

CENTAURI SAGA

SCENARIO RULEBOOK



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INTRODUCTION

Centauri Saga is a scenario based game. The “Core Rules” describe the main game mechanics, but then you pick a specific scenario to play, which comes with its own set of “Scenario Rules”.

On occasion these rules may conflict with one another. In these instances, the various rules should be applied in the following order of priority:

- 1) The effects of any of the various cards used in Centauri Saga are always deemed to supersede both the “Core” and “Scenario Rules”.
- 2) The “Scenario Rules” described in this book supersede only those “Core Rules” specifically detailed for each phase of the game when playing the chosen scenario.
- 3) Unless stated otherwise by either a card effect or a “Scenario Rule”, the “Core Rules” detailed in the Core Rulebook apply.

Be aware that each scenario offers almost completely different gameplay. Centauri Saga is not like conventional board games. A new scenario introduces new cards, new rules and new strategies. Each scenario is, in effect, a completely different game!

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Any questions, contact: support@vesuviusmedia.com

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SCENARIOS

After completing the game setup as per the “Core Rules”, choose a scenario to play and follow any additional setup instructions.

This book contains seven cooperative scenarios, each with a different style of play:

Fixing the Jumpgate: This serves as an introduction to the game by allowing players to become familiar with its rules, mechanics and concepts. It is suggested players play this scenario before moving on.

Safe Passage: Players must guide a convoy safely through the dangerous sectors of the Centauri system, protecting it against the constant threat of Raiders.

Lost Starbases: When contact with their Starbases is lost, players are forced to venture into the unexplored sectors of the Centauri system and reactivate the refineries required to power the Jumpgate.

Distress Call: A convoy has become separated in the Centauri system. Hopelessly lost and beset by Raiders, the players must quickly locate the convoy of ships and escort them back to safety.

Open Confrontation: When the Raiders make a decisive strike against the Jumpgate, players must hold off waves of enemy ships until they can make a definitive counterattack.

Ravager's Demise: While their scientists develop the means to destroy the Ravager, the players must decipher the patterns of the fluctuating nebulas that guard its homeworld if they are to eliminate this threat before it is too late.

Retaliation: As waves of Raiders move to destroy all humanity, the players must locate several alien technologies and build a ship capable of transporting them to a legendary super-weapon hidden at the heart of a Black Hole.

Players are encouraged to create their own scenarios and share them with the community. Visit our website to find more scenarios and variations to create and enhance your own Centauri Saga!

SPECIAL SCENARIO CARDS

Each scenario uses its own Scenario Cards, which share its Title. These cards detail both the number of players it is designed for, and the estimated duration of the game. A Scenario Card also contains information specific to that scenario in the form of an Objective Area and a Doom Counter Area.

The Objective Area will have special positions on which to place tokens or counters. If the scenario doesn't require something specific, the Objective Area will contain an image.

The Doom Counter Area is used to track the passing of the game's rounds. Once the Expand phase of the final round has been completed, the game is over: if you haven't fulfilled the scenario's goal, you lose. Use a black wooden cube to mark the current round. You always put the cube in the first position of the Doom Counter Area during the first Events phase of a new game.



Many of these cards are double-sided; you should use the card and the side that corresponds to both the chosen scenario and the number of players.

SCENARIO EVENTS

Some scenarios require the use of specific Scenario Event Cards that introduce additional Events at designated points throughout the game. There are several Scenario Event Card decks like: Fixing the Jumpgate, Ravager Retaliation, Intelligence Report etc. Most of them are explained in their relevant scenarios; however, the Intelligence Report deck is used in several scenarios and requires some additional explanation.



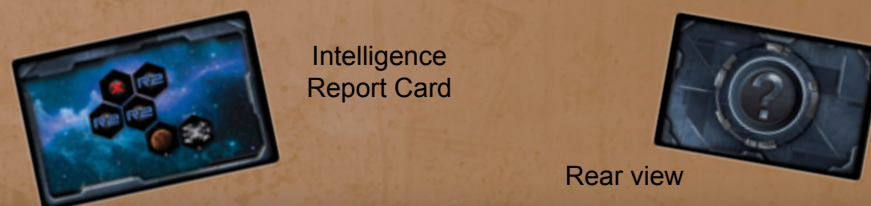
Intelligence Report Deck

Intelligence Report Cards reveal potentially unexplored sectors and other hidden elements, which may be found in specific locations on the board.

Each Intelligence Report Card includes both the Jumpgate and planet Dawn; these should be used as a reference point from which to resolve the effects of these cards. To resolve an Intelligence Report Card, draw and place face down as many sectors as are required to recreate the sectors indicated on the card. If a sector already occupies a position, then you do not draw a new one, nor do you flip it over (leave it either face up or face down, exactly as it was).

After placing all the required sectors, you spawn a Raider of the relevant level on each sector is marked with a blue "R1", "R2" or "R3". For example, spawn a Level 2 Raider on each sector marked R2.

Information concerning sectors marked with a red "X" can be found in those scenarios that use Intelligence Report Cards.



CAMPAIGN: FIXING THE JUMP GATE

Minutes after passing through the Jumpgate, your ship's proximity alarms begin to shriek and your sensors suddenly detect a wave of alien ships boiling from the radioactive clouds! Even as you charge your weapons to fend off the attackers, a titanic explosion overwhelms your instruments and your ship is plunged into darkness. When your emergency generators bring your systems back online, you realize the awful truth: the aliens have deliberately crashed their ships into the Jumpgate. The strange energies that once powered the Jumpgate course over its surface. Moments later, the dark shape of the lifeless edifice is all but lost against the blackness of space...

Scenario Goal

In this scenario you are required to locate a number of XPMs, transport them to the Jumpgate and use them to attempt to repair it. If you manage to install all the required XPMs, then the Jumpgate is repaired; however, as long as any Boss is in play, it jams the Jumpgate. You will need to destroy all the Bosses so that you can activate the Jumpgate to return safely to Earth.

If you haven't installed all the required XPMs and eliminated all the Bosses in play before the end of the 10th round, you lose the game.

Additional Game Setup

Set the 4 Thick Nebula and the Black Hole sectors aside. Shuffle the remaining sectors and put the pile on the table face down.

Shuffle the Scenario Event Cards and put them face down on the table.

Put the Scenario Card relevant to the number of players face up on the table. The Scenario Card indicates the places where you need to put recovered XPMs to reactivate the Jumpgate. The number of XPMs required to reactivate the Jumpgate depends on the number of players.

Use a black wooden cube to mark the current round on the Doom Counter Area.

Scenario Card



Scenario Event



Events Phase

Ravager Retaliation: If this is the first round, put the black wooden cube on the first position of the Doom Counter Area. During each subsequent Events phase, move the cube to the next position.

If there is a Boss Badge on the current round of the Doom Counter Area, then a new Boss is spawned during the “Ravager Retaliation” part of the Event phase. The First Player takes a random Thick Nebula sector and places it anywhere on the map, except adjacent to another Thick Nebula or the Jumpgate. They then draw the first card from the Boss Deck and spawn the corresponding Boss on the newly placed Thick Nebula sector. Finally, the First Player draws an Event Card and puts it into play.

Given the fact that both the Boss spawned and the Event Card is put into play before the “Resolve Event” part of the Event phase, they will be activated normally and apply their effects just like any other existing Events during that phase.

Encounter Phase

If you have an XPM in your Cargo and your Armada is located in the Jumpgate Sector, you may attempt to repair the Jumpgate. To do so, you must draw and resolve a Scenario Event Card. If successful, then you remove the XPM from your Cargo and place it on a free spot on the Objective Area of the Scenario Card. If you fail to resolve the Scenario Event Card, you must discard the XPM and draw an Event Card and put it into play.

This Event Card comes into play, even if other events have already spawned this round.

Special Rules

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

If at any time, under any circumstance, a Raider reaches the Jumpgate, the Raider is discarded and each Player takes Hull damage equal to the Level of the Raider plus the number of Bosses in play, plus the number of XPMs on the Scenario Card. If multiple Raiders reach the Jumpgate at the same time, then you apply damage separately for each one of them.

For example, if a Level 1 and a Level 2 Raider reach the Jumpgate while there is one Boss in play and 1 XPM is in place on the Scenario Card, then each player will first take 3 points of Hull damage, followed by another 4 points of damage.

You may use your Shields to mitigate damage. Make a Shield Check and block that much damage as the successes you score. You can also use Action Cards and/or abilities to mitigate damage.

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



CAMPAIGN : SAFE PASSAGE



Your colonies have come under attack! Sensor readings indicate that the Raiders have established a blockade around planet Dawn while they await reinforcements before beginning their final push to annihilate humanity from the Centauri system. With the colonists' lives at risk, the stakes cannot be higher and your only chance is to gather the survivors and make a run for the Jumpgate.

Scenario Goal

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

If you haven't managed to get the Colony Ship safely to the Jumpgate before the end of the 10th round, you lose the game.

Additional Game Setup

Set up the board as shown above.

Depending on the number of players, spawn the relevant Bosses at

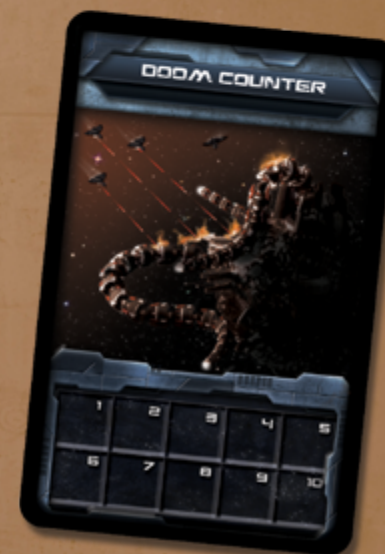
- **1 - 2 Players:** Black Carrier, Corrupted Crow.
- **3 Players:** Black Carrier, Corrupted Crow and Red Baron.
- **4+ Players:** Black Carrier, Corrupted Crows, Red Baron and Asteroid of Death.

Place the Colony Ship Token on planet Dawn and the players' Armada Ships in the adjacent Planetary Gravity Belt sectors. You may not place more than one Armada Ship in each sector.

Place 3 Combat Tokens in the Cargo of the Colony Ship Card.

Place the Doom Counter Card on the table. Use a black wooden cube to track the passing of the game's rounds on this card.

Wooden
Cube



Events Phase

Ravager Retaliation: If this is the first round, put the black wooden cube on the first position of the Doom Counter Area. During each subsequent Events phase, move the cube to the next position.

Scanning Report: Instead of spawning XPMS, Astartium tokens are spawned in both locations indicated by a Scanning Report Card (both Asteroid Belt and Planetary Gravity Belt). Astartium never spawns in a sector currently occupied by a Raider.

If a Raider spawns in the same sector as the Colony Ship, it immediately deals damage to it.

Movement Phase

No ships (Armada Ships, Colony Ship or Raiders), may travel through the Black Hole sector.

You may discard Combat Tokens from the Colony Ship Card's Cargo to move the Colony Ship. For each Combat Token you discard, the Colony Ship gains 1 Movement Point. Use these movement points to move the Colony Ship to an adjacent sector. You can move the Colony Ship more than one sector at once, provided you can pay the Movement Point cost.

If your Armada is in a sector where Astartium is present, you may spend 1 Movement Point per Astartium Token to retrieve it.

Exploration Phase

There is no Exploration Phase in this scenario.

Expand Phase

While in the same sector as the Colony Ship or an adjacent one, you may transfer up to 3 Combat Tokens from your Armada's Cargo to the Colony Ship Card's Cargo.

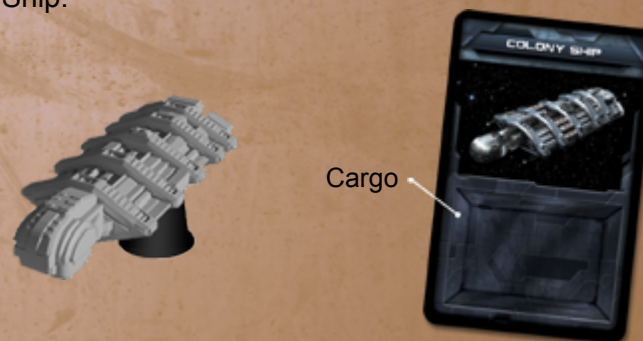
Special Rules

Colony Ship: The Colony Ship has a Hull equal to the number of Combat Tokens on the Colony Ship Card's Cargo. If at any time its Hull reaches zero, you lose the game.

Whenever the Colony Ship takes damage (under any circumstances), you discard one Combat Token from the Colony Ship Card's Cargo for each point of damage taken.

You must remove Combat Tokens to move the Colony Ship, but you can never willingly remove all of them.

The Colony Ship's Movement Points cannot be adjusted or affected by any Event or card in play. For example, the Corrupted Crow's Boss ability to reduces a ship's movement by -1 Movement Point doesn't affect the Colony Ship nor does the "Hyper Drive" Action Card. In addition, the Colony Ship is not considered a "Player", "Raider" or "Enemy"; as such, cards that affect these entities do not affect the Colony Ship.



Raiders: Whenever Raiders move, they are moved closer to the Colony Ship. Apply the following rules when moving Raiders:

- Always choose the shortest route to the Colony Ship.
- If a Raider spawns in or moves into a sector containing Astartium, immediately discard all Astartium tokens from that sector. This can happen during any phase, not just during the Ravager's Retaliation.
- If a Raider spawns in or moves into the same sector as the Colony Ship, then it inflicts its Level in damage to the Colony Ship before being discarded.

CAMPAIGN: THE LOST STARBASES

Upon your arrival in the Centauri system, you built Starbases to convert Astartium into the massive amount of energy required to power the Jumpgate. Once your scanners located rich deposits of Astartium, your Starbases were dispatched to harvest it. Now all communication with the Starbases has been lost. You must venture into the unknown to track down the lost Starbases and bring them online before you run out of Astartium and the Jumpgate is closed forever!

Scenario Goal

In this scenario you must find and reactivate your Starbases while trying to keep the Jumpgate safe. If the Jumpgate is not fully powered at the end of the 10th round, you lose the game.

Additional Game Setup

Set aside the Black Hole. Shuffle the remaining sectors and put the pile on the table face down.

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

A maximum of 5 XPM may be spawned during the course of the game.

Use one black wooden cube to mark the current round on the Doom Counter Area and another to track the power levels of the Jumpgate on the Power Tiles Area.

Events Phase

Ravager Retaliation: If this is the first round, put the black wooden cube on the first position of the Doom Counter Area. During each subsequent Events phase, move the cube to the next position.

If there is a Boss Badge on the current round of the Doom Counter Area, then a new Boss is spawned during the “Ravager Retaliation” part of the Event phase. The First Player takes a sector at random and places it anywhere on the map as per the Explore action. They then draw the top card from the Boss Deck and spawn the corresponding Boss on the newly placed sector. Finally, the First Player draws an Event Card and puts it into play.

Given the fact that both the Boss spawned and the Event Card is put into play before the “Resolve Event” part of the Event phase, they will be activated normally and apply their effects just like any other existing Events during that phase.



If there is a Lost Starbase Badge on the current round of the Doom Counter Area, then the First Player should draw and resolve an Intelligence Report Card.

A Starbase is placed on the sector marked with a red “X”. This newly placed Starbase is considered to be Inactive.

On any indicated sectors on the card, which are already in play, have Raiders and Starbases placed on them as directed by the Intelligence Report Card.

Scanning Report: XPMs do not spawn on sectors occupied by an Active or Inactive Starbase. Raiders may spawn on sectors occupied by Inactive Starbases, but not on sectors with Active ones. Raiders do not spawn on face down sectors.

Movement Phase

Entering a sector that is face down ends your movement as normal. Flip the sector face up and perform an Exploration Encounter during the Encounter Phase.

Expand Phase

Build Starbases: You cannot build any more Starbases. Your only chance is to locate and reactivate the ones you have lost. To reactivate a Starbase, spend 3 Exploration Tokens, 3 Combat Tokens and an XPM from your Cargo. More than one player may contribute to this cost, but they must all be in the same sector as the Inactive Starbase with no enemies present.

Place an Activation Token from the box (not from your Cargo) on the sector of the Starbase to mark it as Active.

Special Rules

Jumpgate Recharging: Move the counter on the Power Tiles of the Scenario Cards by a number of places equal to the number of active Starbases, minus the number of Bosses in play.

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

If at any time, under any circumstance, a Raider reaches the Jumpgate, the Raider is discarded and each Player takes Hull damage equal to the Level of the Raider plus the number of Bosses in play. If multiple Raiders reach the Jumpgate at the same time, then you apply damage separately for each one of them.

For example, if a Level 1 and a Level 2 Raider reach the Jumpgate while there is one Boss in play and 1 XPM is in place on the Scenario Card, then each player will first take 3 points of Hull damage, followed by another 4 points of damage.

You may use your Shields to mitigate damage. Make a Shield Check and block that much damage as the successes you score. You can also use Action Cards and/or abilities to mitigate damage.



CAMPAIGN : DISTRESS CALL

Despite the tireless efforts of your scientists, Jumpgate fluctuations remain a common occurrence. Amid a tremendous power surge, a barrage of distress calls suddenly light up your screens. "Mayday!... This... Colonist Ship AX215... Life support failing... separated when... under attack... send help!" Technicians scramble to pinpoint the origin of the signals now reaching you from deep within the uncharted sectors. You are not sure how these colony ships made it to the Centauri System; but you do know that you are their only hope!

Scenario Goal

In this scenario you must find the lost Colony Ships and escort them safely to Jumpgate. If a Colony Ship is destroyed or if you haven't escorted all of the Colony Ships to the Jumpgate by the end of the 10th round, you lose the game.

You must see a number of Colony Ships equal to the number of players safely through the Jumpgate to win the game.

Additional Game Setup

Set aside the Black Hole. Shuffle the remaining sectors and put the pile on the table face down.

Shuffle the Intelligence Report Deck and put it face down on the table. The First Player draws and resolves the top card of the Intelligence Report Deck.

A Colony Ship is placed on the sector marked with a red "X".

A maximum of 5 XPM may be spawned during the course of the game.

Use a black wooden cube to mark the current round on the Doom Counter Area.



Events Phase

Ravager Retaliation: If this is the first round, put the black wooden cube on the first position of the Doom Counter Area. During each subsequent Events phase, move the cube to the next position.

If there is a Boss Badge on the current round of the Doom Counter Area, then a new Boss is spawned during the "Ravager Retaliation" part of the Event phase. The First Player takes a sector at random and places it anywhere on the map as per the Explore action. They then draw the top card from the Boss Deck and spawn the corresponding Boss on the newly placed sector. Finally, the First Player draws an Event Card and puts it into play.

Given the fact that both the Boss spawned and the Event Card is put into play before the "Resolve Event" part of the Event phase, they will be activated normally and apply their effects just like any other existing Events during that phase.

Upkeep Phase

Retrieve any Activation Tokens you placed on the Colony Ship Card's Cargo during the Movement Phase of the previous round.

Movement Phase

While in the same or an adjacent sector to the Colony Ship, you may transfer XPMs between your Cargo and that of the Colony Ship Card, at a cost of 1 Movement Point.

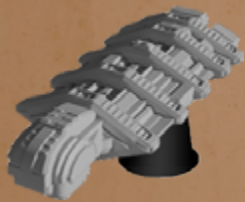
During the Movement Phase, if you place an Activation Token on the Colony Ship Card's Cargo of a Colony Ship carrying an XPM, each Combat or Exploration Token that you discard from your own Cargo allow you to move the Colony Ship by one sector.

Expand Phase

While in the same or an adjacent sector to the Colony Ship, you may spend one Astartium to place 1 additional Combat Token on its Colony Ship Card's Cargo, effectively repairing 1 point of damage. A Colony Ship can never have more than 10 Combat Tokens in its Cargo at any one time.

Special Rules

Colony Ships: Whenever you reveal the location of a new Colony Ship, place 3 Combat Tokens on the Colony Ship Card to represent its Hull. If a Raider reaches the Colony ship, remove a number of Combat Tokens equal to its Level. If, at any time, there are no Combat Tokens on the Colony Ship Card, you lose the game.



Colony Ship
Recovery Position



Boss Badge

If you successfully escort a Colony Ship carrying an XPM to the Jumpgate, place that XPM on the Scenario Card to mark the successful retrieval of the vessel.

If you haven't retrieved all the required Colony Ships, the First Player draws and resolves a new Intelligence Report Card. Any indicated sectors on the card are already in play, have Raiders and Colony Ships placed on them as directed by the Intelligence Report Card. Do not replace any Bosses. A Boss and a Colony Ship can both occupy the same sector.

Raiders: When a Raider is moved, either by an Event, a Scenario Card, or a Boss Effect, then it always moves towards the closest Colony Ship. If there is no Colony Ship currently in play, they move towards the Jumpgate.



CAMPAIGN: OPEN CONFRONTATION

The Jumpgate is under attack! Claxons wails as Raiders fill your sensor screens, the countless squadrons seemingly driven on by some malevolent presence that lies just beyond their range. Moments later, the stars ahead are swallowed by the shadow of a writhing mass of whipping tendrils: the Ravager has come! The alien mastermind is leading its entire force against your Armada in a single decisive strike to determine the fate of the Centauri system. You must protect the Jumpgate at all costs: it may be your only salvation!

Scenario Goal

Though the Jumpgate can be used as a weapon against the Ravager, you need time to charge it. You must destroy all the Bosses that jam the Jumpgate and hold the Ravager at bay for 10 rounds to win the game.

If, at any time, the Ravager reaches the Jumpgate or there are still Bosses in play at the end of the 10th round, you lose the game.

Additional Game Setup

Set the 4 Thick Nebula and the Black Hole sectors aside. Shuffle the remaining sectors and put the pile on the table face down.

Put the Scenario Card relevant to the number of players face up on the table. Use a black wooden cube to mark the current round on the Doom Counter Area.

Events Phase

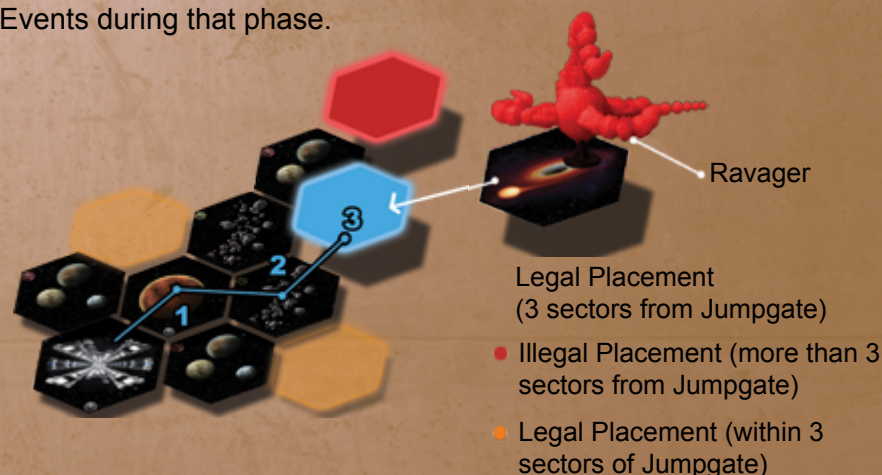
Ravager Retaliation: If this is the first round, put the black wooden cube on the first position of the Doom Counter Area. During each subsequent Events phase, move the cube to the next position.

Each round, the First Player should draw and resolve a Ravager Retaliation Card. The "Phase 1" Event occurs even if the Ravager is not yet in play. The "Phase 2" Event only occurs once the Ravager has spawned.

If there is a Boss Badge on the current round of the Doom Counter Area, then a new Boss is spawned during the "Ravager Retaliation" part of the Event phase. The First Player takes a random Thick Nebula sector and places it anywhere on the map, except adjacent to another Thick Nebula or the Jumpgate. They then draw the first card from the Boss Deck and spawn the corresponding Boss on the newly placed Thick Nebula sector. Finally, the First Player draws an Event Card and puts it into play.

If there is a Ravager Badge on the current round of the Doom Counter Area, then the Ravager joins the battle during the "Ravager Retaliation" part of the Event phase. The First Player takes the Black Hole and places it anywhere on the map that is no more than 3 sectors away from the Jumpgate. If for any reason there is no valid location to place the Black Hole, the Ravager spawns anywhere closer, except directly adjacent to the Jumpgate.

Given the fact that the Ravager, Boss and Event Card are all put into play before the "Resolve Event" part of the Event phase, they will be activated normally and apply their effects just like any other existing Events during that phase.



Movement Phase

Only the Ravager can enter, leave or pass through the Black Hole sector.

Expand Phase

While in the same sector as a Starbase, you may discard an XPM from your Cargo to transform it into a weapon against the Ravager. The resultant explosion creates a wormhole that hurls both the Ravager and your Armada to another sector.

Using a Starbase as a weapon is resolved in the following order:

- Discard the XPM.
- Remove the Starbase from the board.
- Move the Ravager away from the Jumpgate by 1 sector.
- Draw a new sector and place it anywhere on the board.
- Move your Armada Ship to that sector and resolve a Hard Exploration Encounter.

Special Rules

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

- When the Ravager moves, it always moves towards the Jumpgate via the shortest possible route.
- Nothing spawns on the Ravager's sector (including XPM and Raiders).
- Nothing can move into the Ravager's sector. If, under any circumstances, something ends up in the Ravager's sector:
 - If it is a Raider, destroy it. Each player is dealt an amount of damage equal to the Raider's Level.
 - If it is a Boss, destroy it. Each player is dealt 2 points of damage and the First Player draws and puts an Event Card into play.
 - If it is an XPM, destroy it. Each player is dealt 1 point of damage.

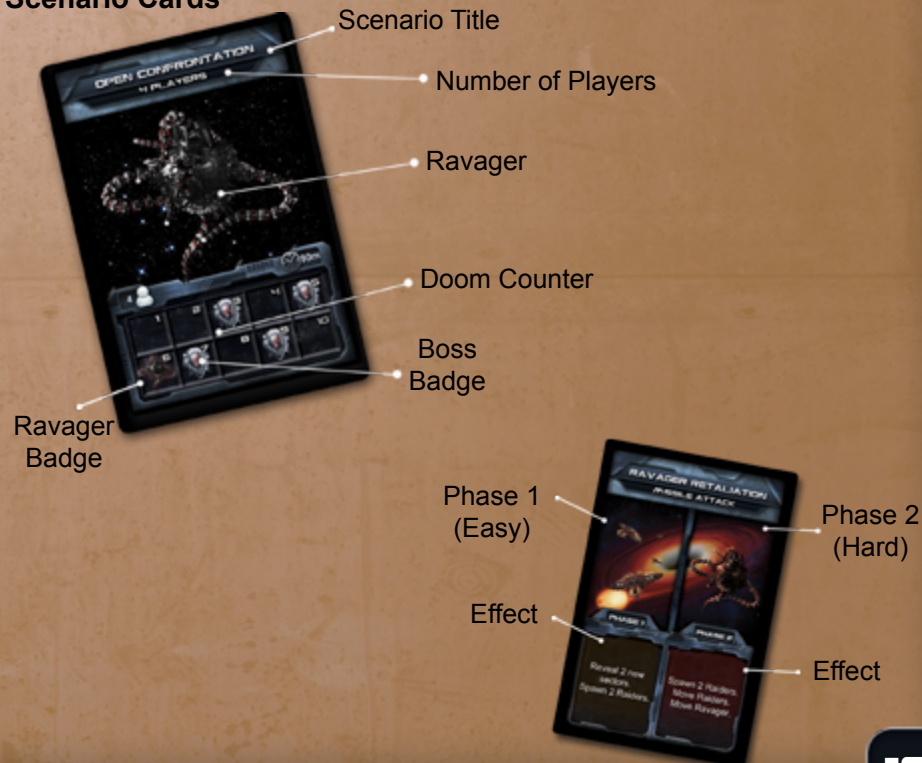
- If it is an Armada Ship, the Ravager deals 8 points of damage. Players may use their Shields, as well as any special abilities and/or Action cards to reduce or negate this damage. If the Armada Ship is not destroyed, it is pushed into a sector adjacent to the Ravager's sector.
- If it is a Starbase, destroy it.

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

If at any time, under any circumstance, a Raider reaches the Jumpgate, the Raider is discarded and each Player takes Hull damage equal to the Level of the Raider plus the number of Bosses in play. If multiple Raiders reach the Jumpgate at the same time, then you apply damage separately for each one of them.

For example, if a Level 1 and a Level 2 Raider reach the Jumpgate while there is one Boss in play, then each player will first take 2 points of Hull damage, followed by another 3 points of damage.

Scenario Cards



CAMPAIGN: RAVAGER'S DEMISE



Scenario Goal

In this scenario you are preparing to deliver a devastating blow to the Ravager. Your scientists are developing new technologies that will help you destroy it, but you need to find a passage through the radiation fields of the Thick Nebulas that surround the Ravager's homeworld. The fluctuating nebulas seem to follow a strange pattern; you must decipher the pattern if you are to pass through them and face the Ravager.

If the Ravager survives to the end of the 10th round, you lose the game.

Additional Game Setup

Set up the board as shown above, placing the Ravager on the Black Hole Sector.

Put the Scenario Card relevant to the number of players face up on the table. Use a black wooden cube to mark the current round on the Doom Counter Area.

Shuffle the Pattern Deck, draw the top card and without looking at it, place it face down on the table. This card will be called the **"Key Card"** and your goal is to determine what it is. Place the rest of the cards face down next to the Key Card.

Events Phase

Ravager's Retaliation: At the end of this phase, apply the following effects to all sectors that are **Marked by the Ravager**:

- If a Raider is in a marked sector, upgrade it to the next level.
- If an Armada is in a marked sector draw an Event Card. You draw a maximum of one card this way, even if more than one Armada occupies any marked sectors.
- If a Starbase is in a marked sector, reduce the research level of the active Scientific Project by one point (per affected Starbase).



After you resolve all sectors, discard the current Scanning Report Card.

Scanning Report: After you draw and fully resolve a Scanning Report Card, it remains face up on the table until discarded during the next Ravager's Retaliation phase.

Mark of the Ravager: The First Player places an Activation Token from the box on the location on the current Scanning Report Card, which was not used to spawn an XPM this round: All of the sectors relevant to that location are considered to be **Marked by the Ravager**.

Upkeep Phase

If there is no Scientific Project currently active, choose one and place it next to the board. Place an Activation Token at the starting position (0) of its Development Track.

Movement Phase

You may not try to pass through a Thick Nebula before the beginning of round 5. Upon entering a Thick Nebula, reveal the Key Card. If the color of the Key Card matches the color of the Thick Nebula you currently occupy, your Armada is instantly moved to the Black Hole Sector.

If the color of the Key Card does not match the color of the Thick Nebula you currently occupy, your Armada takes 4 Hull damage and is forced to retreat to your previous sector. You may use your Shields as well as any special abilities and/or Action cards to reduce or negate this damage. Finally, shuffle the Key Card and Pattern Deck before drawing a new secret Key Card.

Whenever you enter a sector that is Marked by the Ravager, you may attempt a Speed Check roll (3) to avoid detection. If you fail, your Armada takes 5 Hull damage; you may use your Shields as well as any special abilities and/or Action cards to reduce or negate this damage.

Expand Phase

Invest in a Scientific Project: You may contribute to the research of the active Scientific Project. For every Combat Token, Exploration Token or 2 Astartium you invest in a Scientific Project, you may move the Activation Token 1 space further along its Development Track. Each XPM you discard from your cargo allows you to move the Activation Token 2 spaces further along its Development Track. If a Scientific Project is completed, its special bonus is activated and remains in effect for the duration of the game. The benefits of multiple completed projects are cumulative.



Decipher the Pattern: In order to fight the Ravager you need to find an opening through the Thick Nebulas. To do so reveal as many Pattern Cards as your Command Level. By discarding that many Combat Tokens as the number of players (in solo mode you discard 2), you may reveal one additional Pattern Card. Look for pairs of the same color among the revealed cards, as any pairs indicate that the Key Card is NOT one of these colored Pattern Cards. If you find such a pair, then use an Activation Token from the box and place it on the Thick Nebula of the corresponding color. After you are done marking any uncovered pairs, shuffle the Pattern Deck and return it to the table face down.



Example: Player A has Command Level 4, so he reveals 4 Pattern Cards. After checking the cards the players decide to spend 2 Combat tokens to reveal 2 more cards. They find a Blue and a Green pair, and place Activation tokens on the corresponding Thick Nebulas. Since there are still two colors left, they need to keep on trying. They re-shuffle the Pattern Deck. Player B decides to try and Decipher the Pattern too. He has Command Level 5 and reveals 5 cards. A pair of Yellow Pattern Cards is revealed. The players place an Activation token on the Yellow Thick Nebula and are now certain that the hidden Key Card must be a Red Pattern Card so they must use the Red Thick Nebula to reach the Black Hole.

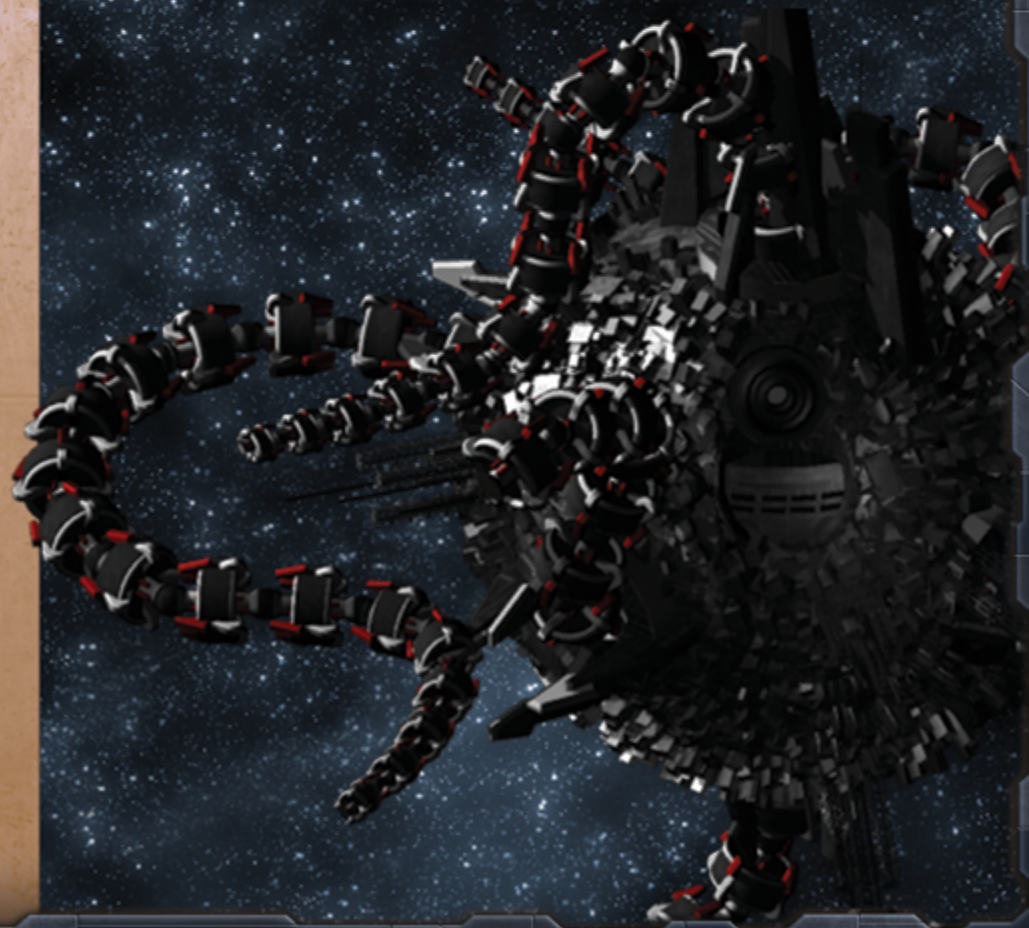
Special Rules

Sector Placement: You may not, under any circumstances, place a sector adjacent to the Black Hole (this includes Exploration).

Raiders: Raiders cannot spawn in or move into the Thick Nebula sectors. When moving, they always move towards the Jumpgate. If one or more Raiders reaches the Jumpgate, draw and resolve an Event Card and discard the Raiders. A maximum of one Event Card is drawn in this fashion, regardless of how many raiders reach the Jumpgate in a round.

Ravager: Unless you have completed the XPM Cannon project, your weapons deal half as much damage (rounded down) when attacking the Ravager! Before you initiate any combat with the Ravager, place 2 Astartium Tokens beside each Starbase to indicate their Hull Points. If a Starbase is destroyed, players lose the extra die bonus to their rolls.

All players at the Black Hole Sector are considered to be engaged in the same combat with the Ravager. It will make two attacks per combat round, one at Speed 9 and the other at Speed 6. Based on their Speed, all combatants take a turn attacking. If a player's speed is tied with the Ravager's, the Ravager will go first. The Ravager will always attack the player with the lowest Shields, in case of a tie it will target the player with the lowest Hull. At the beginning of each combat round with the Ravager, Raiders move once towards the closest Starbase. When a Raider reaches a Starbase, it deals its Level as Hull damage to the station and the Raider is discarded.



CAMPAIGN: RETALIATION



Scenario Goal

The Raiders are launching wave after wave of attacks in an effort to eliminate humanity from this corner of the galaxy! Your only chance to stop them lies in a legendary super-weapon, hidden at the heart of a Black Hole!

To activate the remote super-weapon, you must build an Engineering Ship capable of transporting the alien technology located throughout the Centauri system to the hidden Starbase.

Depending to the number of players, the technology required to complete the weapon alter:

1-2 Players: 1 x Fusion Reactor, 1 x Powered Astartium Disintegrator, 1 x Astartium Plates.

3 Players: 1 x Fusion Reactor, 1 x Powered Astartium Disintegrator, 2 x Astartium Plates.

4+ Players: 2 x Fusion Reactor, 1 x Powered Astartium Disintegrator, 2 x Astartium Plates.

If the ancient weapon has not been activated by the end of the 10th round, you lose the game.

Additional Setup

Setup the board as shown in the image above.

Depending on their number, each player receives a number of free upgrades to split, as they see fit, between their Starport and Research Lab (in addition to any awarded by their Commander). Each player receives 6 free upgrades in a 1 or 2 player game, 5 for 3 players, and 4 for 4 or more player games.

Remove the following cards from the relevant decks:

- Common Action: The two "Home Run" cards.
- Special Action: "Astral Mechanics", "Remote Shift" and "Damaged XPM".

Regardless of their Command Center level, players cannot have more than 4 Activation Tokens.

Shuffle and place the "Special Items" Deck at the side of the board.



Number of players

Boss Badge

Doom Counter

Events Phase

Scanning Report: When resolving a Scanning Report Card, you spawn a maximum number of Raiders equal to $2 \times X + 1$, where X is the number of players. The First Player decides where they spawn. If there are any Raiders at the locations that an XPM should spawn, they are upgraded to Level 3.

Upkeep Phase

By paying 2 Astartium, you can change any Power Up or Unit in your arsenal with another of the same quality (a Common Power Up for another Common Power Up, or a Special Unit for another Special Unit) from your decks.

Movement Phase

During the movement phase, the following rules apply for the Engineering Ship:

- It gets 1 Movement Point for each Combat or Exploration Token discarded.
- To enter the Black Hole sector, you must discard 1 Exploration Token, 1 Combat Token and 1 Black Hole Disruptor from its cargo.
- If your Armada is in the same sector as the Engineering Ship, you can transfer Combat or Exploration Tokens, Astartium or Special Items between cargo holds at a cost of 1 Movement Point per transferred item.
- If your Armada is in the same sector as the Engineering Ship, you can repair it by spending 2 Astartium per point of damage.

Encounter Phase

Exploration: You may not reveal new sectors. However, you can choose to perform an Exploration Encounter on any sector other than the Jump Exploration: You may not reveal any new sectors. However, you can choose to perform an Exploration Encounter on any sector other than the Jumpgate, Dawn, Black Hole and Thick Nebula sectors, that is not currently occupied by an Activation Token. gate, Dawn, Black Hole and Thick Nebulas, that also doesn't have an Activation Token on it.

If you succeed in a Hard Exploration encounter at a Planetary Gravity Belt Sector or an Asteroid Field Sector, you may draw a Special Item Card instead of a Special Action Card.

After the end of an Exploration encounter, no matter the outcome, place an Activation Token from the box on the current sector.



Special Item Card

Expand Phase

You are not allowed to construct any new Starbases.

All players can contribute to the building of an Engineering Ship, but at least one of them must be in the Jumpgate sector to do so. The Engineering Ship costs $2 \cdot (X+1)$ Combat or Exploration Tokens, where X equals the number of players. Once constructed, use a Colony Ship (token or miniature) to mark its location on the board. The Engineering Ship always starts from the Jumpgate.

If the Engineering Ship and all required Special Items reaches the Starbase's Black Hole sector, you win the game.

Special Rules

Raiders: When Raiders move, they move towards the Jumpgate or, if it is in play, the Engineering ship. If a Raider reaches the Jumpgate, all players take Hull damage equal to the Raider's level. If a Raider reaches the Engineering ship, the Raider deals its level in damage to the vessel. In both cases, the Raider is removed from the board after the damage is dealt.

Bosses: Bosses are invulnerable to your weapons and they cannot be defeated! If a Player occupies a Thick Nebula when a new Boss spawns there, the player takes 4 points of Hull damage and is pushed out of that sector.

Black Hole Sector: No Raider, Boss or Armada Ship can enter the Black Hole sector. Only the Engineering Ship equipped with a Black Hole Disruptor can enter that sector.

Engineering Ship: Use a Colony Ship to indicate its location on the board.

- It starts with a Hull of 3. If its Hull reaches 0, it is destroyed and you lose the game.
- It cannot be targeted or affected by any cards (Actions Cards, Event Cards, Boss Abilities).



CREDITS

GAME DESIGN:

Constantine Kevorque

GAME DEVELOPMENT:

Anastasios Grigoriadis
Alexandros Manos

ART & DESIGN:

Emmanuel Galanopoulos
Rothis Anastasopoulos
Anxhelino Nurcellari

ACKNOWLEDGEMENTS:

Scenario: Dimitrios Xanthakis
Proof Reading: Richard Neale
Space Photos: NASA

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