

# SKY PIRATE

## FAQ

### V1.0

**Q:** Can I play a Tactic Crew (like Peekaboo) during my Action Phase by using the Basic Action to play a crew?

**A:** No, Tactics can only be played during a boarding attempt.

**Q:** My opponent fires a cannon loaded with Chainshot/Cloning Tendrils/Corrodium/etc. When can I recover one of the cards discarded by the cannon's damage?

**A:** The order of operations is:

1. Opponent's cannon fires, and deals damage to you
2. React effects may modify the amount of dealt damage
3. Cards are discarded from your Hold
4. Discard triggers on those cards resolve (Puzzle Box, Bomb, etc)
5. Damage has resolved, so your opponent and their cannon breach at the same time that you may recover. Active player triggers resolve first.

Therefore, the breach effect resolves before you can recover a discarded card from your Hold.

**Q:** Which happens first, "when you play" or "when this <card> enters play"?

**A:** You (usually) play a card before it can enter play, so anything that triggers when you play a card will resolve before that card's "enters play" trigger. In other words, if you have a Buddy System and no other crew, playing Smelly Pete will cause a Deckhand to enter play, whom Pete's "enters play" trigger will stow.

**Q:** Do you need to pay 3 Powder when you play Rob the Engine Room?

**A:** Yes. **Board** is shorthand for "initiate a boarding attempt", which includes spending 3 Powder, choosing a raid token and target emplacement, and forming the boarding party.

**Q:** When does Smelly Pete trigger?

**A:** Right after the boarding player has performed all necessary steps to initiate a boarding attempt (spending 3 powder, placing a raid token on an eligible emplacement, and committing crew to their party). Once the attempt initiates, "whenever you board" and "whenever this crew boards" effects trigger.

**Q:** Does putting a crew token into play count as “playing a crew” (for Buddy System, for example)?

**A:** No. “Playing a crew” means playing a crew card from your hand, Hold or elsewhere. Effects that put a crew token into play are distinct from that.

**Q:** Can Clarity trigger on the turn you play her?

**A:** Clarity’s effect watches how you spend ⚡ during your turn. Clarity does not have to be active until you spend the third ⚡ on qualifying actions. Therefore, if you were able to get Clarity into play via an action on a card (perhaps via Psychothan), then all you have to do is play Clarity that way for your first (or second) ⚡, so that Clarity is active when you spend the third ⚡ to use an action on a card.

**Q:** Let’s say I use Peekaboo to turn an asset facedown that my opponent originally played from their Treasure Chest. When that Shade leaves play, what happens?

**A:** Turning a card facedown causes that card to “forget” which zone it came from, so when that Shade leaves play, it will go to the appropriate zone on your side of the table. The only thing a facedown card “remembers” is its captain and controller.

**Q:** I control Squallbreaker Oros, a 5/5 crew, and a Straw Man. I take 3 damage. If I use Oros’s React to discard a crew with 5 or more presence to reduce that damage, can I use Straw Man’s React to discard the Straw Man instead of the 5/5, and still reduce the damage?

**A:** No. You *can* use Straw Man’s React when you pay the cost for Squallbreaker’s React (“discard a crew you control with 5 or more presence”), but Straw Man effectively replaces the cost (“discard this crew instead”), which means that the cost required to resolve the effect has been interrupted and not paid, and therefore the effect cannot resolve.

**Q:** Let’s say I have a Mess Hall, and two cards in my hand when my turn ends. I draw a Bomb. What happens?

**A:** The Bomb’s draw trigger would resolve after Mess Hall’s draw effect has fully resolved. You do not draw a card to replace the Bomb after it ejects.

**Q:** I play All Hands on Deck! with 0 powder. The only crew I find is Hired Muscle. What happens? Can I play it?

**A:** You can play the Hired Muscle because All Hands says you can and Hired Muscle doesn’t have any additional costs to play it. Playing a crew during your boarding attempt puts it into your party by default, but if you can’t pay Hired Muscle’s additional cost to do so, then it has nowhere else to go but your reserve, so that’s where it goes.

**Q:** Is damage dealt by Coilgun’s unstun trigger considered to be “cannon damage” for the purposes of effects?

**A:** No. Cannon damage is dealt by a cannon when it fires.

**Q:** If I play Broadside, and one of my cannons has a Deadwind Special loaded, could I use that breach effect to unstun a cannon I fire during this turn's cannon phase and then fire it again?

**A:** Broadside checks to see which of your cannons are unstunned at the time you resolve it, and it is those cannons that may all be fired (once) during your cannon phase that turn. If a cannon becomes unstunned during your Broadside cannon phase, you may not fire it again.

**Q:** If I have a Soul Crypt, and draw a Bomb, can I use the Soul Crypt trigger to put the Bomb into play facedown, and if so, does that nullify the Bomb trigger?

**A:** Drawing a Bomb causes Soul Crypt and that Bomb's effects to trigger simultaneously. If you order them such that the Soul Crypt resolves first, then the Bomb card is put into play facedown as a 2/2 Shade. Then, the Bomb trigger tries to resolve, but the effect is composed with "and", meaning that both parts must resolve together or not at all. The first part could resolve, but the second part requires the effect to find the card to eject... which has been turned facedown, and is effectively a brand new object. So the whole Bomb trigger fizzles.

If you order the effects in the other order, you would take 3 damage, eject the Bomb, and then the Soul Crypt trigger would fizzle.

**Q:** I control Seneschal Kaine. I play another Seneschal Kaine, playing Twilight Pulse from my discard pile. Do both Kaines get turned facedown, or does the first one get discarded to the unique rule first?

**A:** The unique rule is a state-based effect, so it is applied immediately, before anything else can happen. You play your second Kaine, and put its "enters play" trigger into the effect queue. However, state based effects must be applied before anything can resolve from the queue, so you must discard one of the Kaines before resolving the trigger.

**Q:** What if a Bomb/Shield is facedown and gets discarded?

**A:** A discarded facedown Status card leaves play facedown, and then enters the appropriate discard pile. Before anything else can happen, it returns to the Status pool as a state-based effect.

**Q:** Let's say I have a Malliket Mortar, 2(P), and an Echo Chamber. I fire the Mortar, and get very lucky to hit three cards of the same type. But, I don't have enough powder to pay for firing the Mortar again. Can I eject the Echo Chamber to just unstun the Mortar?

**A:** No. Echo Chamber's effect is composite (it uses "and" to join two effects together), which means you must unstun **and** fire the cannon, or else the effect fizzles. Relatedly, if you had 1(P) remaining after the breach that triggered Echo Chamber and a Supercharger, you still wouldn't be able to use the Echo Chamber. The Supercharger would give you the extra powder you need when you unstun the cannon, yes, but the Echo Chamber effect doesn't look into the future - it merely sees that you want to unstun a cannon and fire it but you can't resolve both sides of the composite effect, so the whole effect doesn't resolve.