set

What happens if Disrupt the Drone Strike (or similar Precision Strikes) trigger when there is no Story Mission in play?

You complete as much of the effect as you can. There is no Story Mission to fail, so the Precision Strike is discarded and nothing else happens.

If you have used a reroll effect after Destro rerolls your double hits and you roll more double hits, does Destro force you to reroll them?

Destro's effect only forces you to reroll double hits on the initial roll. If the reroll is more double hits, or later reroll effects provide double hits, Destro does not activate again.

Where do Service Rifles go during setup?

This was omitted from the original rulebook. They are always available in a face-up stack near the line up.

Does Flint's ability count the Transport for the current mission?

No, his ability would only trigger if there were 2 Transports in the Hangar after starting the mission. Remember, even the VAMP is temporarily out of the Hangar when sent on a mission.

Can you use Rocket Launcher to discard Complications attached to the Story Mission when attempting a side mission?

Rocket Launcher says "this" mission, so you must attempt the Story Mission to remove Complications from it.

Can the dice rolled by Muskrat be affected by any rerolls?

No, they are not a part of your normal roll, so they cannot be rerolled by the players (for example, with Second Effort) or by Cobra effects (such as Destro).

Shadow of the Serpent

If a Command Center tile is destroyed, if more than one is active, how do you determine which to destroy?

The highest-cost uncovered tile is always the one that is destroyed, just like when placing Cobra Trooper (Ninja).

Do Transports in the Repair Bay count as covering the tile for purposes of the Command Room's ability?

No, the Transports don't do Cobra's work for them!

If you start a mission and a Complication puts Dr. Venom into play, does he effect any Leaders your currently have on the mission?

When the Complication is revealed, the mission has already started so Dr. Venom's ability would not have any effect on Joe's currently on the mission. However, if you have a way to add Joes to the mission later (such as HALO Jump), his ability would prevent you from assigning Leaders to the mission at that point.

Can Storm Shadow the playable Leader and Storm Shadow the Cobra Operative be in the same game?

Yes. Don't think about it too hard!

Coldsnap

What happens to the cards underneath Cobra Arena of Sport after you defeat the mission?

Place them back on top of the main deck in the order of your choice.

Raise the Flagg

If playing without the Flagg, where do commandeered Cobra Transports go?

They go directly to the Hangar. After being used on a Mission, they are immediately discarded to the Cobra Transports discard pile.

Can a Transport that is currently on the Flagg be taken on a mission on its own?

No. You have to first go on a mission with the Flagg, after which the Transport goes to your Hangar, and may be used from there as normal.

Is the VAMP placed on the Flagg?

No. It is only ever in the Hangar or on a mission.