

# CENTAURI SAGA

## CORE RULEBOOK



**VESUVIUS  
MEDIA**



## CENTAURI SAGA

"Jump successful Captain!"

You breathe again with relief: Your armada is one of the first to safely cross the Jumpgate to a hostile alien system!

Everywhere around you, sensors pick up extreme radiation levels, weird energy fluctuations, a madly gyrating asteroid field and solar winds like you've never seen before in any quadrant.

The alarm sounds as ships dart out of the asteroid field. Your Stormcrows move in unison to repel the attackers while the rail guns of your Star Destroyers rain death upon them!

You defeat the Raiders this time, but... they will be back.

### Game Contents

- 10 x Dice
- 31 x Hexagon Tiles
- 47 x Plastic Miniatures
- 4 x Player Mats
- 92 x Euro Mini Cards
- 112 x Euro Standard Cards
- 20 x Acrylic Gems
- 47 x Punch Board Tokens
- 30 x Black Wooden Cubes



## GAME SETUP

Set up the different decks as shown in the picture below.



**Hint:** When you discard any card, it returns to the bottom of the relevant deck. No need to waste table space on a discard pile.

Each player places a Player Mat in front of them, chooses a Commander, an Armada Token, 3 Astartium, 1 Activation Token and 20 Armada Cards (6 Common Units, 4 Special Units, 6 Common Power Ups and 4 Special Power Ups) of the same color as the Armada Token.

Choose a Scenario to play and follow any additional setup rules or instructions.



## A. Commanders and Armada Tokens

Each commander has a different set of setup bonuses and a special ability. Choose the one that fits your game style best.



### Setup Bonus

You apply these adjustments during the game setup. Increase the relevant Armada Stats by the value on the card. If your Commander also has a bonus for Startport or Research Lab, you should increase them too, drawing and equipping the relevant Power Up or Unit.

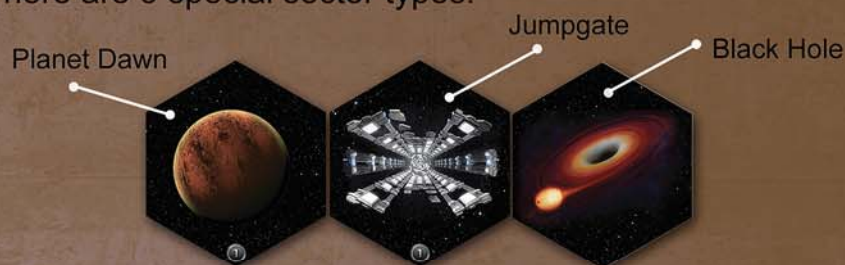
### Special Ability

At any time during the game, to activate this special ability you need to use an Activation Token. To do this, simply place an Activation Token on top of this card.

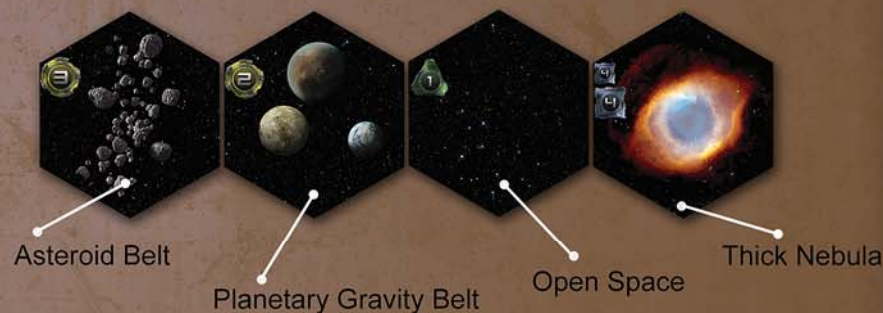
## B. Sectors

These hexagons represent the dangerous space of the Centauri solar system.

There are 3 special sector types:



and 4 different common types:



Each common sector has a color/shape combination and a number signifying the Movement Point cost you need to pass through it:



**Current Sector:** It is the one your armada is located.

**Adjacent Sectors:** Are those that share a side with your Current Sector. Abilities, events or actions that affect Adjacent Sectors also affect your Current Sector.

**Safe Sector:** Are the Jumpgate, the Planet Dawn, any sector with a Starbase or any sector with no enemies whose Adjacent Sectors also contain no enemies.



## C. Tokens



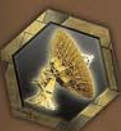
**Activation Tokens:** Use these tokens to mark Special Abilities of your Units, Power Ups or your Commander that you have used. To mark these abilities you simply need to put the Activation Token on top of the relevant card. You can never have more than one Activation Token on top of the same card. During Upkeep remove all Activation Tokens from your cards and put them back into your Cargo, ready to be used again when needed.



**Astartium:** A special mineral used as currency in the game. Astartium is presented as its molecular structure symbol in all of the game cards.



**Combat Tokens:** You gain them when you kill raiders or bosses. You can use them to activate certain abilities, remove events from play, or build a Starbase.



**Exploration Tokens:** You gain them when you explore new sectors in Alpha Centauri. You can use them to activate certain abilities, or build a Starbase.



**First Player Token:** Each round one of the players holds the First Player Token. This token indicates who plays first during the round. At the end of each round, s/he should give this token to the player sitting on his/her left.



**Starbase Tokens:** These tokens represent Starbases that you build to help you destroy bosses and better control areas in Alpha Centauri.



**Victory Points (VP):** At the end of the PvP (Arena) game the player with the most VPs is the winner. These Tokens are not used in the Co-op version of the game.



**XPM:** These tokens represent the alien power source (Xalandar Power Module) that can be found hidden in sectors of Alpha Centauri.

## D. Action Cards



Title

Type

Effect



Common



Special

Rear view



You gain these cards either by upgrading your Command Center, or through completion of Exploration encounters. There are two different decks: Common (the blue ones) and Special (the orange ones). Each card has a title, a type and an effect. The type of the card dictates when you can play it:

**Instant:** can be played at any time, during any phase

**Movement:** can be played only during the "Movement Phase"

**Upkeep:** can be played only during the "Upkeep Phase"

There is no cost for playing these cards. After you resolve their effect, the card is discarded.

## E. Exploration Cards



These are special encounters you need to resolve when exploring new sectors.

Each card has two different encounters: an Easy and a Hard one. You choose which one you want to do. To successfully resolve the encounter, you need to make a Check Roll of the specified attribute and bring that many successes as the DC for this check.



Rear view

For example, if the card states

(1), you must roll as many dice as your attribute (Combat) and get at least 1 success.

Unless otherwise stated, a Success is a roll of 4, 5 or 6 on a six-sided die.





## F. Scanning Report

Scanning Report consists of 2 parts,  
Placing an XPM and Raider Reinforcements



### Placing an XPM

This card indicates two locations in which an XPM may appear. Place an XPM token on any sector of the 1st Location or, if not possible, on the 2nd Location. For each location you get a sector type (Asteroid Belt or Planet Gravity Belt) and a color (Blue, Red, Green or Yellow). You need to find a sector that matches both type and color.

- You cannot place an XPM token in a sector with enemy forces present or another XPM.
- You cannot place an XPM if no other token is left.
- If you cannot place any XPM (for any reason) the first player draws two Sectors from the pile (if any exist) and places them anywhere on the table making sure that each one is adjacent to at least two other sectors.
- If there are more than one valid sectors, the first player decides where the XPM is placed.

## Raider Reinforcements

Place a Raider Token on every sector indicated by the Scanning Report. You place a Level 1 Raider Token, unless some effect changes that.

If there are no more tokens available of the required level you should spawn a Raider of the next level. If there is no valid sector to spawn Raiders on, then you skip this step.



Rear view





## G. Armada Deck

### Units & Power Ups



Green Deck



Orange Deck

You equip these cards by placing them on your Player Mat. At the same time apply their Stat bonus to your Armada Stats. If at any time you remove such a card from your Player Mat, you must reduce your Armada Stats accordingly. The removed card returns to your hand (in your Armada Deck)

On each card you can see:

- The Armada Stat Bonus you gain when you equip this card.
- The Special Ability that can be activated with an Activation Token.
- The Type icon specifying whether the card is a Unit or a Power Up.
- The Quality of the card. Blue cards are Common, Red cards are Advanced.





## H. Player Mat



**5 . Your Armada Stats are **Combat (5a)**, **Shield (5b)** and **Speed (5c)**, which indicate how many dice you roll when you are required to make a**

**corresponding check. Speed also defines the number of Movement Points you get at the beginning of each round.**

**1.** Place your commander card here and apply its effects on your Armada Stats.

**2.** The Command Center shows your progress in the game. For each level you get to gain either an Activation token, a Common Action or a Special Action. Your Command Center upgrades to the next level each time you reach a level in either Starport or Research Lab that is marked by the “**CC+**” symbol.

**3.** By increasing your Starport you gain a Common or Special Unit to add into your Armada, Combat Tokens or at level 10 a +1 permanent upgrade to all of your Armada Stats. The cost to increase your Starport is 2 Astartium. If you reach a level marked with the “**CC+**” symbol, you gain a level to your Command Center too.

**4.** By increasing your Research Lab you gain a Common or Special Power Up to add into your Armada, Exploration Tokens or at level 10 a +1 permanent upgrade to all of your Armada Stats. The cost to increase your Research Lab is 2 Astartium. If you reach a level marked with the “**CC+**” symbol, you gain a level to your Command Center too.

**6.** Hull tracks your Armada's health. You can repair your Hull at any time in any phase, by spending 1 Astartium per Hull Point.

If at any time your Hull reaches zero, then:

- Move your armada to the Jumpgate sector.
- Set your Hull Points to 8.
- Discard all Exploration Tokens, Combat Tokens and Astartium
- Discard any XPM you carry

**7.** Place here all tokens you gain throughout the game (Activation Tokens, Astartium, XPM, Combat/Exploration Tokens, VPs). These tokens are also considered to be “in your hand”.

**8.** Whenever you need to equip a Unit or Power Up, either place it on a free spot on the Player Mat or replace a Unit or Power Up already there. You can equip a maximum of 3 Units and 3 Power Ups.



## I. Events



**Hint:** Be very careful when removing events from play. It might make things easier in the short-term, but prove fatal in the long-term...

Events affect the game in various ways. Some apply a constant effect (e.g. You cannot upgrade your Starport) and others apply an instant effect during the "Recurring Events" phase (e.g. Deal 1 Damage to all Players). Some events may require a Check Roll from you in order to avoid their effect. (e.g. "Combat (3) or 2 Hull Damage", this means that you should make a Combat Check and bring at least 3 successes or you get 2 points of damage to your Hull).

There are multiple ways an event may come into play:

- When someone loses an Exploration Encounter
- When a Boss spawns
- When a Raider Surge occurs
- When a Scenario card states so

To remove an event, two combat tokens have to be placed on the event card. These can be placed at any phase except the Events' Phase, from any player (more than one player may contribute Combat Tokens). When the second Combat Token is placed on the card, both the event and the tokens are discarded.

There can be multiple events active at any time. The first player chooses the order in which their effects are resolved.

## J. Raiders



The Legend Card shows the stats (**Attack**, **Speed** and **Hull**) of all Raiders. Also it includes the rewards you get when you kill one of them.





## K. Bosses



Asteroid of Death



Black Carrier



Corrupted Crow



Red Baron

All Enemies (Bosses and Raiders) have the following stats:

- **Attack:** Shows the amount of damage the enemy deals when it attacks.
- **Hull:** Whenever you deal damage to the enemy, its hull is reduced. If it reaches zero, the enemy is destroyed.
- **Speed:** Whoever has the highest speed plays first in battle. In case of a tie, the enemy goes first.

Note that effects that specifically affect "Raiders" do not affect Bosses. Effects that affect "Enemies" also affect Bosses.

When you kill a Boss, you get the specific rewards written in the relevant section of the card.

Only one player may attack an enemy at each time. If more than one players are at the same sector, then the player with the highest Speed may choose to attack first.

### Raider Surge

If at the end of any phase two or more enemies occupy the same sector then a Raider Surge occurs. Its effects are as follows:

- **Raider Upgrade:** If there is a Boss in the sector, remove all other Raiders. If there is no Boss in the sector, upgrade the highest level Raider by one level (to a maximum of 3) and discard the other Raiders from the sector.
- **Event:** Draw an Event Card and put it into play. You only draw one event in this manner per round, even if more than one Raider Surges occur.



## L. Scenario Cards

After completing the game's main setup, choose a scenario to play and follow its additional setup instructions. Every scenario has its own play style. In the core game you can find 5 Co-operative Scenarios:

**Fixing the Jumpgate:** This is a “Pick up & Delivery” scenario which serves well to easily understand the game rules and mechanics. Experiment with it before moving to the next ones.

**Safe Passage:** A “Survival & Escort” scenario, in which you are asked to guard and guide a convoy safely through the unfriendly sectors of Alpha Centauri.

**Lost Starbases:** This is a “Search & Rescue” scenario, where you need to go through the unexplored sectors of Alpha Centauri and retrieve your Starbases.

**Distress Call:** Locate and escort back to safety those lost convoys in this “Search & Escort” scenario.

**Open Confrontation:** This is Survival scenario that feels like Tower & Defense. You need to stop the advancing enemy waves and keep them at bay for as long as possible.

Given the nature of Centauri Saga game, you can create your own scenarios and share them with the rest of the board game community. Visit our website to find more scenarios and variations to enhance your game play.

<http://www.centaurisaga.com>



Scenario Card



Rear view





## GAMEPLAY

The game is played in rounds. Each round consists of 5 Phases resolved in order as follows:

### Phase 1: Events

The First Player performs the following actions:

**1.1 Ravager Retaliation:** Complete enemy actions according to the scenario's instructions.

**1.2 Events:** Resolve the effects of all events in play. If bosses are in play, they also apply their effects at this point.

**1.3 Scanning Report:** Scanning Report: Draw and resolve a Scanning Report card.

### Phase 2: Upkeep

All players return their Activation Tokens into their Cargo.

Players may also spend Astartium to increase the level of their Starport and/or Research Lab, at a cost of 2 Astartium per level, then you may do (depending on the level) something of the following:

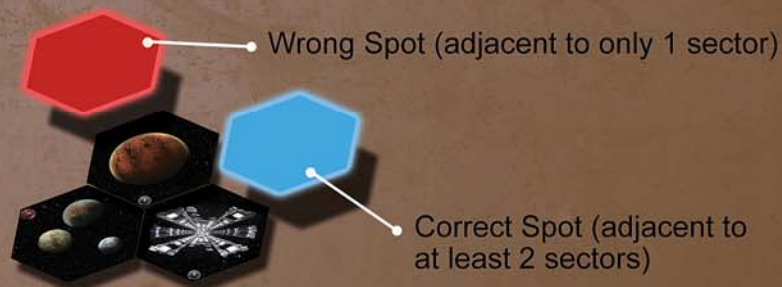
- Equip a Unit or Power Up, as described under "Player Mat" (page 6, section 8).
- Gain an Exploration or Combat Token.
- Increase the level of your Command Center. When this occurs, also gain the reward from the new Command Center's level.
- Increase all Armada Stats by 1. This occurs only at the maximum Starport or Research Lab level

### Phase 3: Movement

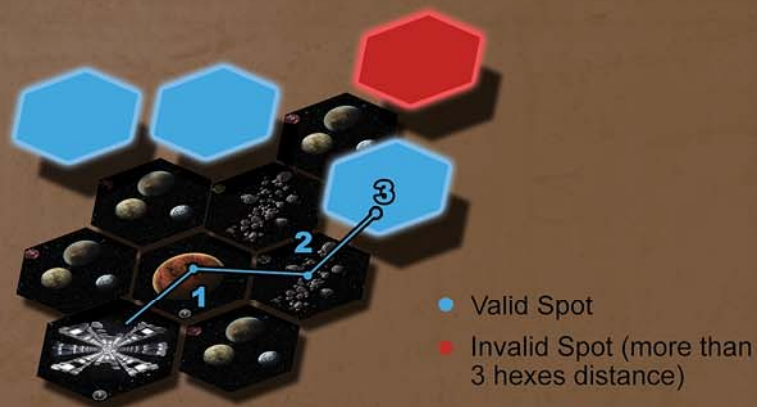
At the beginning of this phase all players get an amount of movement points equal to their Speed. They complete their movement one at a time, starting with the First Player and proceeding clockwise.

The following rules apply during movement in and out of existing sectors:

- **Move:** If your Current Sector is empty, you can move your Armada to any Adjacent Sector, provided you can pay the Movement Cost of the sector you want to move into.
- **Explore:** Take a new hexagon, place it so it is adjacent to at least two other sectors and place your spaceship there.



You should not place sectors in a distance bigger than 3 from the Jumpgate.





- **XPM:** You can pick up an XPM located in your Current Sector by spending 1 Movement Point. Due to the unstable electromagnetic fields of this power module, you can not have more than one at any time in your Cargo.

- **Evading Enemies:** if at any time you are in a sector with a Raider present, then to move out of this sector, you need to pay an extra amount of Movement Points equal to the Raider's Level (or 4 for Bosses).

## Phase 4: Encounter

Players complete this phase one at a time, starting with the First Player and proceeding clockwise.

If you have just opened a new sector then you must Explore. If not then you may choose to either engage in Combat with enemy forces present in your sector or Regroup.

### 4.1. Explore

Players who have just explored a new sector must draw and resolve an exploration card (see page 4). If successful, they get the rewards stated on the card. If not, their Armada takes 2 points of Hull damage and then they must draw a new Event (page 7) and put it into play.

### 4.2 Combat

Combat is always performed between one player and one enemy.

The side with the highest Speed acts first. In case of a tie, the enemy acts first.

You attack by rolling your Combat attribute. The number of successes is the amount of Hull damage you inflict. If the enemy's Hull reaches zero, it dies and you win.

An enemy always inflicts a set amount of damage equal to its Attack. You may reduce this by rolling your Shield attribute, with each success reducing damage by 1. If your Hull becomes zero, you lose the battle and suffer penalties (see page 6).

### 4.3 Regroup

You may choose to perform only one of the following actions:

- Draw a Common Action card
- Repair 4 Hull Points
- Gain 1 Exploration Token
- Gain 1 Combat Token
- Choose one of your equipped Units or Power Ups that does not have an Activation Token and put it back in your Armada deck. Fill the empty spot with another card from your deck with the same Astartium value. Place an Activation Token on the new card.

***Hint:** Choosing the right time to regroup might save the day!*



## Phase 5: Expand

Players complete this phase one at a time, starting with the First Player and proceeding clockwise.

**Build Starbase:** You may construct a Starbase in your Current Sector by paying 3 Exploration Tokens and 3 Combat Tokens. If other players are in your Current Sector, they may contribute Exploration and/or Combat Tokens.

A Starbase offers the following benefits:

- The sector of the Starbase is considered safe. No Raiders can move or spawn there.
- The sector of the Starbase and all adjacent sectors are considered protected. Players receive one extra die to all rolls while there. This bonus does not stack from multiple Starbases.

**Note:** In cooperative scenarios the color of a Starbase doesn't play any role and players may construct more than one Starbase.

**Boss Fight:** If you construct a Starbase and there is a Boss in your Current Sector, you may attack it immediately using the combat mechanics (phase 4.2).

**First Player Order:** The First Player Token is passed clockwise, to the player on the left.

## Collaboration between players

**You may:**

- Play at any appropriate time (based on the card) any Common or Special Action card from your hand and choose its effect to apply to another player. For example, you can not give another player Astartium but you can play the Special Action Card "Supply Packs" from your hand so that some other player takes the Astartium tokens. You do not need to be in the same sector to use Action Cards in this way.
- Spend together Combat or Exploration Tokens to build a Starbase. You need to be in the same sector to perform this action.
- Spend Combat Tokens to remove an Event. You do not need to be in the same sector to perform this action.

**You may NOT:**

- Exchange any kind of cards, tokens or Astartium
- Attack the same Raider or Boss at the same time with other players. If at any time in the same sector there are more than one players then each player engages in combat with the enemy on his/her own on his turn and if that enemy is still alive when the next player's turn comes, then s/he can decide to engage it. If an Enemy kills a player and then another player decides to engage, then the Enemy is restored to full health before the beginning of the new battle.
- Use special abilities of your Commander, Units or Power Ups for another player.





## PLAYING SOLO

To play any of the scenarios for 1 Player you need to apply the following additional rules.

### Game Setup

Get one Player Mat, one Commander and two Armada Tokens. Choose the blue and the yellow one. Also get one blue Activation Token and one yellow. Take 5 Astartium Tokens.

### Starport & Research Lab

The cost of upgrading your Starport and Research Lab is increased to 4 Astartium tokens per level.

### Movement & Encounters

Each armada has the same amount of movement points, equal to your commander's speed. You move each armada on its own, and you perform explorations and combat separately. This means that you can perform 2 explorations in the same round, or 2 combats, or 1 Exploration and 1 Combat.



### Activation Tokens

When you gain an Activation Token, get both a blue and a yellow one. Whenever you want to use an Activation to affect a specific Armada, you should use the activation token that has the same color as the armada.

For example, your blue armada is in combat with a Raider. The Raider attacks and deals 4 damage. You roll for shield but bring no successes. You decide to use two blue activation tokens to re-roll two dice. You bring 2 successes. You also have the "Reduce damage taken by 1" ability, but you have no more blue activation tokens. You can not use a yellow token to activate this ability (since it is not the yellow armada that is currently fighting).

### Cargo

Since you have only one cargo, you can use any time anything that is inside it for any of your Armadas. This includes: XPMs, Combat/Exploration Tokens and Astartium.

### Events

Any kind of effect that affects "Players", for example "Each Player takes 1 damage", it affects each armada separately. If the effect requires a check then you roll for each armada and apply effects accordingly.



# CAMPAIGN: FIXING THE JUMP GATE (1-4 PLAYERS)

## Scenario Goal

In this scenario you are required to locate a number of XPMs, transfer them to the Jumpgate and try to repair it. If you manage to install all required XPMs, then the Jumpgate is activated and the only thing between you and home are the Bosses. As long as any Boss is in play, it jams the Jumpgate. You will need to kill all Bosses so that you can use the Jumpgate and return safely back to Earth.

If you haven't managed to kill all Bosses and restore all XPMs before the end of the 10th round, you lose the game.

## Game Setup

Put aside the 4 Thick Nebula Sectors and the Black Hole. Shuffle the rest of the sectors and put the pile on the table face down.

Put in play the relevant Scenario card based on the number of players. That card shows the doom counter's progress for each round. If there is a Boss Badge inside the round's indicator then a new Boss appears during the Ravager Retaliation phase.



Last but not least it shows the places where you need to put XPMs to reactivate the Jumpgate. Depending on the number of players, you need to find a different number of XPMs to win this scenario.

## Scenario Event Deck

There are different types of Scenario Events. Some might be Enemies that spawn in front of you and you need to fight, others might be situations you need to resolve. Not all Scenario Events give out rewards.





## Ravager Retaliation

If this is the first turn, put the black wooden token on the first Doom Counter position, on all other turns simply move the token to the next position.

If this is a turn when a Boss should spawn (the position is marked with a Boss Badge), the First Player gets a random "Thick Nebula" sector and puts it anywhere on the map, but not adjacent to another Thick Nebula or the Jumpgate Sector. Then draws the first card from the Boss Deck, and spawns the relevant boss on the Thick Nebula Sector. Finally, draws an event card and puts it into play.

## Encounter Phase

If you have an XPM at your hand, and your armada is located in the Jumpgate Sector, then you can choose to try and repair the Jumpgate. To do that, you need to draw a special Scenario Event card and resolve it. If you are successful then you place your XPM on a free spot on the Scenario Card. If you lose then you should discard the XPM and also draw and put into play the next Event.

## Raiders

When a Raider is moved, either by an Event, or a Scenario Card, or a Boss Effect then it always moves closer to the Jumpgate.

If at any time, under any circumstances, a Raider reaches the Jumpgate, then you lose one of the XPM already placed on the Jumpgate. If there is no XPM on the Jumpgate then you should remove one XPM from play (either a Commander's cargo or a Sector). In addition, each player gets damage equal to the level of the Raider. Discard the Raider token.

## Bosses

All Bosses are protected by a powerful force field making them immune to damage. To bypass that shield you need to build a Starbase in the same sector as the Boss.





## CAMPAIGN: SAFE PASSAGE (1-4 PLAYERS)



*Your colony on Planet Dawn is under attack! Raiders have set up a blockade in an effort to annihilate all human presence from Alpha Centauri. The stakes keep rising and your only chance is to gather the last refugees and run for the Jumpgate.*

### Scenario Goal

In this scenario you must escort safely a convoy of Colony Ships from planet Dawn to the Jumpgate. The Raiders have set up a blockade in an effort to stop you. You need to fight your way through their forces while keeping the convoy safe.

### Game Setup

Set up the board as shown above.

Depending on the number of players spawn the relevant Bosses at their respected place:

- 1 - 2 Players: Black Carrier, Corrupted Crows
- 3 Players: Black Carrier, Corrupted Crows, Red Baron
- 4+ Players: Black Carrier, Corrupted Crows, Red Baron and Asteroid of Death

Place the Convoy Token in the planet Dawn's sector, and the player Armada tokens in the Planetary Gravity Belt sectors around planet Dawn. You should not place more than one armada token in each sector.

Place 3 Combat Tokens on top of the Convoy Token.

### Convoy

The Convoy has a Hull that equals the number of Combat Tokens on it. If at any moment this number reaches 0 (zero) you lose the game.

You can remove Combat Tokens to move the Convoy, but you can never remove all of them.

### Ravager's Retaliation

This scenario doesn't have specific events. You just need to survive...



## Scanning Report

Instead of spawning XPMs, you spawn Astartium tokens in all the locations indicated by the card (both Asteroid Belt and Planetary Gravity Belt). Astartium will never spawn in a sector with a Raider present.

If a Raider spawn in the same sector as the Convoy, it immediately deals damage to it.

## Movement

You may remove Combat Tokens from the top of the Convoy Token. For each Combat token you remove the convoy gains 1 Movement Point. Use these movement points to move the convoy to an adjacent sector. You can move the convoy more than one sectors provided you can pay the movement point costs.

If your armada is at a sector with Astartium, you may spend 1 Movement Point per Astartium Token to retrieve it.

## Exploration

There is no exploration phase in this scenario.

## Raiders

Whenever Raiders move, they are drawn closer to the Convoy. Apply the following rules when moving Raiders:

- Always choose the closest path towards the Convoy
- Nobody can go through the Black Hole sector
- If a Raider spawns or moves in a sector with Astartium, then immediately discard all Astartium tokens from that sector. This can happen during any phase, not only during Ravager's Retaliation
- If a Raider spawns in the same sector as the Convoy or reaches the Convoy, then it inflicts its level as damage to the Convoy. After that discard that Raider Token.

## Bosses

You can attack bosses normally. You do not need a Starbase to engage.

## Expand

Place any number of Combat Tokens from your cargo on top of the Convoy Token.





## CAMPAIGN: THE LOST STARBASES (1-4 PLAYERS)

*Upon arriving in the Centauri system, you built Starbases to generate energy to power the Jumpgate. Your deep space scanners locate rich zones of Astartium. You deploy your Starbases to harvest, but they never go online. You must now explore the unknown, track down the lost Starbases and activate them before you run out of Astartium and the Jumpgate is deactivated forever!*

### Scenario Goal

In this scenario you must find out what happened to your Starbases and activate them while you keep the Jumpgate running.

If at the end of the 10th round, the Jumpgate is not fully powered up, you lose the game.

### Game Setup

Shuffle all Sectors into a pile (including Black Hole and Nebulas)

Shuffle the Intelligence Report Deck and put it face down on the table.



Intelligence Report  
Rear view

Limitation: Only 5 XPM may be spawned.

### Ravager's Retaliation

**50** Reduce by X the Power of the Jumpgate where X is the number of Bosses in play. If in this round there is a "Lost Starbase" badge, then draw and resolve a mystery card. These cards show where the next Lost Starbase is located. Reveal the card and setup the board based on the card.

Power Tiles

Lost Starbase  
Badge



Example: To resolve the Intelligence Report card bellow, draw 3 Sectors and place them revealed on the table exactly where the cards indicate. Put level 2 Raiders on the designated sectors (R2). Then draw a sector and place it face down at the designated X spot. Put a Starbase token on it. This Starbase is considered inactive.



### Scanning Report

XPMs do not spawn on sectors with an active or inactive Starbase. Raiders spawn on sectors with Inactive Starbases, but not on sectors with active ones.

### Exploration

If you explore a sector with a Starbase Token on it, then flip the sector and leave the Starbase on it. As long as there is no XPM in this sector, the Starbase is considered to be Inactive.

### Encounter

To fight Bosses you need to be on the same sector.

### Expand

You cannot build any more Starbases. Your only chance is to retrieve the ones you lost. You may:

- **Activate a Lost Starbase:** To do that, you need to place an XPM from your cargo on the sector, while you are in the same sector with the Starbase. There must be no enemy present in that sector.
- **Jumpgate Recharging:** Produce X Power for the Jumpgate where X is the number of Active Starbases minus the number of Bosses in play.



## CAMPAIGN : DISTRESS CALL (1-4 PLAYERS)

*You know that the Jumpgate has minor fluctuations from time to time. You scientists cannot explain it. Suddenly multiple distress calls appear to your scanners. "Help... Colonist Ship AX215. We have no scanners, we are under attack, help....". The distress call is not coming from across the Jumpgate but from unknown sectors of Alpha Centauri. You do not know why they came to Alpha Centauri, you only know that you are their only hope.*

### Scenario Goal

In this scenario you must find the lost colony ships and escort them safely to Dawn. You lose the game if a colony ship is destroyed or if you reach the 10th round and you haven't saved all Colony Ships.

To win the game you need to recover a number of Colony Ships as designated by the Scenario Card.

### Game Setup

Shuffle all Sectors into a pile (including Black Hole and Nebulas)

Limitation: Only 5 XPM may be spawned.

Shuffle the Intelligence Report Deck, draw the top card and resolve it by drawing as many sectors as are needed to make the setup indicated by the card. Put the Colony Ship at the sector marked with "X" and spawn Raiders of Level 2 at the designated sectors (ex. R2).

Rear view



### Colony Ships

Whenever you reveal a Colony ship, place 3 Combat Tokens on it. This is its Hull. If a Raider reaches the Colony Ship, then it removes a number of Combat Tokens from the Colony Ship equal to its level. If at any time there are no Combat Tokens on the Colony Ship, you lose the game.

If you return the Colony Ship safely back to the Jumpgate, draw another Intelligence Report Card and resolve it. Also, place the XPM from the top of the Colony Ship, on the Scenario Card to mark the designated spot for the successful recovery.



Colony Ship

### Raiders

Whenever Raiders are moving, they move towards the closest Colony Ship.

### Movement

You may spend an Activation Token and for every combat or exploration token that you spend you may move a Colony Ship by one sector. You must be adjacent to that Colony Ship, and there should be an XPM on top of that ship too. The placement or retrieval of an XPM on the Colony Ship costs 1 Movement Point. You can leave the XPM on the Colony Ship, but if the Ship is attacked by a Raider, the XPM is discarded.

### Encounter

To fight Bosses you need to be on the same sector.

### Expand

While adjacent to Colony ship you may spend two Astartium to place a Combat Token on it (effectively repairing it by 1 point)

Colony Ship  
Recovery position



Boss Badge



## CAMPAIGN: OPEN CONFRONTATION (1-4 PLAYERS)

*The Jumpgate is under Attack! Raiders appear all over, as if something is drawing them on you. Shadows of a huge mass appear on your screen. It is Ravager! He is leading his forces directly against you... into an Open Confrontation. Protect the Jumpgate at any cost!*

### Scenario Goal

The Jumpgate can be used as a weapon against Ravager but you need 10 rounds in order to activate it. Your goal is to kill all Bosses that jam the Gate and keep Ravager at bay for 10 rounds.

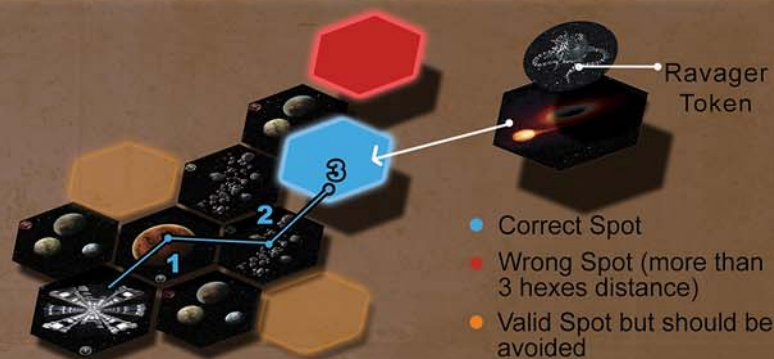
If at any time Ravager reaches the Jumpgate or at the end of the 10th round there is still any Boss alive, you lose the game.

### Game Setup

Put aside the 4 Thick Nebula Sectors and the Black Hole. Shuffle the rest of the sectors and put the pile on the table face down.

Draw and put in play the relevant Scenario card based on the number of players. That card shows the doom counter's progress for each round. If there is a Boss Badge inside the round's indicator then a new Boss appears during the Ravager Retaliation phase. If there is a Ravager badge then Ravager appears during the Ravager Retaliation phase.

If Ravager appears, the First Player takes the Black Hole sector and places it anywhere on the board at a distance of 3 sector (hexes) away from the Jumpgate. Then place the Ravager token on this sector. If for any reason there is no valid location with a distance of 3 then Ravager spawns closer to the Jumpgate.



### Ravager

The Ravager is a special entity that has its own set of rules:

- Nothing spawns on Ravager's sector (neither XPM or Raiders).
- Nothing can move in the Ravager's sector. If under any circumstances something ends up in Ravager's sector then:
  - If it is a Raider, destroy it, then each player is dealt an amount of damage equal to its level.
  - If it is a Boss destroy it, then each player gets 2 points of damage and an event spawns.
  - If it is an XPM, destroy it and deal 1 point of damage to all players.
  - If it is a player's Armada then Ravager inflicts 8 damage. After that player mitigates any damage using a Shield roll their armada is pushed out of the Ravager's sector.
  - If it is a Starbase, destroy it.
- When Ravager moves, it always moves to an adjacent sector, going towards the Jumpgate, using the shortest path possible.



## Raiders

When a Raider is moved, either by an Event, or a Scenario Card, or a Boss Effect then it always moves closer to the Jumpgate. If at any time a Raider reaches the Jumpgate, then destroy that Raider and deal to each player an amount of damage equal to its level.

## Ravager's Retaliation

Draw and resolve a special scenario Card. Each card has two different events. The "Phase 1" event happens if Ravager is not present on the board. The "Phase 2" event happens if Ravager has spawned.

## Movement

Only Ravager can go in and out of the Black Hole sector.

## Encounter

Players may attack Bosses normally without the use of a Starbase. They must be on the same sector as the Boss to do so.

## Expand

Players may use an XPM on any Starbase and transform it into a weapon. The Starbase explodes and creates a wormhole phenomenon that sends your Armada to another sector.

If they do so then:

- Discard the XPM
- Destroy the Starbase
- Move Ravager away from the Jumpgate by 1 sector
- Draw a new sector, place it anywhere on the board, move your armada token in that sector and resolve a Hard Exploration Encounter





