CENTAURI SAGA

ARENA RULEBOOK

VESUVIUS MEDIA

COMPONENTS

The following components are used when you are playing Arena Scenarios:

Victory Point Tokens (VP)

Use these tokens to track down the Victory Points your team has accumulated during the session. There are three different valued tokens 1VP, 3VP and 5VP.

Victory Point Tokens

Doom Counter

To track down the 10 rounds that each Arena session should last. Use this special Doom Counter card. Place a black wooden token to mark the current game round. At the end of 10th round the game ends.

Round Tracker

Arena Action Cards

There are 8 special Arena action cards:

- 2 x "You shall not pass"

- 2 x "Cloak and Dagger"

- 2 x "Blaze of Glory"

- 2 x "Spatial Disjunction"

These cards are marked with the key word "Arena" in their description's caption. When setting up the Action Deck for an Arena session, shuffle those cards along with the rest of the Action Cards.

YOU SHALL NOT PASS

Instant - Arena
Block an Event Action
(This card negates the
effect of "Cloaking device")

Arena

CORE RULES

To play the Arena scenarios you have to follow these extra rules and variations.

Game Setup

Each scenario provides a specific battleground setup. Look at the setup image and set your board exactly as it is shown.

All scenarios (unless otherwise specified) must be played by two teams. Each team may have from 1 to 3 players. If you are playing 1 vs 1 then you need to use the "Solo Rules" for each team. Both teams must have the same amount of players.

Upkeep Phase

All players draw an Action Card.

Movement Phase

Unless otherwise stated, you are no longer able to explore new sectors.

While you move, if you encounter an enemy player and you want to keep moving then you have to Evade that player or stop moving. To Evade you roll a Speed check with a DC equal to your opponent's speed/2 rounded up. If there are more than one players in a sector from which you need to pass, you find the biggest DC from all enemies, and you increase it by 1 for every other enemy in the sector. If you succeed in that roll you evade all enemies.

If a player carrying an XPM is destroyed, then the XPM is "dropped" in the sector where the player's armada was destroyed.

Encounter Phase

If there is an enemy player in your sector (and this sector is not the Jumpgate), then you will have to fight that player. If there is an enemy raider, then you have to fight this raider.

Arena Combat

At the beginning of a Combat, each player rolls an Initiative Check, (roll a D6 and add your Speed). The player with the highest initiative plays first during all subsequent Combat rounds and steps.

Combat is executed in rounds until only one player's armada remains in the sector.. Each round is divided into the following steps.

Decision: You choose to either fight your opponent(s) or flee. If you decide to flee then all enemies get an Attack of Opportunity. This means that they roll (one after the other) a Combat check (unmodified by any action cards) and you roll your shields normally. You sustain damage (to your shields or Hull) and if you survive you have to move one sector away. The opposing team gains 1 VP and Combat ends.

Buff: All players, in this battle, take turns playing Action cards until everyone passes.

Engage: Players in initiative order, attack a target of their choice. The attacker(s) rolls that many dice as their Combat attribute. The defender takes damage equal to the successes of the attacker's roll minus the defender's shield divided by two (rounded down). For example if the Attacker roll 3 successes and the Defender has 3 Shield, then the defender will get 3 - Round(3 / 2) = 3 - 1 = 2 Hull Points damage.

Destroying an enemy player awards 2 VPs to your team, 2 Astartium and 1 Token (Exploration or Combat of the player's choice) to the player that landed the killing blow.

When your Hull reaches 0 you are destroyed:

- Put your player token at your team's Starting Location

- Set your Hull points to 8. You do not discard any cards.

Black Carrier

Corrupted Crows

Red Baron

Team Starbase

Asteroid of Death

Team Starbase

Game Setup

☐ Set up the board as shown in the picture above, placing Bosses and XPMs in their respected sectors.

☐ Each Team selects one Starbase and places it in either the Red Open Space Sector or the Blue Open Space Sector. This Starbase is their starting location.

Goal

There are two ways to obtain VP's, either by destroying an enemy player, or by placing an XPM at your Starbase. The first team to reach 19 Victory Points wins the game.

Scanning Report

During the Scanning Report phase you do not open new sectors, and do not spawn any XPMs. You only spawn Raiders. If a Raider Surge occurs you do not spawn an Event.

Movement Phase

You cannot move into the Jumpgate Sector. You can only end up in the Jumpgate Sector if you are destroyed.

Expand Phase

If you have an XPM and you are at your team's Starbase you can place it. Your team is rewarded with 5 VPs and you get 2 Astartium.

Red Baron

Team Starbase

Team Starbase

Black Carrier

Game Setup

Setup the board as shown in the picture above.

Each team chooses either the Jumpgate Sector, or the Dawn Sector as their starting location and place a Starbase with the color of their choice.

No player may enter a Thick Nebula, move or destroy the Bosses.

Players begin with 7 upgrades to distribute them any way they like among Starport and Research Lab, 2 Astartium and 2 Common Action cards.

Goal

Use the "Doom Counter" card to track 10 rounds. The team, with the most VPs at the end of the 10th round, wins the game. If a player manages to pick the XPM and transfer it to his/her team's Starbase, that team gets 5 VPs.
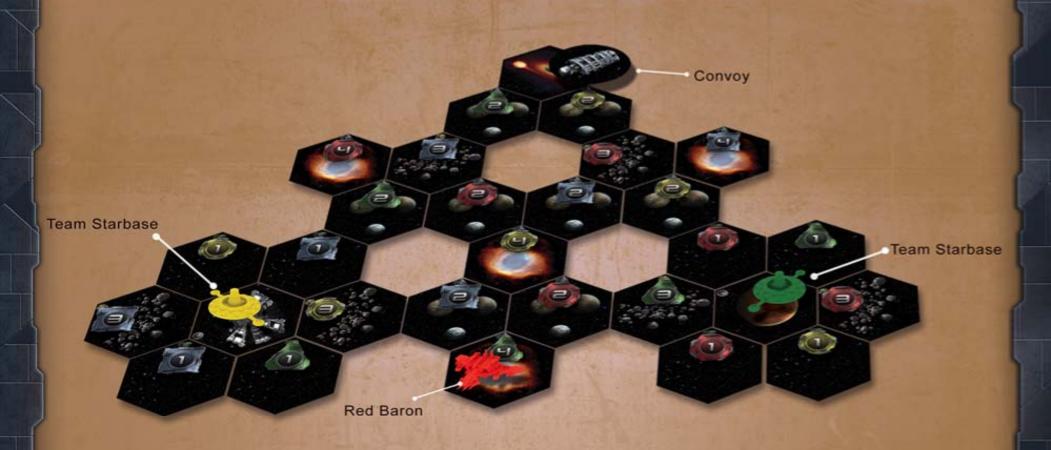
Ravager Retaliation

During the "Ravager Retaliation", remove any XPM from play (sectors or player's cargo), spawn an XPM in the Black Hole sector. Only one XPM can be present at any given time.

The Black Hole has a movement cost of 1 point.

Scanning Report

Do not spawn an XPM. The designated sectors are considered "in harmony" with XPMs. If a player stays on one of those two designated sectors with the XPM, during Expand phase they can discard the XPM and their team gets 8 VPs. Raiders do not spawn on Thick Nebulas. When a Raider surge occurs you do not spawn an event.

Convoy

Team Starbase

Team Starbase

Red Baron

A New Hope is a Co-op PvP scenario. Somewhere in Alpha Centauri a Black Hole was formed and destroyed a planet. The remaining survivors that managed to get on their ships fast enough, are scattered in the sector and desperately need a new home.

Goal

You represent 2 rival factions that want to benefit from this destruction. Your goal is to influence the colonists to join your forces and secure their trip towards your Starbase. When the Colony Ship reaches a faction's Starbase, that faction wins the game.

Raiders

Whenever a Raider moves, it goes towards the nearest Starbase. If a Raider reaches a Starbase remove VPs equal to its level.

Scanning Report

To resolve a Scanning Report, spawn a Raider in the indicated sectors on the map instead of an XPM and upgrade all Raiders on the sectors of the same color as the one displayed on the card in the "Raiders" section.

Combat Phase

Destroying an enemy player, awards your team 2 extra VPs.

Destroying a Raider awards your team 1 VP.

Whenever a team gains VPs, place them in the sector of its Starbase.

- Destroying an enemy player, awards your team 2 extra VPs.

- Destroying a Raider awards your team 1 VP.

After all Combat encounters have been resolved, if a player's armada is located in the Blue or Red Thick Nebula Sector, they may choose to trade Combat and/or Exploration Tokens for VPs. Each Token awards 2 VPs. Place those VPs in the sector of your team's Starbase.

Expand Phase

At the beginning of Expand phase remove one one VP from each Faction's Starbase sector, until one of the Factions has zero VPs. Count the remaining VPs of the other Faction. These are the Movement Points for the Convoy. That Faction can move the Convoy using those Movement Points towards their own Starbase. The Convoy will move to a minimum of one sector towards the Starbase even if the Movement Points are not enough. The Convoy cannot enter a sector with Raiders in it.

Whenever there is a Raider in Convoy's sector, increase the required movement points by the level of that Raider.

After the Convoy ends its movement discard all VPs from Starbase's sectors.