

CENTAURI SAGA

"Jump successful Captain!"

You breathe again with relief. Your armada is one of the first to safely cross the Jumpgate into a hostile alien system!

Everywhere around you, sensors pick up extreme radiation levels, weird energy fluctuations, a madly gyrating asteroid field and solar winds like you've never seen before in any quadrant.

The alarm sounds as ships dart out of the asteroid field. Your Stormcrows move in unison to repel the attackers while the rail guns of your Star Destroyers rain death upon them!

You defeat the Raiders this time, but... they will be back.

Game Contents

10 x Dice	107 x Euro Standard Cards
31 x Hexagon Tiles	20 x Acrylic Gems
47 x Plastic Miniatures	47 x Punch Board Tokens
4 x Player Mats	30 x Black Wooden Cubes
92 x Euro Mini Cards	

GAME SETUP

Set up the different decks as shown in the picture below.



Hint: When you discard any card, it returns to the bottom of the relevant deck. No need to waste table space on a discard pile.

Each player places a Player Mat in front of them, chooses a Commander, an Armada Token, 3 Astartium, 1 Activation Token and 20 Armada Cards (6 Common Units, 4 Special Units, 6 Common Power Ups and 4 Special Power Ups) of the same color as the Armada Token.

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
Choose a Scenario to play and follow any additional setup rules or instructions.

A. Commanders and Armada Tokens

Each commander has a different set of setup bonuses and a special ability. Choose the one that fits your game style best.



Setup Bonus

You apply these adjustments during the game setup.

Your Armada Stats (Combat, Shield, Speed) start at level 2 and your Hull at 8. Use a black wooden token to mark them. Command Center, Starport and Research Lab start at 0.

Increase the relevant Armada Stats by the value on the card. If your Commander also has a bonus for Starport or Research Lab, you should increase them too, drawing and equipping the relevant Power Up or Unit.

Special Ability

At any time during the game, to activate this special ability you need to use an Activation Token. To do this, simply place an Activation Token on top of this card.

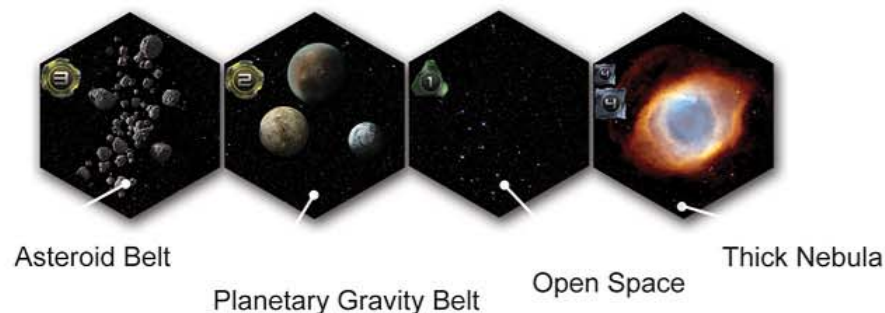
B. Sectors

These hexagons represent the dangerous space of the Centauri solar system.

There are 3 special sector types:



and 4 different common types:



Each common sector has a color/shape combination and a number signifying the Movement Point cost you need to pass through it:



Current Sector: It is the one in which your armada is located.

Adjacent Sectors: Are those that share a side with your Current Sector. Abilities, events or actions that affect Adjacent Sectors also affect your Current Sector.

Face down Sectors: These sectors are considered Inactive. No Enemy may move in them. Enemies on these sectors are not affected by Events, Actions cards or Boss Effects.

C. Tokens



Activation Tokens: Use these tokens to mark Special Abilities of your Units, Power Ups or your Commander that you have activated. To mark these abilities, simply put the Activation Token on top of the relevant card. You can not have more than one Activation Token on top of the same card. During Upkeep, remove all Activation Tokens from your cards and put them back into your Cargo ready to be used again when needed.



Astartium: A special mineral used as currency in the game. Astartium is presented as its molecular structure symbol in all of the game cards.



Combat Tokens: You gain these when you kill raiders or bosses. You can use them to activate certain abilities, remove events from play, or build a Starbase.



Exploration Tokens: You gain these when you explore new sectors in Alpha Centauri. You can use them to activate certain abilities, or build a Starbase.



First Player Token: Each round, one of the players holds this token, which indicates who plays first during that round. At the end of the round, the First Player passes this to the player on the left.



Starbase Tokens: These tokens represent Starbases that you build to help you destroy bosses and better control areas in Alpha Centauri.



Victory Points (VP): At the end of the PvP (Arena) game, the player with the most VPs is the winner. These Tokens are not used in the Co-op version of the game.



XPM: These tokens represent the alien power source (Xalandar Power Module) that can be found hidden in sectors of Alpha Centauri.

D. Action Cards



Title

Type

Effect



Common



Special

Rear view

You gain these cards either by upgrading your Command Center, or through completion of Exploration encounters. There are two different decks: Common (blue) and Special (orange). Each card has a title, a type and an effect. The type of the card dictates when you can play it:

Instant: can be played at any time, during any phase

Movement: can be played only during the Movement Phase

Upkeep: can be played only during the Upkeep Phase

There is no cost for playing these cards. After you resolve their effect, the card is discarded.

E. Exploration Cards

Title

Flavor Text

Easy Encounter
(Yellow Area)



Hard Encounter
(Red Area)

Check Roll

Rewards

These are special encounters you need to resolve when exploring new sectors.

Each card has two different encounters: Easy and Hard. You choose which one you want to do. To successfully resolve the encounter, you need to make a Check Roll of the specified attribute and bring that many successes as indicated on the card.

For example, if the card states  (1), you should roll as many dice as your  attribute (Combat) and get at least 1 success.

Unless otherwise stated, a Success is a roll of 4, 5 or 6 on a six-sided die.



Rear view

F. Scanning Report

A Scanning Report consists of two actions: Placing an XPM and Raider Reinforcements.



Placing an XPM

This card indicates two locations in which an XPM may appear. Placing an XPM token on any sector of the first location or, if not possible, on the second location. For each location you get a sector type (Asteroid Belt or Planet Gravity Belt) and a color (Blue, Red, Green or Yellow). You need to find a sector that matches both type and color.

Also the following rules apply:

- You cannot place an XPM token on a sector with enemy forces present or another XPM.
- You cannot place an XPM if there are no XPM tokens left.
- If there are more than one valid sectors, the first player decides where the XPM is placed.

If you cannot place an XPM (for any reason) the first player draws two Sectors from the pile (if any exist) and places them face up on the table following the exploration rules described in page 12.

Raider Reinforcements

Place a Raider Token on every sector indicated by the Scanning Report. Always place a Level 1 Raider Token, unless an effect indicates otherwise.

If there are no more tokens available of the required level, you should spawn a Raider of the next level. If there is no valid sector to spawn Raiders on, skip this step.



Rear view

G. Armada Deck

Units & Power Ups



Green Deck



Orange Deck

During the setup phase of the game, choose an Armada Token and take the Armada Deck of the same color. Each deck consists of 20 cards divided into two types: 10 Units and 10 Power Ups. Each type has 6 common cards (blue) and 4 special (red).

These cards are always available to you. When you decide to equip your Armada, choose a card from your hand that corresponds to the type (Unit/Power Up) and quality (Common/Special). For example, if you equip your Starport to Level 2, you should equip one of the common (blue) units.

You equip these cards by placing them on your Player Mat. At the same time, apply their Stat Bonus to your Armada Stats. If at any time you remove such a card from your Player Mat, you must reduce your Armada Stats accordingly. The removed card returns to your hand (in your Armada Deck)

On each card you can see:

- The Armada Stat Bonus you gain when you equip this card.
- The Special Ability that can be activated with an Activation Token. The Special Ability can be activated at any time during a round, as long as you have available the required Activation Token.
- The type icon specifying whether the card is a Unit or a Power Up.
- The Quality of the card. Blue cards are Common, Red cards are Special.

H. Player Mat



1. Place your commander card here and apply its effects on your Armada Stats.

2. The Command Center shows your progress in the game. For each level, you gain either an Activation token, a Common Action or a Special Action. Your Command Center upgrades to the next level each time you reach a level in either Starport or Research Lab that is marked by the "CC+" symbol. Starts at Level 0.

3. By increasing your Starport you gain either a Common or Special Unit to add to your Armada, a Combat Token or, at maximum level, a +1 permanent upgrade to all of your Armada Stats. The cost to increase your Starport is 2 Astartium. If you reach a level marked with the "CC+" symbol, you also gain a level to your Command Center. Starport starts at Level 0.

4. By increasing your Research Lab you gain either a Common or Special Power Up to add to your Armada, an Exploration Token or at maximum level a +1 permanent upgrade to all of your Armada Stats. The cost to increase your Research Lab is 2 Astartium. If you reach a level marked with the "CC+" symbol, you also gain a level to your Command Center. Research Lab starts at Level 0.

5. Your Armada Stats are **Combat (5a)**, **Shield (5b)** and **Speed (5c)**, which indicate how many dice you roll when you are required to make a corresponding check. Speed also defines the number of Movement Points you get at the beginning of each round. They start at Level 2.

6. Hull tracks your Armada's health. You can repair your Hull at any time in any phase, by spending 1 Astartium per Hull Point.

If at any time your Hull reaches zero, then:

- Move your Armada to the Jumpgate sector
- Set your Hull Points to 8
- Discard all Exploration Tokens, Combat Tokens and Astartium
- Discard any XPM you carry

7. Place all tokens you gain throughout the game here (Activation Tokens, Astartium, XPM, Combat/Exploration Tokens, VPs). These tokens are also considered to be "in your hand".

8. Whenever you need to equip a Unit or Power Up, either place it on a free spot on the Player Mat or replace a Unit or Power Up already there. You can equip a maximum of 3 Units and 3 Power Ups.

I. Events



Hint: Be very careful when removing events from play. It might make things easier in the short term, but prove fatal in the long term...

Events affect the game in various ways. Some apply a constant effect (e.g. You cannot upgrade your Starport) and others apply an instant effect during the Recurring Events phase (e.g. Deal 1 Damage to all Players). Some events may require a Check Roll from you in order to avoid their effect. (e.g. "Combat (3) or 2 Hull Damage", this means that you should make a Combat Check and bring at least 3 successes or you get 2 points of damage to your Hull).

There are multiple ways an event may come into play:

- When someone loses an Exploration Encounter
- When a Boss spawns
- When a Raider Surge occurs
- When a Scenario card states to do so

To remove an event, two Combat Tokens have to be placed on the event card. This can be done by any player at any time except during the Events phase. More than one player can contribute Combat Tokens. When the second Combat Token is placed on the card, it is discarded together with the Tokens.

There can be multiple events active at any time. The first player chooses the order in which their effects are resolved. Events affect all players. The order in which the players are affected is also decided by the First Player.

J. Raiders

There are three different levels of Raiders. Each one is represented by the relevant token (as shown in the image bellow).

When you need to spawn a Raider and there are no more Tokens of that Level left, you spawn a Raider of one level higher. If there are no more Level 3 Raiders available, then each Armada takes 2 Hull Points of damage for every missing Raider Token that you need to spawn.



Raider Level 1



Raider Level 2



Raider Level 3

When you face a Raider, check the "Legend Card" to see its stats (Attack, Speed and Hull), and also the rewards you receive if you successfully defeat him in Combat.



Legend Cards



K. Bosses



All Enemies (Bosses and Raiders) have the following stats:

- **Attack:** Shows the amount of damage the enemy deals when it attacks.
- **Hull:** Whenever you deal damage to the enemy, its hull is reduced. If it reaches zero, the enemy is destroyed.
- **Speed:** Whoever has the highest speed plays first in battle. In case of a tie, the enemy goes first.

Note that effects that specifically affect Raiders do not affect Bosses. Effects that affect Enemies also affect Bosses.

Whenever a Boss should appear draw a Boss Card from the relevant deck to find out which Boss should be spawned. Then draw a new sector, place the Boss on it and then place the sector on the board.

When you kill a Boss, you receive the specific rewards written in the relevant section of the card.

Only one player may attack an enemy at a time. If more than one player is at the same sector, then the player with the highest Speed may choose to attack first.

Raider Surge

If at the end of any phase, two or more enemies occupy the same sector then a Raider Surge occurs. Its effects are as follows:

- **Raider Upgrade:** If there is a Boss in the sector, remove all Raiders. If there is no Boss in the sector, upgrade the highest level Raider by one level (to a maximum of 3) and discard the other Raiders from the sector.
- **Event:** Draw an Event Card and put it into play. You only draw one event in this manner per round, even if more than one Raider Surge occurs.

L. Scenario Cards

After completing the game's main setup, choose a scenario to play and follow its additional setup instructions.

The core game contains five cooperative scenarios, each with a different play style:

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

Safe Passage: Players are asked to guard and guide a convoy safely through the dangerous sectors of the Centauri system.

Lost Starbases: Communication with existing Starbases has been broken. Players must search the unexplored sectors of the Centauri system and reactivate them.

Distress Call: A convoy of ships has been lost in the Centauri system. Players must locate and escort them back to safety.

Open Confrontation: Players fight the advancing enemy waves in order to keep them at bay for as long as possible.

You can create your own scenarios and share them with the community. Visit our website to find more scenarios and variations to enhance your gameplay!

<http://www.centaurisaga.com>



Scenario Cards



Rear view

The game is played in rounds. Each round consists of 5 Phases resolved in the order as follows:

Phase 1: Events

The First Player performs the following actions:

1.1 Ravager Retaliation: Complete enemy actions according to the scenario's instructions.

1.2 Events: Resolve the effects of all events in play. If bosses are in play, they also apply their effects at this point.

1.3 Scanning Report: Draw and resolve a Scanning Report card.

Phase 2: Upkeep

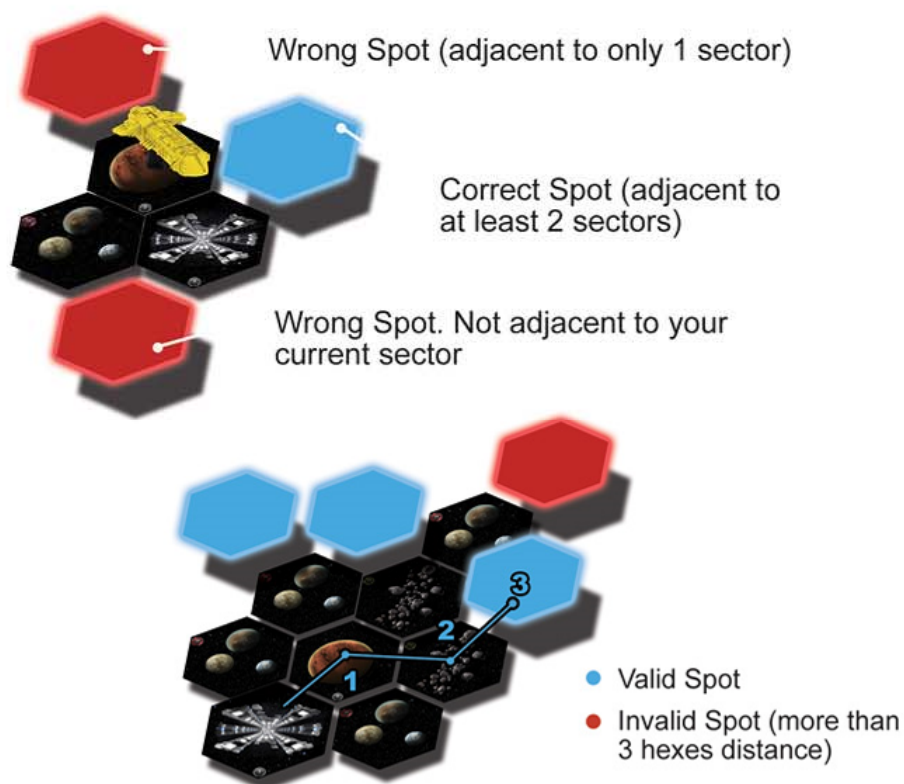
At the beginning of this phase, all players retrieve any used Activation Tokens. Players may also spend Astartium to increase the level of their Starport and/or Research Lab, at a cost of 2 Astartium per level. As a result of each increase, players then may:

- Equip a Unit or Power Up (as described under Player Mat - page 6, section 8).
- Gain an Exploration or Combat Token.
- Increase the level of your Command Center. When this occurs, also gain the reward from the new Command Center's level.
- Increase all Armada Stats by 1. This occurs only at the maximum Starport or Research Lab level.

Phase 3: Movement

At the beginning of this phase, all players get the amount of movement points equal to their Speed. They complete their movement one at a time, starting with the First Player and proceeding clockwise. The following rules apply during movement:

- **Move:** If there is no enemy in your Current Sector, you can move your Armada to any Adjacent Sector by spending the Movement Points indicated on that Sector. If there are enemies, you need to evade them all, by spending additional Movement Points equal to their Level (4 for Bosses).
- **Explore:** To explore a new Sector adjacent to your current one, place a new Sector on the board and move your Armada there. The new Sector cannot be placed at a distance greater than 3 from the Jumpgate and must be adjacent to at least two existing Sectors. The cost of this action is always 1 Movement Point. After placing your Armada in the new Sector your movement ends, regardless of any remaining Movement Points.



■ **XPM:** You can pick up an XPM located in your Current Sector by spending 1 Movement Point. Due to the unstable electromagnetic fields of this power module, you can not have more than one at any time in your Cargo.

Phase 4: Encounter

Players complete this phase one at a time, starting with the First Player and proceeding clockwise.

If you have just opened a new sector then you must Explore. If not then you may choose to either engage in Combat with an enemy present in your sector or Regroup.

4.1. Explore

Players who have just entered a new sector must draw and resolve an Exploration Card (see page 5). If successful, they receive the rewards stated on the card. If not, their Armada takes 2 points of Hull damage and then they must draw a new Event (page 9) and put it into play.

4.2 Combat

Combat is always performed between one player and one enemy.

If there are more than one enemies present in your Current Sector, you may choose to engage with only one of them.

The side with the highest Speed acts first. In case of a tie, the enemy acts first.

You attack by rolling your Combat attribute. The number of successes is the amount of Hull damage you inflict. If the enemy's Hull reaches zero, it dies and you win.

An enemy always inflicts a set amount of damage equal to its Attack. You may reduce this by rolling your Shield attribute. With each success reduce damage by 1. If your Hull becomes zero, you lose the battle and suffer penalties (see page 8).

Combat continues, with each party taking turns, until one dies.

If you defeat the enemy then you get the reward indicated on the card (Legend Card or Boss Card)

4.3 Regroup

You may choose to perform only one of the following actions:

- Draw a Common Action card
- Repair 4 Hull Points (to a max of 10)
- Gain 1 Exploration Token
- Gain 1 Combat Token
- Choose one of your equipped Units or Power Ups that does not have an Activation Token and put it back in your Armada deck. Fill the empty spot with another card from your Armada Deck of the same type (Power Up or Unit) and quality (Common or Special). Place an Activation Token on the new card, without activating the special ability. This card's ability can not be used in this round (unless you have a way to remove the Activation Token via the use of a special card or ability).

***Hint:** Choosing the right time to regroup might save the day!*

Phase 5: Expand

Players complete this phase one at a time, starting with the First Player and proceeding clockwise.

Build Starbase: You may construct a Starbase in your Current Sector by paying 3 Exploration Tokens and 3 Combat Tokens. If other players are in your Current Sector, they may contribute Exploration and/or Combat Tokens.

A Starbase offers the following benefits:

- No Raiders can move or spawn there.
- The sector of the Starbase and all adjacent sectors are considered protected. Players receive one extra die to all rolls while there. This bonus does not stack from multiple Starbases.

The Starbase Tokens come in different colors. Unless otherwise stated, these colors do not affect gameplay in "Campaign" scenarios, they are used for "Arena" Scenarios only. There is no maximum number of Starbases you may build, as long as you have the necessary Tokens to place.

Boss Fight: If you construct a Starbase and there is a Boss in your Current Sector, you may attack it immediately using the combat mechanics (phase 4.2).

First Player Order: The First Player Token is passed clockwise, to the player on the left.

Collaboration between players

You may:

- Play at any appropriate time (based on the card) any Common or Special Action card from your hand and choose the effect to apply to another player. For example, you can not give another player Astartium but you can play the Special Action Card "Supply Packs" from your hand so that some other player takes the Astartium tokens. You do not need to be in the same sector to use Action Cards in this way.
- Spend together Combat or Exploration Tokens to build a Starbase. You need to be in the same sector to perform this action.
- Spend Combat Tokens to remove an Event. You do not need to be in the same sector to perform this action.

You may NOT:

- Exchange any kind of cards, tokens or Astartium.
- Attack a Raider or Boss together with other players. If there are multiple players in the same sector, they engage the enemy individually, on their own turn. Enemies are restored to full health before beginning combat with a player, even if they were damaged (but not killed) by the previous player.
- Use special abilities of your Commander, Units or Power Ups for another player.

PLAYING SOLO

To play any of the scenarios with 1 Player you need to apply the following:

Game Setup

Use one Player Mat, one Commander, one Armada Deck and two Armada Tokens. Choose the blue and the yellow Tokens. You will also need one blue and one yellow Activation Token, and 5 Astartium Tokens.

Starport & Research Lab

The cost of upgrading your Starport and Research Lab is increased to 4 Astartium tokens per level.

Movement & Encounters

Each Armada has the same amount of movement points, equal to your Commander's Speed. You move each Armada on its own, and you perform Explorations and Combat separately. This means that you can perform 2 Explorations in the same round, or 2 Combats, or 1 Exploration and 1 Combat.

Activation Tokens

When you gain an Activation Token, take both a blue and a yellow token. When you want to use an Activation Token to affect a specific Armada, you should use the Activation Token that has the same color as the Armada.

For example, if your blue Armada is in combat with a Raider, the Raider attacks and deals 4 damage. You roll for Shield but bring no successes. You decide to use two blue Activation Tokens to re-roll two dice. You bring 2 successes. You also have the "Reduce damage taken by 1" ability, but you have no more blue Activation Tokens. You can not use a yellow token to activate this ability (since it is not the yellow Armada that is currently fighting).

Cargo

Since you have only one Cargo, you can use anything inside it at any time for any of your Armadas. This includes: XPM, Combat/Exploration Tokens and Astartium.

Events

Any kind of effect that affects Players (e.g. Each Player takes 1 damage), affects each Armada separately. If the effect requires a check then you roll for each Armada and apply effects accordingly.

Destruction (Hull = 0)

If at any point your Hull reaches zero, then only the Armada Token that took the final blow, is transferred to the Jumpgate sector. You still discard all Exploration Tokens, Combat Tokens, XPM, and you reset your Hull to 8.

CAMPAIGN: FIXING THE JUMP GATE (1-4 PLAYERS)

Minutes after passing through the Jumpgate, your alarms go off as alien ships dart out of the radioactive clouds! Your brave struggle for survival ends with a titanic explosion that overwhelms your instruments. When the monitors clear, you realize the awful truth: The aliens have crashed onto the Jumpgate, which now lies damaged and inoperative as strange energies course through its mass...

Scenario Goal

In this scenario you are required to locate a number of XPMs, transfer them to the Jumpgate and try to repair it. If you manage to install all required XPMs, then the Jumpgate is activated and the only thing between you and home are the Bosses. As long as any Boss is in play, it jams the Jumpgate. You will need to kill all Bosses so that you can use the Jumpgate and return safely back to Earth.

If you haven't managed to kill all Bosses and restore all XPMs before the end of the 10th round, you lose the game.

Game Setup

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

Put in play the relevant 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.

Last but not least, the Scenario card shows the places where you need to put XPMs to reactivate the Jumpgate. The number of XPMs needed to win the scenario depends on the number of players.

There are different types of Scenario Events. Some might be Enemies that spawn in front of you and you need to fight, others might be situations you need to resolve. Not all Scenario Events give rewards.



Rewards



Ravager Retaliation

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

If this is a turn when 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, except adjacent to another Thick Nebula or the Jumpgate Sector. The First Player then draws the first card from the Boss Deck, and spawns the relevant boss on the Thick Nebula Sector. Finally, the First Player draws an event card and puts it into play.

Encounter Phase

If you have an XPM in your Cargo, and your Armada is located in the Jumpgate Sector, then you may try to repair the Jumpgate. To do that, you need to draw a special Scenario Event card and resolve it. If you are successful then you place your XPM on a free spot on the Scenario Card. If you lose then you discard the XPM, draw and put into play an Event.

After resolving the special Scenario Event, discard the card. If you faced an Enemy and lost the battle, then you need to apply the "death" effects normally (p.8)

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, 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 from a Commander's Cargo or a Sector). In addition, each player gets damage equal to the level of the Raider. Discard the Raider token.

Bosses

All Bosses are protected by a powerful force field making 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 (1-4 PLAYERS)



Your colony on planet Dawn is under attack! Raiders have set up a blockade in an effort to annihilate all human presence from Alpha Centauri. The stakes keep rising and your only chance is to gather the last refugees and 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 keeping the Colony Ship safe.

Game Setup

Set up the board as shown above.

Depending on the number of players, spawn the relevant Bosses at their respected place:

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

Place the Colony Ship Token in planet Dawn's sector and the player Armada Tokens in the Planetary Gravity Belt sectors around planet Dawn. You should not place more than one Armada Token in each sector.

Place 3 Combat Tokens in the Colony Ship's cargo.

Get the Doom Counter card and place it on the table. Use this card to track the game rounds that have passed.

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



Colony Ship

The Colony Ship has a Hull that equals the number of Combat Tokens on it. If at any moment this number reaches 0 (zero) you lose the game.

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



Scanning Report

Instead of spawning XPMs, you spawn Astartium tokens in all the locations indicated by the card (both Asteroid Belt and Planetary Gravity Belt). Astartium will never spawn in a sector with a Raider present.

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

Movement

You may remove Combat Tokens from the Colony Ship's cargo.. For each Combat Token you remove, 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 provided you can pay the movement point cost.

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

Exploration

There is no Exploration Phase in this scenario.

Raiders

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

- Always choose the closest path towards the Colony Ship
- Nobody can go through the Black Hole sector
- If a Raider spawns or moves in a sector with Astartium, immediately discard all Astartium tokens from that sector. This can happen during any phase, not only during Ravager's Retaliation
- If a Raider spawn in the same sector as the Colony Ship or reaches the Colony Ship, then it inflicts its level as damage to the Colony Ship. Discard that Raider Token.

Expand

Place up to 3 Combat Tokens from your Armada's Cargo to the Colony Ship's Cargo. You need to be in the same sector as the Colony Ship or to an adjacent one.

CAMPAIGN: THE LOST STARBASES (1-4 PLAYERS)

Upon arriving in the Centauri system, you built Starbases to generate energy to power the Jumpgate. Your deep space scanners locate rich zones of Astartium. You deploy your Starbases to harvest, but they never go online. You must now explore the unknown, track down the lost Starbases and activate them before you run out of Astartium and the Jumpgate is deactivated forever!

Scenario Goal

In this scenario you must find and reactivate your Starbases while trying to keep the Jumpgate safe.

If at the end of the 10th round, the Jumpgate is not fully powered, you lose the game.

Game Setup

Shuffle all Sectors into a pile (do not include the Black Hole).

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

Limitation: Only 5 XPM may be spawned.

Ravager Retaliation

If in this round there is a Boss Badge, the First Player should spawn a new Boss into play.

If in this round there is a Lost Starbase badge, the First Player should draw an resolve an Intelligence Report Card.



Intelligence Report
Rear view



Power Tiles

Lost Starbase
Badge

Intelligence Report

To resolve the Intelligence Report card seen below, draw 4 Sectors and place them facedown on the table exactly as the card indicates. Place a Level 2 Raider on the designated Sectors (R2) and a Starbase token on the Sector marked with a red "X". This Starbase is considered to be inactive. If the designated Sectors are already in play, just place the Raiders and the Starbase on them. If there are other Raiders on them a Raider Surge should happen.



Scanning Report

XPMs do not spawn on sectors with an Active or Inactive Starbase. Raiders spawn on sectors with Inactive Starbases, but not on sectors with Active ones.

Exploration

Entering a sector that is face down completes your movement. Flip the sector face up and perform an Exploration Encounter.

Expand

You cannot build any more Starbases. Your only chance is to re-activate the ones you lost. To do this, spend 3 Exploration Tokens, 3 Combat Tokens and an XPM from your cargo. More than one players may pay this cost, but they all need to be in the same sector as the Starbase with no enemies present.

Jumpgate Recharging: Move the counter on the Power Tiles by X places, where X equals the number of active Starbases minus the number of Bosses in play.

CAMPAIGN : DISTRESS CALL (1-4 PLAYERS)

Jumpgate fluctuates from time to time but your scientists cannot explain it. Suddenly multiple distress calls appear to your scanners. "Help... Colonist Ship AX215. We have no scanners... under attack, help...". The signal is coming from unknown sectors of Alpha Centauri. You are not sure how they came to Alpha Centauri, you only know that you are their only hope.

Scenario Goal

In this scenario you must find the lost Colony Ships and escort them safely to Jump Gate. You lose the game if a Colony Ship is destroyed or if you reach the 10th round and you haven't saved all Colony Ships.

To win the game you need to recover X Colony Ships where X equals the number of players.

Game Setup

Shuffle all Sectors into a pile (do not include the Black Hole).

Limitations: Only 5 XPM may be spawned.

Shuffle the Intelligence Report Deck, draw the top card and resolve it as described in Page 20 (section Intelligence Report), but instead of a Starbase, place a Colony Ship on the sector marked with "X".



Colony Ships



Rear view

Whenever you reveal a Colony ship place 3 Combat Tokens on Colony Ship Card. This is its Hull. If a Raider reaches the Colony ship, remove a number of Combat Tokens equal to its level, and any XPM on it. If at any time there are no Combat Tokens on the Colony Ship Card you lose the game.

If you return the Colony Ship safely back to the Jumpgate, with an XPM on it, place that XPM on the Scenario Card to mark the successful retrieval. If you haven't retrieved all required Colony ships, draw another Intelligence Report. If the designated sectors are already in play, just place the Raiders and the Colony Ship in the relevant sectors. If there are other Raiders of lower level replace them with the new ones. Do not replace a Boss. Boss and Colony ships can coexist on the same sector.

Enemies

Colony Ship



Raiders are always moving towards the closest Colony Ship. If there is no Colony ship, they move towards the Jumpgate.

Whenever a Boss should appear, draw the next Sector from the pile and place the Boss on that Sector anywhere on the board.

Movement

Place an Activation Token on the Colony Ship Card and for every Combat or Exploration Token that you spend move it by one sector. You must be adjacent to the Colony Ship, and there should be an XPM on its card. Placing (or removing) an XPM from your cargo to the Colony Ship costs 1 Movement Point.

Expand

While adjacent to the Colony Ship you may spend one Astartium to place a Combat Token on it (effectively repairing it by 1 point).

Colony Ship Recovery position



Boss Badge

CAMPAIGN : OPEN CONFRONTATION (1-4 PLAYERS)

The Jumpgate is under attack! Raiders appear everywhere, as if something is drawing them on you. Shadows of a huge planetoid appear on your screen. It is the Ravager! It is leading the enemy forces directly against your Armada... into an Open Confrontation. Protect the Jumpgate at any cost!

Scenario Goal

The Jumpgate can be used as a weapon against the Ravager but you need 10 rounds in order to activate it. Your goal is to kill all Bosses that jam the Gate and keep the Ravager at bay for 10 rounds.

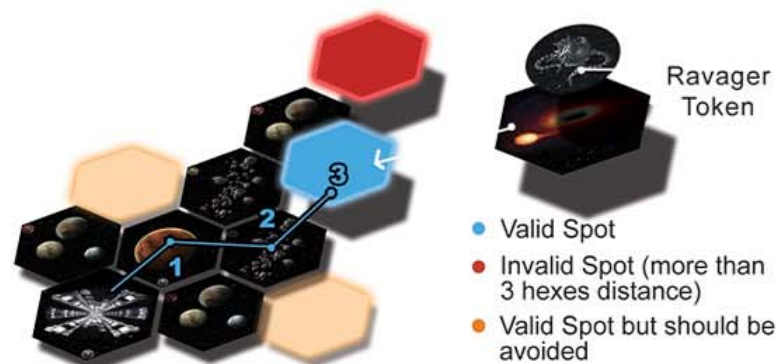
If at any time the Ravager reaches the Jumpgate or at the end of the 10th round there are still Bosses in play, you lose the game.

Game Setup

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.

Draw and put in play the relevant 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 in this round, draw a Boss card and a Thick Nebula. Place the Thick Nebula sector on the board and spawn the Boss on it. If there is a Ravager Badge then the Ravager appears during the Ravager Retaliation phase.

If the Ravager appears, 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. The First Player then places the Ravager token on this sector. If for any reason there is no valid location with a distance of 3, then the Ravager spawns closer to the Jumpgate.



Ravager

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

- Nothing spawns on the Ravager's sector (including XPM and Raiders).
- Nothing can move in the Ravager's sector. If, under any circumstances, something ends up in Ravager's sector then:
 - If it is a Raider, destroy it, then each player is dealt an amount of damage equal to its level.
 - If it is a Boss, destroy it, then each player gets 2 points of damage and an event spawns.
 - If it is an XPM, destroy it, and deal 1 point of damage to all players.
 - If it is a player's Armada, then Ravager attacks once 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 the Ravager moves, it always moves to an adjacent sector, going towards the Jumpgate, using the shortest path possible.

If you need to spawn a Boss, the First player gets a random Thick Nebula and places it on the board, then draw the first card from the Boss Deck and spawn the relevant Boss on the Thick Nebula Sector.

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 a Raider reaches the Jumpgate, destroy that Raider and deal to each player an amount of damage equal to its level.

Ravager's Retaliation

First spawn a Boss or Ravager. After that, draw and resolve a Ravager Retaliation card. Each card has two different events. The "Phase 1" event happens if the Ravager is not present on the board. The "Phase 2" event happens if the Ravager has spawned.

Movement

Only the Ravager can go in and out of the Black Hole sector.

Expand

Players may use an XPM on any Starbase to transform it into a weapon. The Starbase explodes and creates a wormhole phenomenon that sends your Armada to another sector.

Then, the following happen in the specified order:

- Discard the XPM
- Destroy the Starbase
- Move the Ravager away from the Jumpgate by 1 sector
- Draw a new sector, place it anywhere on the board, move your armada token in that sector and resolve a Hard Exploration Encounter

