

ARENA : TACTICAL ADVANCE



Game Setup

- Set up the board as shown in the picture above
- Each Team selects one Starbase and places it in either the Jumpgate or Dawn sectors. These Starbases are their team's starting location.
- Each player starts with 3 Astartium and 1 Action Card.

Goal

In order to win the game teams must destroy opponent's team Starbase. Each Starbase has 15 Hit Points. Monitor these HP by using Victory Point Tokens.

Scanning Report

During Scanning Report you do not open new sectors, or spawn any XPMs or Raiders. Instead of XPM spawn Astartium in both designated Sectors.

Movement Phase

During Movement Phase players move first their Armada and then all Team's Raiders. Raiders move 1 sector.

Players may spend X Activation tokens on team's Starbase and move X Raiders one extra Sector.

There is no surge whenever a Raider is moving in a sector with "friendly" Raider.

Encounter Phase

Teams can deal damage to enemy Starbase by buying and deploying Raiders. Teams may spawn Raiders at their Starbase and fly ahead until they reach the enemy team's Starbase and deal damage equal to their attack value.

If a Raider encounters an opponent's Raider resolve battle as normal. Each team controls its Raiders. In case of battle with more than 2 ships follow arena combat rules. Action cards can be used on Raiders.

To acquire Raiders players must go in a Thick Nebula Sector and resolve an exploration. If the exploration fails, the player may not acquire Raiders this turn. If the exploration is successful players may acquire a Raider. To do so, players may spend tokens (exploration or Combat) and acquire a Raider of that level (max of 3).

Players keep Raiders in their cargo. They may keep them for as long as they want. If a player is destroyed, Raiders abandon that player, and join the player that landed the killing blow. If a player is destroyed by any other means (like an encounter) destroy all Raiders in the Cargo.

After a successful Raider acquisition the player is transferred back to team's Starbase. Turn Thick Nebula sector face down (as now it is unavailable). When all 4 Thick Nebulas are face down turn them face up again during next "Ravager Retaliation".

In this scenario, difficult Encounters reward 2 Exploration Tokens instead of 1.

Expand Phase

If you are at your team's Starbase Sector, place any number of Raiders from your cargo in the sector. At this point you may choose to combine Raiders to create a higher level one. For example combine a Level 2 Raider with a Level 1, remove them from the sector and place a Level 3 Raider instead.

Example: In the Encounter phase, Mark draws an exploration card from the deck and resolves it. He managed to win the encounter and gain an exploration token. During the expand phase, Mark spends a Combat and an Exploration token to acquire a lvl 2 Raider. During the Expand Phase he may deploy the Raider.

