

CONSTANTINE KEVORQUE

CENTAURI SAGA

SURVIVAL GUIDE

F.A.Q. - ERRATA



VESUVIUS
MEDIA

A LEGACY GAME

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GENERAL RULES

Applying Upgrade Pack v1.5

If you have the 1st Edition of the Centauri Saga core game (not the one that says v1.5), you need to first apply the Upgrade Pack v1.5 to it and then start the Legacy Campaign. When upgrading your game using the v1.5 Upgrade pack, you only “replace” cards that are exactly the same (have the same title). The Intelligence Report cards are simply added to the Core game so that there is a bigger variety to choose from and increase the replay-ability of the scenarios that use it.

Extra Components

Whenever the Legacy game gives you any components you merge them with the ones of the Core Game. “Abandoned” is a UNIQUE type of Legacy game because it is in itself an EXPANSION. This is NOT a standalone game, it REQUIRES the Core game to play. Every time you want to start a new session, you need to first set up the game as if you are preparing to play a core game’s scenario (as it is stated in the rule book), and THEN apply any “Additional Setup” rules from the Legacy Scene’s Scenario.

Number of Players

The way the Legacy game is designed, it allows you to play each Scene with a different number of people. So, you can start with 4 players and then the next session play it with 3 (if one of you couldn’t make it) and then have the character re-join on the next Session. We do not recommend doing this regularly because the players that miss sessions, will miss out on the story and background of the game, which is the main component of this game.

If you started with 2 Characters and then a new friend decided to join, give them the same number of Traits as player with the least amount of Traits, and the same number of Scars as the player with the most amount of Scars.

Junior Officers / Space Cadets

Whenever the rulebook mentions to a “Junior Officer”, it refers to the Commander cards with the name “Space Cadet”.

Space Cadet



Character Traits

If you do not have room for a new trait, then you do not gain another one (even if the scenario says so). Choose them wisely!

GENERAL TIPS

Spawning Raiders: It is part of the game to cleverly spawn Raiders during the Scanning Report Phase. This might not seem crucial in the first couple of Sessions, but after that, since you start with a big map already revealed, you need to be very careful on your decisions.

Some times it is worth spawning on the same sector even if you get an event and increase the Base Threat Level, so that you can have a better chance in crowd-controlling, other times spawning Raiders close to you so that you can hunt them down for “spare-parts” can be the way to go.

Most scenarios have rules about how Raiders move, but not how they spawn, this is usually up to the First Player (each round) to decide.

ERRATA

Legend Card for Scene 3.2: Each Legend card has the “Scene Number” that it corresponds to. The card for Scene 3.2, is part of the deck you will find when you first open the box. Leave that aside until you reach that scene and the rules tell you to use it.

F.A.Q.

Q1. In the rule book it says that during the Exploration Phase you may spawn a new resource if you explore a Planetary Gravity Belt or an Asteroid Field, and you need to follow the “Resource Spawning rules”. What does this mean exactly?

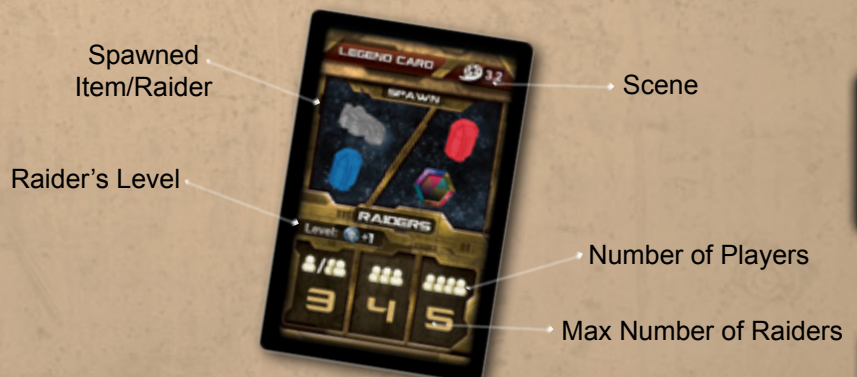
A1. This means that a Resource may NOT appear in a sector that already has a Resource on it. Also, when it says “Spawn one Resource”, it means one and only one. If the scenario wants you to spawn one on each sector, it will say so.

Q2. If I perform an Exploration on a new sector. If that Sector ends up being an “Empty Space” sector, do I spawn a new Resource?

A2. No, you do not spawn Resources on any other sector except “Asteroid Fields” and “Planetary Gravity Belt”. Each Resource shows (in its back) the eligible type of sector that it can appear on.

Q3. If the Legend Card says to spawn X Raiders... how many is X?

A3. With Legend Cards, if it says “You now spawn X Raiders”, this always refers to the MAX amount you may spawn. If you can not spawn that many (because the map is too small or the specific sectors have not yet been revealed), then you do not spawn the maximum amount, you spawn as many as you can (up to the maximum amount).



For example, if you have only one Red Sector revealed, and Raiders need to spawn on Red Sectors, you do NOT spawn 2 Raiders (for 1-2 player game), you spawn 1 Raider (since there is only one Red Sector on the board). If you have 3 Red Sectors revealed, then the First Player chooses TWO of them and reveal Raiders on them.

Also, let's say for example that you need to spawn Raiders on Red Sectors and the Legend Card says that you should spawn a maximum of 3 Raiders. At the same time you only have 3 Red Sectors on the board and one of them is protected by a Starbase. In this case you should spawn 2 Raiders (as many as the eligible sectors).

SCENE 1.1

F.A.Q.

Q1. At the end of the 1st Scene we were successful and need to save the current status of the map, BUT we didn't place the Jumpgate and Planet Dawn in the same order as the map. What do we do?!

A1. No need to panic! If you didn't place the Jumpgate and Planet Dawn in the same order as the map, you can simply rotate the map 180 degrees and save normally.

Q1. What is the difference between the Blue Objective and the Red Objective?

A1. The Blue Objectives are "Optional", while the Red ones are "Mandatory".

SCENE 1.2

ERRATA

[Rulebook Page 10]

Scanning Report: Spawn one Resource on all sectors that correspond to the type and color of the chosen location. In this Scene you do not spawn an XPM. If you can not spawn a Resource, you do not reveal new Sectors.

[Captain's Log Entry 3]

Ignore the line that says to put the Scene's Event card into play. There is no such card in Mission Envelope 2.

F.A.Q.

Q1: If we need to spawn a new Boss and there is already a Thick Nebula in play, do we spawn into that one or do we bring a new Nebula into play?

A1: Unless otherwise stated, the rule to bring a new Boss into play is to draw a new random Thick Nebula and place the Boss on it. So, even if there is a Thick Nebula in play with no Boss on it, you still need to draw a new Nebula and put it into play.

Q2: Do we use the Starbase stickers to save their position at the end of Scene 1.2?

A2: No you do not. Unless the scene's description specifically mentions that you should save the location of the Starbases, you should not.

SCENE 1.3

F.A.Q.

Q1: How do I pick up a Resource?

A1: During Movement, it costs 1 Movement Point to pick up a Resource from your current sector.

Q2: Do Starbases lower the Threat Level of adjacent sectors.

A1: Yes they do.

SCENE 2.1

F.A.Q.

Q1: Which token is the Brave / Wise / Cunning?

A1: They use the same icons as on your Captain's Character sheet:



Brave



Wise



Cunning

Character Tokens

Q2: Do Starbases lower the Threat Level of adjacent sectors.

A2: Yes they do.

SCENE 2.2

ERRATA

[Rulebook Page 19]

At this point take the Astral Map for Act 2 and take a look at the board. Use the sector stickers to mark the new sectors you revealed. On the map, use the Base Threat Level stickers to mark or update the current Base Threat Level of each sector. Last but not least mark the location of any remaining Starbase using the relevant stickers.

F.A.Q.

Q1: Do Starbases lower the Threat Level of adjacent sectors.

A1: Yes they do.

SCENE 2.3

ERRATA

[Rulebook Page 21]

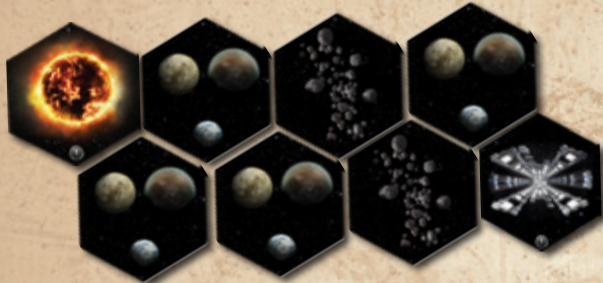
Phantom Raiders: Whenever you kill a Phantom Raider, take 1 Scrap Token and put it in your cargo.

SCENE 3.1

ERRATA

[Rulebook Page 23]

Additional Game Setup: Draw 5 sectors and place them adjacent to each other on the table so that you can place the “Ravager’s Homeworld” sector at a distance of 4 from the Jumpgate.



Random Setup

[Captains Log Entry 17]

Weaponize a Starbase: While in the same sector as a Starbase, you may discard a **Red** XPM from your Cargo and 2 Scraps to transform it into a weapon against the Ravager.

F.A.Q.

Q1: Does the Starbase need to be in the same sector as the Ravager?

A1: No, it doesn't and it can't. If Ravager enters a sector with a Starbase then it destroys it!

Q2: Do Starbases lower the Threat Level of adjacent sectors.

A2: Yes they do.

SCENE 3.2

ERRATA

[Rulebook Page 26]

Additional Game Setup: You should place the Ravager miniature on top of the Black Hole sector. Also put into play the “Ravager” card found in Mission Envelope 9.

Movement: It costs 1 Movement Point to pick up a Resource from your current sector.

[Rulebook Page 26]

Phantom Raiders: Whenever you kill a Phantom Raider you get a Scrap Token.

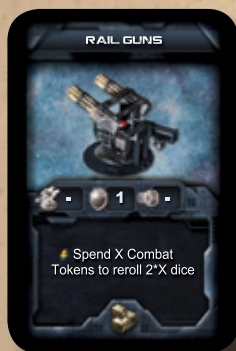
APPLYING THE UPGRADE PACK V1.5 TO THE CORE GAME

Cards:

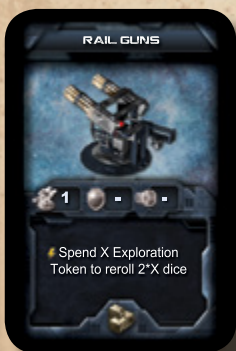
1. Replace 3 cards in **Power-Up** deck for each player:



- Use **Rail Guns** (1 shields, Spend X Combat tokens...) instead of Rail Guns (1 combat, Spend X Exploration tokens...)
- Use **Radiation Shield** (Repair... equals the Astartium...) instead of Radiation Shield (Repair... equals the Exploration and/or Combat tokens...)
- Use **X Guns** with image with black background instead of X Guns with image with blue background.



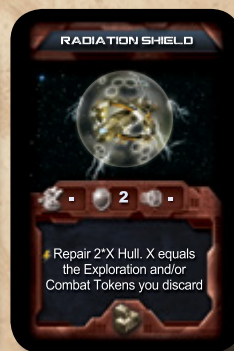
new card



old card



new card



old card



new card



old card

2. Replace all **Player Aid** cards with new ones (with icons for Raiders stats instead of text).



new card



old card

3. Add all new **Intelligence Report** cards to old ones.



Intelligence Report card

4. **Bosses** deck:

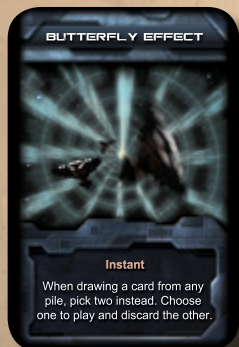
- Add bosses “**Damocles**” and “**Star Ripper**” to Bosses deck
- Use old “**Black Carrier**” card (with text “Spawn 2 raiders...”), don’t add new “Black Carrier” card, it’s **incorrect**.



old card

5. Replace 4 cards in **Common Actions** deck:

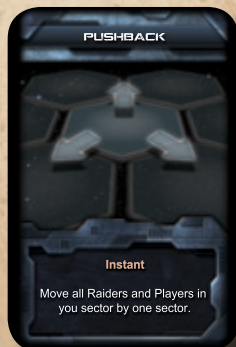
- Use 2 cards “**Butterfly Effect**” (Type “Instant”) instead of (Type “Common”)
- Use 2 cards “**Pushback**” (Move all Raiders and Players...) instead of (Move all Enemies...).



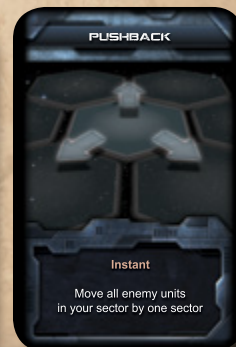
new card



old card



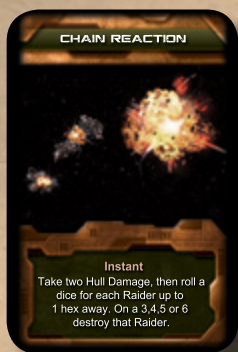
new card



old card

6. Replace 2 cards in **Special Actions** deck:

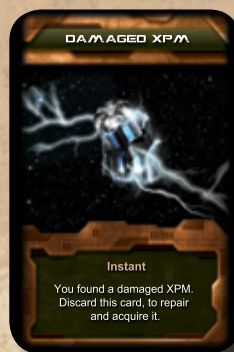
- Use card “**Chain Reaction**” (... On a 3, 4, 5, or 6...) instead of (... On a 5, or 6...)
- Use card “**Damaged XPM**” (...Discard this card to to repair...) instead of (...Discard this card, Exploration Token...).



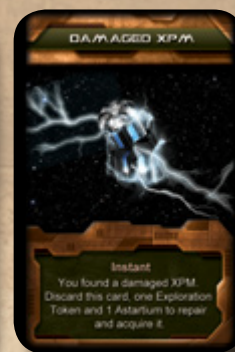
new card



old card



new card



old card

7. Replace 2 cards in the **Commanders** deck:

- Use card “**Fey Speedstar**” with more text instead of Fey Speedstar with less text
- Use card “**Dayson Maverick**” (Re-roll 1 die during combat) instead of (Re-roll 1 die for checks while fighting).



new card



new card



old card



old card

- There is a replacement for “**Adam Shot**” from 5-6 player expansion. Just add this new card.



new card



old card

8. Fixing the Jumpgate deck:

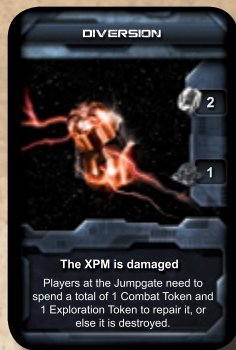
- Add cards **“Stingray”**, **“I’ll be Back”**, **“Hide’n’Seek”**, **“Meteorite Rain”** to the deck
- Use card **“Gate Fluctuation”** (Make a *Shield* (3) check...) instead of (Reveal a new sector...and resolve the hard encounter)
- Use card **“Diversion”** (Players at the jumpgate...) instead of (Spend 1 Combat token Token...).



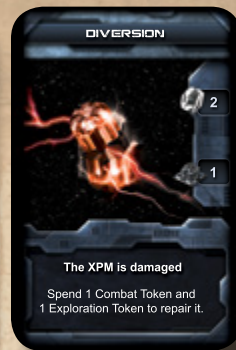
new card



old card



new card



old card

9. Add all new **Event** cards to old ones.



Event deck

10. Add new decks **“Patterns”**, **“Retaliation: Special Items”**, **“Scientific Projects”** and new scenario cards to the game.



Other components:

1. Use **“Core Rulebook v1.5”** and **“Scenario Rulebook v1.5”** instead of **“Core Rulebook”**.
2. Use Colony Ship Miniature instead of Colony Ship Token.
3. Use Ravage miniature instead of Ravager token.
4. Add 2 new bosses miniatures.