

ENDURE™ THE STARS

ENDURE THE STARS FAQs

Combat

Q: How many times may an enemy attack during the Enemy Phase?

A: Each standard enemy (not bosses) may only attack once during their activation.

Q: What if a survivor rolls an Injury that they are already suffering from?

A: The Injury die result is ignored.

Q: Icarus has a ranged attack. What if there are survivors in multiple different zones and an Icarus can attack them all without moving... How will it determine the target zone?

A: Roll the directional die to determine the direction of the attack. If there are multiple survivors in the target zone, then each survivor rolls a die and the survivor with the lowest result takes the damage.

Q: If an Icarus is in a zone adjacent to a survivor, will they use their first action to move into the same zone as the survivor and then attack, or will they stay put and attack ranged?

A: Icarus are ranged attackers, and will stay at range if possible. So no.

Q: P. 55 of the rule book says: "+1 to hit when attacking sentries" Does that mean all Survivors got +1 when attacking sentries? The other special conditions seem to apply for the enemy.

A: It means that survivor's combat roles need to be higher to damage the sentries. So if your weapon is +3 to hit, it's actually +4 when attacking a Sentry.

Q: The Void Cannon weapon card seems quite powerful, maybe even a little overpowered.

A: This is because of an oversight; the Void Cannon should've had the "Power Cell" symbol. It is best played that it requires 1 Power Cell to fire, which is discarded after use.

Q: Page 18 of the rule book says "If a zone ever becomes so full that another miniature will not fit into it, then the zone is considered impassable to all miniatures until more room is available." There are several zones on the map that are small enough for survivors to fill, allowing us to "sit" in the zone and make ranged attacks against all enemies stuck outside of the zone. Since there is no room in the zone and both Swarmers and Jaegers have to be in the same zone to attack, this is making the game too easy. Could you suggest a way of fixing this?

A: I would suggest introducing a rule called **Trapped**. If survivors ever find themselves in a situation where their zone is completely full and no other miniatures may enter, then they are considered to be **Trapped**. Any survivor that occupies a **Trapped** zone at the end of a game round suffers 1 damage and loses 1 Resolve.

Movement

Q: If two groups of enemies are in adjacent zones and the directional dice has them moving into the same zone, will they pass each other or join together?

A: Only enemies of the same type move together as a herd or group, so if 2 groups of Swarmers end up in the same zone then they'll move together as one during their next activation.

Q: A Swarmer is 1 zone away from a level 3 noise token and moves to the marker during his activation, spending 1 action. Are the next two actions wasted?

A: Yes, if the Swarmer is drawn to a noise and if there is nothing else to trigger it once it arrives at that zone, it stays put for the rest of the Enemy Phase.

FAQ

Resolve cards

Q: The “Panic” Resolve cards says “Roll the directional die and move 3 zones in that direction, taking any Resolve test triggered”. What if I reach a dead end before I have moved the full 3 zones?

A: If you reach a point where you must change direction and there are multiple paths available, roll the directional die again to determine your direction. If you reach a dead end with no other options, simply go no further. If you want to add a fun little house rule, the survivor could take 1 damage to simulate them running full speed into a wall!

Q: How do I know whether the effects of a Resolve card are persistent or a one time thing?

A: We’ve tried to make Resolve card effect durations obvious from the wording, but here’s a list to be sure:

Resolve cards

One time effect

Periphery Fright
Scream
Contagious Panic
Breakdown
Vertigo
Suicidal
Frightening Behaviour
Panic
Startled

Persistent effect

They’re All Around US
Claustrophobia
Nyctophobia
Eremophobia
Hoarder
Uncontrollable Shaking
Fear
Memory Loss
Acute Stress
Barophobia
latrophobia

Accomplishment cards

Q: How do I know whether the effects of an Accomplishment card are a single or persistent bonus?

A: Accomplishment cards - Rewards are either

A A single use bonus that executes a single action,
or

B A positive effect that lasts until the end of your turn.

We’ve tried to make Accomplishment card effect durations obvious from the wording, but here’s a list to be sure:

A’s

When Push Comes to Shove
Combat Training
The Gambit
Making it Last
Strength in Numbers
Alone Time
We Can Beat This
The Silent Treatment
Conserving Energy
Nothing to Fear
Cooperation is Key

B’s

Practice Makes Perfect
Ninja
Keep Your Guard Up
On a Roll
Burst of Speed
Annihilator
Collector

FAQ

Line of sight

Q: What blocks line of sight?

A: Walls and closed doors completely block LOS. Technically your LOS could extend across the entire board, so long as there were enough open doorways.

Q: If there is a radar token right behind a zone containing enemies, do they block the line of sight and stop the radar token from being revealed?

A: Miniatures blocking the LOS only applies to when you're attempting to make a ranged attack. You can still "see" behind the miniatures, you just can't target them with your attacks. So you would reveal the radar token and trigger any Resolve tests.

Q: Does the green side of a door token mean that the door is open or unlocked? Does line of sight extend through these doors?

A: The green side means an open door, so you can see through them.

Enemies

Q: Do I get to choose when to activate Solomon GEPs?

A: Solomons move with whatever GEPs they share a zone with, so they would move at the exact same time as the rest of the enemies.

Q: Can GEPs/Enemies open doors?

A: Enemies, and pretty much all survivors besides one of the Technician's, cannot open and close doors. Doors are either open and free for everyone to pass through or locked and no one gets in or out.

Items

Q: Can survivors use Med Kits in their inventory on other survivors in the same zone or just themselves?

A: Survivors may only use Med Kits on themselves. They can, however, trade the Med Kit to another survivor, for them to use on themselves.

Miscellaneous

Q: If I pick up a single use item that will not fit into my inventory, can I just use it immediately?

A: Yes, providing you have an action to spend as single use items cost 1 action to use. If you would like to put it into your inventory and discard another card, you can reorganise your inventory for free at this point.

Q: What exactly is a zone?

A: There are 2 different kinds of zones; rooms and corridors. Each individual room is considered its own zone regardless of size. In corridors, a zone is an area between the yellow floor markings. When map tiles are pushed together, a single zone in a corridor can be formed over multiple tiles.

Q: What happens if I draw an Event card that requires me to spawn enemies on a tile that isn't used in the mission?

A: The Event is ignored and it is assumed that no event is triggered for that round.