

Centauri Saga Rule's F.A.Q.

General

When you discard a unit/power up cards to activate the ability do you simply put them back on your piles (so you can play them another time) or do you actually remove them from the game?

Answer: You put them back on your pile so that you can play them again unless the card indicates something else.

Can the Astral Eagle ability be played when not being on the same tile with the enemy? Can you use it as a long distance missile?

Answer: It can be played anywhere on board, to affect any enemy on the board.

When can you play butterfly effect? Is it a onetime effect like the other cards?

Answer: You can play this card as a reaction when you draw a card. It is an one time effect

The advanced action cards have cards that give an extra slot for Units or Power Ups, do those stay in game? Or are they just for 1 round.

Answer: They stay in game.

When an event card tells you to spawn 2 raiders, do you spawn them on the same sector or can you choose any sector on the board?

Answer: Unless specified otherwise you spawn them anywhere on board.

Can you built a Starbase on the Jumpgate?

Answer: Yes.

What is the difference between the blue and the orange Commander cards?

Answer: The blue are males and the orange females.

Bosses

Boss penalties/abilities are temporary or permanent?

Answer: Permanent until they are defeated.

Who is affected by the Corrupted Crow's effect?

Answer: The players' armadas and the colony ship are affected by the ability.

Scanning Report

During the first turn, do you skip the scanning report phase or do you add 2 sectors tiles since you cannot put XPM on any tiles?

Answer: No you do not skip it. On the first turn, the Scanning Report will always spawn two extra sectors on the board. After that you spawn Raiders normally.

Movement

On page 12 under the move section: "Move: if your current sector is empty, you can move your Armada to any adjacent sector" and on page 13 under evading enemies: "to move out of a sector with a Raider you need to pay an extra amount of movement points...." Can you move out a sector with a Raider or does the sector have to be empty?

Answer: Yes you can move out of the sector.

Exploration

It's very hard to remember which sectors were already explored and which weren't. Especially at the beginning when no XPMs spawn you lay down a great lot of new tiles and it's hard to keep track of all of them. "Explored" tokens would have been handy.

Answer: ALL sectors that are face-up on the board are considered "Explored". Then only way to "Explore" is to move outside the board, pick a new tile from the face down stack and place it on the board.

Can you explore when a raider is in the same sector as you?

Answer: Yes you can. But remember that exploration happens only on newly placed sectors on the board as part of your Movement. So, it is extremely rare to have a Raider in such a sector.

Combat

Whenever a raider meets another minion or boss surge occurs. You will only have to fight 1 raider or boss on a hex. The rules say surges always happen at the end of a phase, so in a rare case a player could use an instant action card to push an enemy away during the encounter phase, thus making it possible for 2 enemies to be on the same hex during the next players encounter.

Answer: In that case you will first fight one raider (your choice) and IF you lose the battle and the raider survives, because there will be 2 raiders on the same Hex, a surge will happen at the end of that phase. You can not engage both enemies (unless you use some special ability).

Some cards allow you to kill enemies outside the normal encounter phase, like one of the player cards that allows a player (paying a combat token) to move 1 sector and fight a raider. (So think this combat just happens in the movement phase). Or one of the advanced action cards that allows to throw a dice for every raider 1 sector away, destroying it on a 5 or 6. Do we get rewards for kills like these?

Answer: Rewards are awarded at the end of each Combat (whenever that may have occurred). You do not get rewards when enemies die by any other effect.

When you engage an enemy, do you fight until death or can you stop the fight before getting killed (retreat)?

Answer: You fight until death, taking turns (based on your Speed).

Setup

What tiles do I put on the board?

Answer: Unless otherwise stated by the Scenario, place the Jumpgate and Dawn sectors on the board adjacent to each other (as shown in the setup picture). Players start on the Jumpgate.

What is the starting point for CC, Starport and Research lab on Player mat?

Answer: The starting point is 0 (no cube on the player mat). The only stats with starting points are Speed (2), Combat (2), Shields (2) and Hull (8).

Solo mode

Do you have 1 or 2 regroup actions?

Answer: 2

Can you carry 1 or 2 XPM in Cargo?

Answer: 1

Since the two armadas share the same stats they share hull points. If their hull points reach zero during a combat involving blue, is yellow destroyed also and moved to the jump gate?

Answer: The two ships share the same Hull and Cargo. When a "Ship" is destroyed it is immediately transferred to the Jumpgate sector and you set the Hull back to 8. So, if you have 3 Hull points and attack with the first ship, and that ship is destroyed. You move it to the Jumpgate and reset your Hull to 8. At that point if the second ships attacks, it has a Hull of 8.