CENTAURI SAGA

6 PLAYER ADD ON RULEBOOK

VESUVIUS MEDIA

CAMPAIGN : 5 PLAYERS RULES

In order to play any scenario campaign with 5 players you have to add the following rules:

- Set up the game as if you are playing with 4 Players

- The base cost to remove any Event from play is 3 Combat Tokens (instead of 2)

For the scenario "Safe Passage", during setup, you can place up to two Armada Tokens in the same Planetary Gravity Belt sector.

CAMPAIGN : 6 PLAYERS RULES

In order to play any scenario campaign with 6 players you have to add the following rules:

- Set up the game as if you are playing with 4 Players

- The base cost to remove any Event from play is 3 Combat Tokens (instead of 2)

- The base cost to construct a Starbase is 4 Exploration and 4 Combat Tokens

For the scenario "Safe Passage", the base cost to remove any Event from play is 4 Combat Tokens. Also, when setting up, you can place up to two Armada Tokens in the same Planetary Gravity Belt sector.

ARENA : THE JUMPGATE

"The Jumpgate" is a Co-op PvP scenario where you are competing with another team on who will repair the Jumpgate fastest, while at the same time keeping the Raiders at bay and your enemies under control.

In order to play any scenario campaign with 5 players you have to add the following rules:

Goal

Before the end of the 10th round you have to find 3 XPMs and use them to repair the Jumpgate.

Game Setup

Set up the game exactly as the scenario "Fixing the Jumpgate". You should also follow all the rules, except the ones indicated bellow.

Each Team gets one of the special "Arena: The Jumpgate" scenario cards. You use this card to track your progress. If you are playing with only two players, then each one uses the "Solo player" rules, controlling two Star Destroyers with one Commander.

Use one of the cards to track down the game rounds by placing a wooden cube on it.

Shuffle in the "Action Deck" the special "Arena" cards. These cards have the keyword "Arena" in their description.

Raiders

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

If at any time, a Raider reaches the Jumpgate, each player gets damage equal Raider's level. Discard the Raider token. You do not have to remove already placed XPMs.

Bosses

All Bosses are protected by a powerful force field making them immune to damage. To bypass their shield you need to build a Starbase in boss sector. If you destroy a Boss, then each member of the team draws an extra Special Action card.

Combat

After a combat among two or more players:

- The winner gets 2 Astartium, 1 Common Action and 1 Token (Combat or Exploration).

- The loser respawns in the Jumpgate sector, draws 1 Common Action card and sets Hull Points to 8.

No combat may take place in the Jumpgate Sector.

CAMPAIGN : REACHING FOR THE STARS

Scenario Goal

In this scenario you require to locate a number of XPMs, transfer them to the Jumpgate and try to repair it. At the same time you need to stop Ravager from reaching the Jumpgate and defeat all Bosses. As long as any Boss is in play, it jams the Jumpgate.

If Ravager reaches the Jumpgate or at the end of the 10th round, you haven't managed to destroy all Bosses and restore all XPMs you lose the game.

Setup

This scenario asumes that you have already mastered the scenarios: "Fixing the Jumpgate" and "Open Confrontation".

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.

Select the appropriate 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.

Scenario Title

Players

XPM Positions

Doom Counter

Boss Badge

Rear view

If there is a Ravager badge then Ravager appears during Ravager Retaliation phase.

Also, the card shows the places where you need to put XPMs in order to reactivate the Jumpgate. Depending on the number of players, you need to find a different number of XPMs to win this scenario.

Ravager Retaliation

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

Phase 1 (Easy)

Scenario Title

Phase 2 (Hard)

Effect

Effect

3
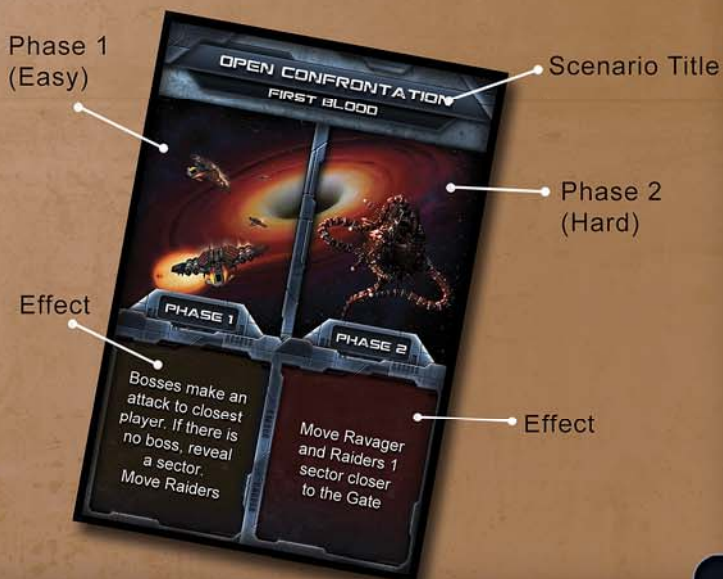
If at this turn a Boss should spawn (the position is marked with a Boss Badge), the First Player gets a random "Thick Nebula" sector and puts it anywhere on the map, but not adjacent to another Thick Nebula or the Jumpgate Sector. Then s/he draws the first card from the Boss Deck and spawns the relevant boss in the Thick Nebula Sector. Finally s/he draws an event card and puts it into play.

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

Draw and resolve a special "Open Confrontation" 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 Phase

If you have an XPM in your cargo and your armada is located in the Jumpgate Sector, then you can choose to try repairing the Jumpgate. To do that, you need to draw a special Scenario Event card and resolve it. You use the Scenario Event Deck from "Fixing the Jumpgate". If you are successful then you place your XPM on a free spot on the Scenario Card. If you lose discard the XPM and draw and put into play the next Event.

Raiders

When a Raider is moved, by an Event, a Scenario Card or a Boss Effect 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 Raider's level. Discard the Raider.

Bosses

All Bosses are protected by a powerful force field making them immune to damage. To bypass their shield you need to build a Starbase in boss sector. When you destroy a Boss:

- move the Ravager one sector away from the Jumpgate

- destroy the Starbase

Ravager

Ravager

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

- Nothing spawns in Ravager's sector (neither XPM or Raider)

- Nothing can move in Ravager's sector. If something ends up in Ravager's sector then:

  - If is a Raider destroy it. Each player is dealt an amount of damage equal to its level.

  - If is a Boss destroy it. Each player gets 3 points of damage and an event spawns.

  - If is a XPM destroy it and deal 1 point of damage to all players.

  - If it is a player's armada, Ravager attacks once the player with a Combat 8. After the player mitigates any damage using a Shield roll, the armada is pushed out of 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.