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EsotericOrderGamers

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Game: **STARCRAFT: THE BOARD GAME**

Publisher: **Fantasy Flight Games (2007)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

# STAR CRAFT

## THE BOARD GAME

### SETUP

A randomly chosen first player takes the **first player** token.

Starting with the first player and going clockwise, each player chooses a **faction** (*Jim Raynor, Arcturus Mengsk, Aldaris, Tassadar, Queen of Blades, or the Overmind*) and takes its **faction sheet**, **plastic figures**, **Combat deck**, **Technology deck**, plus their **order**, **base**, **worker**, **transport**, **building** and **module tokens**, and a **reference sheet**.

Place each faction's **conquest point marker** on the 0 space of the **conquest point track**.

Shuffle the Stage I, II, and III **Event cards** into separate groups. With fewer than 6 players, randomly remove and return to the box a number of cards from the Stage I and II groups:

- 5 players:** Remove 5 cards from each group (10 total)
- 4 players:** Remove 10 cards from each group (20 total)
- 3 players:** Remove 15 cards from each group (30 total)
- 2 players:** Remove 20 cards from each group (40 total)

Place the Stage III group facedown with the Stage II group on top and the Stage I group on top of that, thus forming the **Event deck**. This deck is not shuffled again.

Players shuffle their **Combat decks**, place them facedown in their play areas, and draw 6 cards to form an initial hand of **Combat cards**. A player controlling one of the two Terran factions draws 8 cards instead of 6.

Each player draws 2 random **planet tokens** and then takes the corresponding **planets**.

The first player places one planet on the table (with a **base** on any area of it if desired). Going clockwise, players take it in turns to place a planet (with a base if desired) adjacent to any on the table, connected with a normal **navigation route**. If planets are placed so that a route would connect them, the route must be placed.

Once every player has placed a planet, the last player places another, and so on again in anti-clockwise order. If a planet with a base was not placed by a player in the first round, it must be placed in the second.

Starting again with the first player, each player takes a turn to place a **Z-Axis route**. Both ends must be placed, and they can never connect to the same planet.

Players take all **Resource cards** that correspond to the planet on which they placed their bases.

Starting with the first player and going clockwise, place **starting forces** (outlined on the back of a player's faction sheet) on any area of the player's base planet (not exceeding an area's unit limit), and a **transport** on one of the navigation routes connected to that planet.

Each player takes the listed number of **worker tokens** and place them in his **worker pool**.

### GAME ROUND

The game is divided into **game rounds**, with each round divided into **phases**.

#### 1. PLANNING PHASE

Starting with the first player and going clockwise, players take turns placing one **order token** facedown on a planet (forming a stack if necessary) until each player has placed 4 orders.

Players may examine the faction symbols on a stack's tokens, but not the order symbols.

Orders may only be placed on a planet with a friendly unit or base, or on a planet *adjacent* to such a planet.

A **special order** (gold symbol) may only be placed if the player has built the required **module** on his faction sheet.

#### 2. EXECUTION PHASE

Starting with the first player and going clockwise, players take turns revealing one of their orders visible at the top of an order stack, executing it and removing the token. A player *must* reveal an order on his turn.

Once an order is revealed, the player may choose to draw an **Event card** *instead* of executing that order; the order is discarded. The card is placed partially under a player's faction sheet, facedown and unseen.

If a player cannot execute an order he must draw an Event card instead. However, if he has already executed all 4 of his orders his turn is skipped.

#### 3. REGROUPING PHASE

Players perform the following steps and then pass the first player token clockwise.

##### 1. DESTROY BASES & TRANSPORTS

**Bases** are **destroyed** if there are enemy units in the same area. **Transports** are **destroyed** if there is no friendly base on an adjacent planet.

##### 2. LOSE RESOURCE CARDS

**The Resource card for an area is lost** if you do not have a base on the corresponding planet, and/or the area contains an enemy unit or base. **Workers** on a lost Resource card are destroyed.

##### 3. GAIN RESOURCE CARDS


If you have a base on a planet, receive the **Resource card** for every friendly area on that planet.

If there are no bases belonging to other players on the planet, also take the Resource card for each empty area.

#### 4. RETRIEVE WORKERS

Move all workers in your Unavailable Workers area and all those assigned to Resource cards and permanent resources to the **Worker Pool** on your faction sheet.

#### 5. GAIN CONQUEST POINTS

 Receive **conquest points** equal to the sum of points in areas you **control** (at least one unit or base and no enemy units or bases in the area).

#### 6. CHECK FOR NORMAL VICTORY

If one or more players have accumulated 15 or more **conquest points** the game ends.

#### 7. CHECK FOR SPECIAL VICTORY

If one or more players have achieved their **special victory objective** the game ends.

#### 8. PLAY EVENT CARDS

Secretly read your accumulated facedown Event cards. Starting with the first player and going clockwise, players *may* choose and execute one card. Remaining cards are discarded.

**All** *The End Draws Near* Event cards *must* be chosen and placed to the side of the board.

#### 9. DISCARD COMBAT CARDS

Discard Combat cards down to your hand limit (6 usually, 8 for Terran players). Cards in your play area do not count towards the hand limit.

### WINNING THE GAME

**Normal Victory:** Player has accumulated 15 or more points in Step 6 of the *Regrouping phase*.

**Special Victory:** Player has achieved his special victory conditions in Step 7 of the *Regrouping phase*. Most specify that they may only be fulfilled during Stage III of the game.

**End-game Victory:** 2 or more *The End Draws Near* Event cards have been played by the end of Step 8 of the *Regrouping phase*. The player with the most conquest points wins.

**Elimination Victory:** All players but one have been eliminated (zero bases and units on the board).

#### Tiebreaking

If 2 or more players are tied for a normal or end-game victory, the one with the most total resources (gas and minerals) wins the game. If still tied, the one who controls the most areas wins; then the most bases in play; then the most workers in his worker pool. If there is still a tie, they share a victory.

If 2 or more players are tied for a special victory, the player with the most conquest points is the winner. If still tied, use the tiebreaking conditions above.

### RESOURCES

The **resource costs** of workers, transports and units are shown on the faction sheets.

The **resource costs** of bases, buildings and modules are shown on the backs of these tokens.

The **resource costs** of new technologies are shown at the bottom of each Technology card.

To **harvest** resources, workers are removed from a player's Worker Pool and placed on *any* of their Resource cards or permanent resource areas.



For each worker, placed the player is paying 1 resource (mineral or gas) towards whatever he is building or acquiring.

The number on a Resource card is the maximum number of workers that can be assigned to it.

Once a worker is assigned it remains there until the *Regrouping phase*.

A player's **permanent resources** on his faction sheet are treated just like Resource cards, only they always remain with a player and cannot be *force mined*.

#### Force Mining and Depletion



A player may **force mine** a Resource card by flipping the card to its *partially depleted* side and placing a **depletion token** on the area.

He may then assign an extra worker to the card and harvest 1 extra resource.



If the area is force mined again the card is **fully depleted**: remove it from the game, move any assigned workers to the Unavailable Workers area of the player's faction sheet, and flip the depletion token to its red side.

An area may be fully depleted in a single action; assign 2 extra workers to the card and harvest 2 extra resources.

### THE ORDERS



#### BUILD

Do any or all of the following *in this order*:

- 1. Build:** If you have a base on the active planet, you may build any number of workers and transports and a number of units equal to your unit build limit.
- 2. Upgrade Bases:** If you have a base or unit on the active planet, you may upgrade your bases by purchasing one building and/or one module.
- 3. Build Base:** If you have a unit on the active planet but no base, you may build one base on the planet.



### Building Workers and Transports

Pay the required resource cost and place workers on your Unavailable Workers area and transports on any navigation route connected to the planet. You may only have 1 transport on a navigation route.

When a transport is on a z-axis, flip the smaller end to its *warning* side to remind players the route is not empty.

### Building Units

You are limited in the *types* of units you can build by the buildings constructed on your faction sheet, and the *number* you can build by your unit build limit. **Each player begins with a unit build limit of 2.**

Terran and Protoss factions increase their unit build by 1 for each **Supply module** they build. A Zerg faction's unit build limit is equal to twice the number of building types on his faction sheet.

Pay the unit's resource cost and place it on **any friendly or empty area on the planet**. The *active* player may voluntarily destroy units at any time during their turn except during a battle.

Each area has a **unit limit**. Bases are not units.

### Upgrading Bases

Pay the resource cost for the upgrade and place it on the appropriate area of your faction sheet.

**A base upgrade upgrades all of your bases** on the board.

### Building Bases

Pay the resource cost and place the base on any area that contains at least one friendly unit and no enemy base. **You may have only one base on a planet.**

### Tech-Required Units

**Tech-required** units require that a certain technology be acquired before they can be built.

Once acquired, these units may be built on *any* planet (even one without a base). Existing units that have to be destroyed must be on the active planet, and the new unit is then placed in one of the areas that contained a destroyed unit.

### Constructing Buildings

Players can build **buildings** of 3 different building types. The first time you build a building of a type, you must build its first-level version. Higher levels are built on top of lower levels, and levels may not be skipped.

Each player begins the game with one first-level building pre-printed on his faction sheet.



### MOBILIZE

Do the following in this order:

1. **Move Units:** Move friendly units between areas on the active planet, and/or transport friendly units from adjacent planets to areas on the active planet.

Units may move into any number of empty or friendly areas, **but only into one enemy area.**

You must have a **transport** on a navigation route to move units between planets.

You must obey unit limits except when **starting a battle**, when you may move units into an area up to the **unit limit plus 2**.

2. **Resolve Battle:** If you move units into an area containing enemy units, you **start a battle**.

Each Mobilize order may start only *one* battle.



### RESEARCH

**You must have a base on the active planet.** Do the following in this order:

1. **Draw an Event Card (required):** The card is placed partially under your faction sheet, facedown and unseen.
2. **Draw 3 Combat Cards (optional):** Cards are added to your hand of Combat cards.
3. **Purchase Technology (optional):** Look through your Technology deck and buy 1 Technology, gaining all the cards of the same name from your deck. Announce and explain the technology to other players and add the card(s) to your Combat deck.

If technology was purchased, shuffle the Combat deck, including any previously discarded cards.

If the technology was placed in your play area and not your Combat deck, the deck is not shuffled.

### SPECIAL ORDERS

During the Planning Phase you may place a number of **special orders** (gold symbol) equal to the number of **Research & Development modules** you have built (up to the normal combined total of 4 orders).

Special orders add additional capabilities to their standard order versions:



#### Special BUILD Order

Build limit increased by 1.

Receive a 1 resource discount off the cost of a single unit, base, transport, building or module.



#### Special MOBILIZE Order

When starting a battle, you may draw 2 additional Combat cards and adds 1 to your final attack value in each skirmish.



#### Special RESEARCH Order

You must choose **one** additional capability:

Draw an additional Event card *or*;

If you purchased a new technology card to add to your Combat deck, you may place 1 of the corresponding Technology cards in your hand instead of shuffling it into your Combat deck.

### COMBAT

#### 1. Place Order Token in Contested Area

An active player moving units into a **contested area** containing enemy units is the **attacker**, his opponent the **defender**. The attacker takes his Mobilize order and places it faceup in the contested area during the battle.

#### 2. Use Start of Battle Abilities

First the attacker, then the defender, may use **one start of battle** special ability.

#### 3. Draw Combat Cards

The attacker draws **3** Combat cards (5 on a Special Mobilize order) and the defender draws **1** Combat card.

#### 4. Attacker Establishes Skirmishes

The attacker arranges all units in the area into a series of **skirmishes**. One attacking unit is paired with one defending unit; these are **front-line units**.

#### 5. Assign Supporting Units

Left-over units are **supporting units**. The player controlling any supporting units assigns all of them one at a time to any of the skirmishes. If both players have supporting units the attacker assigns first.

#### 6. Place Combat Cards

The attacker plays a **single standard Combat card** (plus a single **reinforcement Combat card** if desired) facedown to each skirmish.

Then the defender plays a **single standard Combat card** (plus a single **reinforcement Combat card** if desired) facedown to each skirmish.

If desired, a player may draw the top card of his Combat deck and assign it to a skirmish without looking at it. In this case no reinforcement card can be added.

If this card turns out to be a reinforcement card, discard and replace it with another until a standard card is drawn.

#### 7. Resolve Skirmishes

One at a time, in an order chosen by the attacker, skirmishes are resolved.

**Reveal Cards:** Flip over the cards simultaneously.

**Compare Values:** Final attack and health values are determined:

Major or minor attack and health values on the **standard card** *plus*

+1 if a Special Mobilize order was used *plus*

Bonuses from special abilities on the **card** *plus*

Bonuses from a reinforcement card *plus*

Combined support strength of supporting units.

If one of the icons on the Combat card matches his front-line unit, the player uses the card's **major** attack and health values (larger numbers); otherwise the minor values are used.

If one of the icons on the Combat card matches his front-line unit, the player must use any **special ability** on the card.

If one of the icons on the **reinforcement Combat card** matches his front-line unit, the player may use any **special ability** on the reinforcement card. Otherwise the card is discarded without effect. Combat card special abilities remain in effect throughout the skirmish.



Each supporting unit adds its **support value** (see the faction sheet) to the attack strength of the friendly front-line unit in its skirmish.

**Destroy Units and Discard Cards:** If the final attack value equals or exceeds the opponent's final health value, the attack has **sufficient strength** and the opposing front-line unit is destroyed.

Discard any cards (except *splash damage* cards) played to the skirmish.

#### 8. Resolve Splash Damage

Apply any casualties from triggered **splash damage** cards.

#### 9. Resolve Retreats

If no defending units remain the attacker is victorious. The defender will lose the area's Resource card at the end of the round. Any attacking units exceeding the area's unit limit must **retreat** (attacker's choice).

If all the attacking units were destroyed, the defender is victorious.

If every unit was destroyed, the area is now empty. The defender retains control of the area's Resource card.

If both attacking and defending units remain, all attacking units must **retreat** (if all remaining defenders are *Assist* units, attacker wins and defender retreats).

**Retreating units** must move to a single friendly or empty area on the active planet or an adjacent planet (if he has a friendly connecting transport). Any unit that cannot retreat is destroyed.



#### Ground vs Flying Units

Units are either **ground** or **flying** units, and can **target** either ground units, flying units, both or neither.

**If a player has sufficient strength after calculating attack and health values in a skirmish:**

- if his front-line unit can target the opposing front-line unit, the target is destroyed;
- if his front-line unit is unable to target the opposing front-line unit, but can target a supporting unit, that unit is destroyed (if there are multiple targets the controlling player decides);
- if his front-line unit is unable to target any opposing units, no opposing units are destroyed;

**Supporting units only add their support value if the unit is capable of targeting the opposing front-line unit.**



## GAME ROUND

### GAME ROUND

#### 1. PLANNING PHASE

Sequentially place **4 order tokens**, only on planets with friendly unit or base, or planets *adjacent* to one.

#### 2. EXECUTION PHASE

Reveal and execute orders visible at the top of an order stack.

You may choose to draw an **Event card** (keep facedown and unseen) *instead* of executing order.

#### 3. REGROUPING PHASE

##### 1. Destroy Bases and Transports

**Base destroyed** if any enemy units in same area. **Transport destroyed** if no base on connected planets.

##### 2. Lose Resource Cards

**Resource card for an area is lost** if you do not have a base on that planet, and/or the area contains an enemy unit or base.

##### 3. Gain Resource Cards

Receive Resource card for every friendly area on a planet with a base. If no enemy bases on planet, also take Resource card for empty areas.

##### 4. Retrieve Workers

All workers in unavailable workers area or assigned to Resources to the **Worker Pool**.

##### 5. Gain Conquest Points

Equal to points in areas controlled.

##### 7. Check for Normal Victory

15+ **conquest points**: game ends.

##### 8. Check for Special Victory

**Special victory objective** gained: game ends.

##### 8. Play Event cards

You *may* choose and execute 1 Event card and discard the rest. *The End Draws Near* Event cards *must* be chosen and placed near the board.

##### 9. Discard Combat Cards to hand limit.

### THE ORDERS

#### BUILD

- Build:** (requires base) May build workers, transports and units equal to unit build limit.
- Upgrade Bases:** (requires unit or base) May purchase 1 building and/or 1 module.
- Build Base:** (requires unit) May build 1 base on the planet (no enemy base in same area). A player may have only 1 base on a planet.

**Special Order:** Build limit increased by 1 and 1 resource discount for a single unit, base, transport, building or module.



#### MOBILIZE

- Move Units:** between areas **on** active planet and *transport* from adjacent planets to active planet. May only move into 1 enemy area. Obey unit limits except when starting a battle, when attacker may exceed unit limit by 2.

##### 2. Battle: if enemy units in area.

**Special Order:** Draw 2 additional Combat cards *and* gain +1 attack value in each skirmish of the battle.



#### RESEARCH

Must have a base on the active planet.

- Draw an Event Card:** keep facedown and unseen.
- May Draw 3 Combat Cards:** add to hand.
- May Purchase Technology:** May purchase all copies of a single Technology from Technology deck and shuffle into Combat deck.

**Special Order:** Draw additional Event card or place 1 newly gained Technology card directly in hand.

#### COMBAT

- Place Order Token in Contested Area**
  - Use Start of Battle Abilities**
  - Attacker Draws 3 Combat cards, Defender 1.**
  - Attacker Establishes Skirmishes**
  - Assign Supporting Units**
  - Place Combat Cards to Each Skirmish**
- May blind draw top card of Combat deck instead (no reinforcement card).

##### 7. Resolve Skirmishes

Reveal Cards and Compare Values:

Major/minor attack/health values *plus*  
+1 if a Special Mobilize order was used *plus*  
Bonuses from special abilities *plus*  
Bonuses from a reinforcement card *plus*  
Combined support strength of supporting units.

**Major attack/health values** and any **special ability** if one of the icons matches front-line unit.

**Reinforcement special ability** if one of the icons on reinforcement card matches front-line unit.

Destroy Units and Discard Cards (except *splash damage* cards).

##### 8. Resolve Splash Damage

##### 9. Resolve Retreats

No defending units remain attacker is victorious; attacking units exceeding area's unit limit **retreat**.

All attacking units destroyed, defender victorious.

Every unit destroyed, area empty. Defender retains control of area's Resource card.

Both attacking and defending units remain, all attacking units **retreat** (if all remaining defenders are **Assist** units, attacker wins, defender retreats).

# STAR CRAFT

## THE BOARD GAME

### MODULES



#### Supply Modules

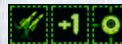
For each **supply module** on your faction sheet, your unit build limit is increased by 1.

**Zerg factions** do not have supply modules; their unit build limit is **twice the number of building types** on their faction sheet.



#### Research & Development Modules

During the Planning Phase you may place a number of **special orders** equal to the number of **R&D modules** you have built (up to the normal combined total of 4 orders).



#### Air Support Module

Grants all your bases:

**Cloaking Detector:** All of your units in the same area as one of your bases gain the **detector** ability.

**Anti-aircraft Defenses:** When a battle occurs in the same area as one of your bases, you receive +1 attack strength in each skirmish where the opposing front-line unit is a flying unit.

**Limited Orbital Defense:** Opponents may not transport units across navigation routes directly into an area containing one of your bases.

### ABILITIES

Special abilities provided to units from Combat cards only last until the end of the skirmish.

When multiple abilities occur at once, the combat resolution order is Attacker then Defender. Out of combat, play clockwise starting from the First Player.



#### SPECIALTY SUPPORT ICON

The card's special ability can be used if the unit is the front-line or supporting unit.



#### Assist

Units with **assist** may not be assigned as front-line units in a skirmish. They are always supporting units, and are thus left out of an attacker's initial skirmish match-ups.

If **all** of your units in a battle have this keyword, you must choose **one** of them to be your front-line unit.

#### Cloaking

When a unit with **cloaking** is destroyed in a skirmish, the unit instead **withdraws** at the end of the *Destroy Units and Discard Cards* step.

The controlling player may immediately move it to a friendly or empty area on the active planet. If no such area exists, or placing it would cause an area's unit build limit to be exceeded, the unit is destroyed.

#### Detector

Cancels the **cloaking** ability of enemy units in the same skirmish.

#### Splash Damage

**Splash damage** only takes effect if it is **triggered**. All of your splash damage Combat cards are triggered when you destroy at least 1 opposing unit during the *Destroy Units* step of that skirmish (even if some or all of the friendly units are also destroyed).

Destroying a **cloaked unit** in a skirmish *does* trigger splash damage normally, even if it only withdraws.

Triggered cards are kept faceup near the battle to keep count of how many times splash damage is triggered during the battle.

Resolve splash damage during the *Resolve Splash Damage* step.

**For each of your splash damage cards that is triggered, your opponent must choose and destroy one of the enemy units that survived the battle's skirmishes.** After each card is resolved, it goes to its owner's discard pile.

The card restricts the unit type that may be destroyed (ground, flying, or owner's choice). 'Ground' and 'flying' unit splash damage cards must always be resolved before 'ground/flying' cards.

### EFFECTS

#### Cancel

Cards that **cancel** an opponent's card cause it to be ignored and discarded to the owner's discard pile. Cancel effects are resolved before special abilities of cards; if both players have cancel abilities, resolve the attacker's before the defender's.

#### Gain

You **gain** a specific number of attack and/or health, sometimes only after fulfilling a requirement.

#### Return to Your Technology Deck

Instead of placing the Technology card in your discard pile at the end of the skirmish, return it to the Technology deck.

#### Place in Your Play Area

When purchased, the Technology card is not shuffled into your Combat deck, but is placed faceup in front of you. Its abilities are triggered as specified on the card.

#### Vs.

Any benefit preceding **vs.** takes effect *only* if the opposing front-line unit matches the description following **vs.**



# STAR CRAFT

## + BROOD WAR

### SETUP

A randomly chosen first player takes the **first player token**.

Starting with the first player and going clockwise, each player chooses a **faction** (*Jim Raynor, Arcturus Mengsk, Aldaris, Tassadar, Queen of Blades, or the Overmind*) and takes its **faction sheet, plastic figures, Combat deck, Technology deck, plus their order, base, worker, transport, building and module tokens, and a reference sheet**.

Place each faction's **conquest point marker** on the O space of the **conquest point track**.

Shuffle the Stage I, II, and III **Event cards** into separate groups. Randomly remove and return to the box a number of cards from the Stage I and II groups:

**6 players:** Remove 3 cards from each group (6 total)

**5 players:** Remove 7 cards from each group (14 total)

**4 players:** Remove 11 cards from each group (22 total)

**3 players:** Remove 15 cards from each group (30 total)

**2 players:** Remove 19 cards from each group (38 total)

Place the Stage III group facedown with the Stage II group on top and the Stage I group on top of that, thus forming the Event deck. This deck is not shuffled again.

Players choose one card from their Stage I **Leadership cards** and place it facedown. These cards are then simultaneously turned faceup and resolved.

Players shuffle their **Combat decks**, place them facedown in their play areas, and draw 6 cards to form an initial hand of Combat cards. A player controlling one of the Terran factions draws 8 cards instead of 6.

Each player draws 2 random **planet tokens** and then takes the corresponding **planets**.

The first player places one planet on the table (with a **base** on any area of it if desired). Going clockwise, players take it in turns to place a planet (with a base if desired) adjacent to any on the table, connected with a normal **navigation route**.

If planets are placed so that a route would connect them, the route must be placed.

Once every player has placed a planet, the last player places another, and so on again in anti-clockwise order.

If a planet with a base was not placed by a player in the first round, it must be placed in the second.

Starting again with the first player, each player takes a turn to place a **Z-Axis route**. Both ends must be placed, and they can never connect to the same planet.

Players take all **Resource cards** that correspond to the planet on which they placed their bases.

Starting with the first player and going clockwise, place **starting forces** (listed on the player's chosen Stage I Leadership card) on any area of the player's base planet (not exceeding an area's unit limit), and a **transport** on one of the navigation routes connected to that planet.

Each player takes the listed number of **worker tokens** and place them in his **worker pool**.

### GAME ROUND

The game is divided into **game rounds**, with each round divided into **phases**.

#### 1. PLANNING PHASE

Starting with the first player and going clockwise, players take turns placing one **order** or **special order token** facedown on a planet (forming a stack if necessary) until each player has placed **4 orders**.

Players may examine the faction symbols on a stack's tokens, but not the order symbols.

Orders may only be placed on a planet with a friendly unit or base, or on a planet *adjacent* to such a planet.

#### 2. EXECUTION PHASE

Starting with the first player and going clockwise, players take turns revealing one of their orders visible at the top of an order stack, executing it and removing the token. You *must* reveal an order on your turn.

Once an order is revealed, you may choose to draw an **Event card** *instead* of executing that order (the order is discarded). The card is placed partially under your faction sheet, facedown and unseen.

If you cannot execute an order you *must* draw an Event card instead. However if you have already executed all 4 of his orders your turn is skipped.

When you execute a **special order**, place the token in the **special order pool** on your faction sheet.

You can only execute a special order if the number of tokens in this pool is less than the number allowed by R&D modules you control.

#### 3. REGROUPING PHASE

Players perform the following steps and then pass the first player token clockwise.

##### 1. DESTROY BASES, INSTALLATIONS & TRANSPORTS

**Bases and installations are destroyed** if there are enemy units in the same area. **Transports are destroyed** if there is no friendly base on an adjacent planet.

##### 2. LOSE RESOURCE CARDS

The **Resource card for an area is lost** if you do not have a base on the corresponding planet, and/or the area contains an enemy unit or base. **Workers** on a lost Resource card are destroyed.

##### 3. GAIN RESOURCE CARDS

If you have a base on a planet, receive the **Resource card** for every friendly area on that planet. If there are no bases belonging to other players on the planet, also take the Resource card for each empty area.


##### 4. RETRIEVE WORKERS & SPECIAL ORDERS

Move all workers in your Unavailable Workers area and all those assigned to Resource cards and permanent resources to the **Worker Pool** on your faction sheet. Retrieve all tokens in your Special Order Pool.

##### 5. CHOOSE LEADERSHIP CARDS

Skip if cards have already been chosen for this Stage.

##### 6. GAIN CONQUEST POINTS

 Receive **conquest points** equal to the sum of points in areas you **control** (at least one unit or base and no enemy units or bases in the area).

##### 7. CHECK FOR NORMAL VICTORY

If one or more players have accumulated 15 or more **conquest points** the game ends.

##### 8. CHECK FOR SPECIAL VICTORY

If one or more players have achieved their **special victory objective** the game ends.

##### 9. PLAY EVENT CARDS

Secretly read your accumulated facedown Event cards. Starting with the first player and going clockwise, players may choose and execute one card. Remaining cards are discarded. **All The End Draws Near** Event cards *must* be chosen and placed to the side of the board.

##### 10. DISCARD COMBAT CARDS

Discard Combat cards down to your hand limit (6 usually, 8 for Terran players). Cards in your play area do not count towards the hand limit.

### WINNING THE GAME

**Normal Victory:** Player has accumulated 15 points in Step 6 of the *Regrouping phase*.

**Special Victory:** Player has achieved his special victory conditions in Step 7 of the *Regrouping phase*. Most may only be fulfilled during Stage III of the game.

**End-game Victory:** 2 or more *The End Draws Near* Event cards have been played by the end of *Regrouping phase* Step 8. The player with the most conquest points wins.

**Elimination Victory:** All players but one have been eliminated (zero bases and units on the board).

##### Tiebreaking

If 2 or more players are tied for a normal or end-game victory, the one with the most total resources (gas and minerals) wins the game.

If still tied, the one who controls the most areas wins; then the most bases in play; then the most workers in his worker pool. If there is still a tie, they share a victory.

If 2 or more players are tied for a special victory, the player with the most conquest points is the winner. If still tied, use the tiebreaking conditions above.

### RESOURCES

The **resource costs** of workers, transports and units are shown on the faction sheets.

The **resource costs** of bases, buildings and modules are shown on the backs of these tokens.

The **resource costs** of new technologies are shown at the bottom of each Technology card.

To **harvest** resources, workers are removed from a player's Worker Pool and placed on *any* of their Resource cards or permanent resource areas.



For each worker, placed the player is paying 1 resource (mineral or gas) towards whatever he is building or acquiring.

The number on a Resource card is the maximum number of workers that can be assigned to it.

Once a worker is assigned it remains there until the *Regrouping phase*.

A player's **permanent resources** on his faction sheet are treated just like Resource cards, only they always remain with a player and cannot be *force mined*.

##### Force Mining and Depletion



A player may **force mine** a Resource card by flipping the card to its *partially depleted* side and placing a **depletion token** on the area.

He may then assign an extra worker to the card and harvest 1 extra resource.



If the area is force mined again the card is **fully depleted**: remove it from the game, move any assigned workers to the Unavailable Workers area of the player's faction sheet, and flip the depletion token to its red side.

An area may be fully depleted in a single action; assign 2 extra workers to the card and harvest 2 extra resources.



## THE ORDERS



### BUILD

Do any or all of the following *in this order*:

- 1. Build:** If you have a base on the active planet, you may build any number of workers and transports and a number of units equal to your unit build limit.
- 2. Upgrade Bases:** If you have a base or unit on the active planet, you may upgrade your bases by purchasing one building and/or one module.
- 3. Build Base:** If you have a unit on the active planet but no base, you may build one base on the planet.

### Building Workers and Transports

Pay the required resource cost and place workers on your Unavailable Workers area and transports on any navigation route connected to the planet. You may only have 1 transport on a navigation route. When a transport is on a z-axis, flip the smaller end to its *warning* side to remind players the route is not empty.

### Building Units

You are limited in the *types* of units you can build by the buildings constructed on your faction sheet, and the *number* you can build by your unit build limit. **Each player begins with a unit build limit of 2.**

Terran and Protoss factions increase their unit build by 1 for each **Supply module** they build. A Zerg faction's unit build limit is equal to twice the number of building types on his faction sheet.

Pay the unit's resource cost and place it on **any friendly or empty area on the planet**. The *active* player may voluntarily destroy units at any time during their turn except during a battle.

Each area has a **unit limit**. Bases are not units.

### Upgrading Bases

Pay the resource cost for the upgrade and place it on the appropriate area of your faction sheet. **A base upgrade upgrades all of your bases** on the board.

### Building Bases

Pay the resource cost and place the base on any area that contains at least one friendly unit and no enemy base. **You may have only one base on a planet.**

### Tech-Required Units

**Tech-required** units require that a certain technology be acquired before they can be built. Once acquired, these units may be built on *any* planet (even one without a base). Existing units that have to be destroyed must be on the active planet, and the new unit is then placed in one of the areas that contained a destroyed unit.

### Constructing Buildings

Players can build **buildings** of 3 different building types. The first time you build a building of a type, you must build its first-level version. Higher levels are built on top of lower levels, and levels may not be skipped. Each player begins the game with one first-level building pre-printed on his faction sheet.



### MOBILIZE

Do the following *in this order*:

- 1. Move Units:** Move friendly units between areas on the active planet, and/or transport friendly units from adjacent planets to areas on the active planet. Units may move into any number of empty or friendly areas, **but only into one enemy area**. You must have a **transport** on a navigation route to move units between planets. You must obey unit limits except when **starting a battle**, when you may move units into an area up to the **unit limit plus 2**.
- 2. Resolve Battle:** If you move units into an area containing enemy units, you **start a battle**. Each Mobilize order may start only *one* battle.



### RESEARCH

**You must have a base on the active planet.**

Do the following *in this order*:

- 1. Draw an Event Card (required):** Place the card half under your faction sheet, facedown and unseen.
- 2. Draw 3 Combat Cards (optional):** Cards are added to your hand of Combat cards.
- 3. Purchase Technology (optional):** Look through your Technology deck and buy 1 Technology, gaining all the cards of the same name from your deck. Announce and explain the technology to other players and add the card(s) to your Combat deck. If technology was purchased, shuffle the Combat deck, including any previously discarded cards. If the technology was placed in your play area and not your Combat deck, the deck is not shuffled.

## SPECIAL ORDERS

**Special orders** add additional capabilities to their standard order versions:



### Special BUILD Order

Build limit increased by 1.

Receive a 1 resource discount off the cost of a single unit, base, transport, building or module.



### Special MOBILIZE Order

When starting a battle, you may draw 2 additional Combat cards and adds 1 to your final attack value in each skirmish.



### Special RESEARCH Order

You must choose **one** additional capability:

Draw an additional Event card or;

If you purchased a new technology card to add to your Combat deck, you may place 1 of the corresponding Technology cards in your hand instead of shuffling it into your Combat deck.

## COMBAT

### 1. Place Order Token in Contested Area

An active player moving units into a **contested area** containing enemy units is the **attacker**, his opponent the **defender**. The attacker takes his Mobilize order and places it faceup in the contested area during the battle.

### 2. Use Start of Battle Abilities

First the attacker, then the defender, may use **one start of battle** special ability.

### 3. Draw Combat Cards

The attacker draws **3** Combat cards (5 on a Special Mobilize order) and the defender draws **1** Combat card.

### 4. Attacker Establishes Skirmishes

The attacker arranges all units in the area into a series of **skirmishes**. One attacking unit is paired with one defending unit; these are **front-line units**.

### 5. Assign Supporting Units

Left-over units are **supporting units**. The player controlling any supporting units assigns all of them one at a time to any of the skirmishes. If both players have supporting units the attacker assigns first.

### 6. Place Combat Cards

The attacker plays a **single standard Combat card** (plus a single **reinforcement Combat card** if desired) facedown to each skirmish.

Then the defender plays a **single standard Combat card** (plus a single **reinforcement Combat card** if desired) facedown to each skirmish.

If desired, a player may draw the top card of his Combat deck and assign it to a skirmish without looking at it. In this case no reinforcement card can be added.

If this card turns out to be a reinforcement card, discard and replace it with another until a standard card is drawn.

### 7. Resolve Skirmishes

One at a time, in an order chosen by the attacker, skirmishes are resolved.

**Reveal Cards:** Flip over the cards simultaneously.

**Compare Values:** Final attack and health values are determined:

Major or minor attack and health values on the standard card *plus*  
 +1 if a Special Mobilize order was used *plus*  
 Bonuses from special abilities on the card *plus*  
 Bonuses from a reinforcement card *plus*  
 Combined support strength of supporting units.

If one of the icons on the Combat card matches his front-line unit, the player uses the card's **major** attack and health values (larger numbers); otherwise the minor values are used.

If one of the icons on the Combat card matches his front-line unit, the player must use any **special ability** on the card.

If one of the icons on the **reinforcement Combat card** matches his front-line unit, the player may use any **special ability** on the reinforcement card.

Otherwise the card is discarded without effect. Combat card special abilities remain in effect throughout the skirmish.



Each supporting unit adds its **support value** (see the faction sheet) to the attack strength of the friendly front-line unit in its skirmish.

**Destroy Units and Discard Cards:** If the final attack value equals or exceeds the opponent's final health value, the attack has **sufficient strength** and the opposing front-line unit is destroyed.

Discard any cards (except *splash damage* cards) played to the skirmish.

### 8. Resolve Splash Damage

Apply any casualties from triggered **splash damage** cards.

### 9. Resolve Retreats

If **no** defending units remain the attacker is victorious. The defender will lose the area's Resource card at the end of the round. Any attacking units exceeding the area's unit limit must **retreat** (attacker's choice).

If all the attacking units were destroyed, the defender is victorious.

If every unit was destroyed, the area is now empty. The defender retains control of the area's Resource card.

If **both** attacking and defending units remain, all attacking units must **retreat** (if all remaining defenders are *Assist* units, attacker wins and defender retreats).

**Retreating units** must move to a single friendly or empty area on the active planet or an adjacent planet (if he has a friendly connecting transport). Any unit that cannot retreat is destroyed.



### Ground vs Flying Units

Units are either **ground** or **flying** units, and can **target** either ground units, flying units (blast icon), both or neither.

**If a player has sufficient strength after calculating attack and health values in a skirmish:**

- if his front-line unit can target the opposing front-line unit, the target is destroyed;
- if his front-line unit is unable to target the opposing front-line unit, but can target a supporting unit, that unit is destroyed (if there are multiple targets the controlling player decides);
- if his front-line unit is unable to target any opposing units, no opposing units are destroyed;

**Supporting units only add their support value if the unit is capable of targeting the opposing front-line unit.**



# STAR CRAFT

## + BROOD WAR

### 1. PLANNING PHASE

Sequentially place **4 order tokens**: only on planets with a friendly unit or base, or planets *adjacent* to one.

### 2. EXECUTION PHASE

Reveal and **execute orders** visible at the top of an order stack. May choose to draw **Event card** (keep facedown and unseen) *instead* of executing order.

When executing a **special order**, place it in your special order pool, but only if the number of tokens there is less than the number allowed by R&D modules you control.

### 3. REGROUPING PHASE

**1. Destroy Bases, Installations & Transports**  
Base destroyed if any enemy units in same area. Transport destroyed if no base on connected planets.

**2. Lose Resource Cards** Resource card for an area is lost if you do not have a base on that planet, and/or the area contains an enemy unit or base.

**3. Gain Resource Cards** Receive Resource card for every friendly area on a planet with a base. If no enemy bases on planet, also take Resource card for empty areas.

**4. Retrieve Workers & Special Orders**  
All workers in unavailable workers area or assigned to Resources to the **Worker Pool**. Retrieve all tokens in **Special Order Pool**.

**5. Choose Leadership Cards (if necessary)**  
Skip if cards have been chosen for this Stage.

**6. Gain Conquest Points**  
Equal to points in controlled areas.

**7. Check for Normal Victory**  
15+ **conquest points**: game ends.

**8. Check for Special Victory**  
Special victory objective gained: game ends.

**9. Play Event cards** May choose and execute 1 Event card and discard rest. *The End Draws* Near Event cards *must* be chosen and placed near board.

**10. Discard Combat Cards** to hand limit.

**11. Pass First Player Token**

### THE ORDERS

#### BUILD

- 1. Build:** (requires base) May build workers, transports and units equal to unit build limit.
- 2. Upgrade Bases:** (requires unit or base) May purchase 1 building and/or 1 module.
- 3. Build Base:** (requires unit) May build 1 base on the planet (no enemy base in same area). A player may have only 1 base on a planet.

Special Order: Build limit increased by 1 and 1 resource discount for a single unit, base, transport, building or module.

#### MOBILIZE

- 1. Move Units:** between areas on active planet and transport from adjacent planets to active planet. May only move into 1 enemy area. Must obey area's unit limit, but if starting a battle, attacker may exceed unit limit by 2.
- 2. Battle:** if enemy units in area.

Special Order: Draw 2 additional Combat cards and gain +1 attack value in each skirmish of the battle.

#### RESEARCH

Must have a base on the active planet.

- 1. Draw an Event Card:** keep facedown, unseen.
- 2. May Draw 3 Combat Cards:** add to hand.
- 3. May Purchase Technology:** May purchase all copies of a single Tech from Tech deck and shuffle into Combat deck.

Special Order: Draw additional Event card or place 1 newly gained Tech card directly in hand.

### COMBAT

- 1. Place Order Token in Contested Area**
- 2. Use Start of Battle Abilities**
- 3. Attacker Draws 3 Combat cards, Defender 1.**
- 4. Attacker Establishes Skirmishes**
- 5. Assign Supporting Units**
- 6. Place Combat Cards to Each Skirmish**  
May blind draw top card of Combat deck instead (no reinforcement card).
- 7. Resolve Skirmishes**

#### Reveal Cards and Compare Values:

Major/minor attack/health values +  
+1 if a **Special Mobilize order** was used +  
Bonuses from special abilities +  
Bonuses from a reinforcement card +  
Combined support strength of supporting units.

Major attack/health values and any **special ability** if an icon matches front-line unit.

**Reinforcement special ability** if one of the icons on reinforcement card matches front-line unit.

**Destroy Units and Discard Cards** (except splash damage cards).

#### 8. Resolve Splash Damage

#### 9. Resolve Retreats

**No defending units remain:** Attacker wins; attacking units over area's unit limit **retreat**.

**All attacking units destroyed:** Defender wins.

**Every unit destroyed, area empty:** Defender retains control of area's Resource card.

**Both attacking and defending units remain:** All attacking units **retreat** (if all defenders are **Assist** units, attacker wins, defender retreats).

### SPECIAL ABILITIES

Special abilities from Combat cards only last until the end of the skirmish. When multiple abilities occur at once, combat resolution order is attacker then defender. Out of combat, play clockwise starting with the First Player.



#### SPECIALTY SUPPORT ICON

The card's special ability can be used if the unit is the front-line or supporting unit.



#### Assist

Units with **assist** may not be assigned as front-line units in a skirmish. They are always supporting units, and are thus left out of an attacker's initial skirmish match-ups.

If **all** of your units in a battle have this keyword, you must choose **one** to be your front-line unit.

#### Cloaking

When a unit with **cloaking** is destroyed in a skirmish, the unit instead **withdraws** at the end of the *Destroy Units and Discard Cards* step.

The controlling player moves it to a friendly or empty area on the active planet. If no such area exists, or this would cause an area's unit build limit to be exceeded, the unit is destroyed.

**Collateral Damage** If a front-line unit with this ability is not destroyed during the *Resolve Skirmishes* step, the owner may *immediately* choose one option:

- Destroy 1 enemy base in the area
- Destroy 1 enemy installation in the area
- Destroy all enemy workers in the area (on the corresponding resource card)

**Detector** Cancels the **cloaking** ability of enemy units in the same skirmish.

**Mind Control** At the end of the *Destroy Units and Discard Cards* step, take the opposing front-line unit and place one of your **mind control** tokens beneath it; now treat the figure as if it belonged to you. During battle, the unit uses the top card from its *original* owner's combat card deck.

You are limited to 2 mind controlled units at a time (but may voluntarily destroy units under your control). Heros are immune.

**Sacrifice** A front-line unit with this ability is automatically destroyed during the *Resolve Skirmishes* step of a battle regardless of whether or not the opponent has sufficient strength to destroy it.

Ignore if the unit with this ability is unable to attack both the opposing front-line unit and supporting units, or if the opposing unit is *cloaked* (and not *detected*).

**Splash Damage** All of your splash damage cards are *triggered* when you destroy at least one opposing unit during the *Destroy Units* step of that skirmish (even if some or all of the friendly units are also destroyed). Destroying a **cloaked** unit *does* trigger splash damage, even if only withdraws.

Keep triggered cards faceup nearby to record how many times splash damage is triggered.

Resolve splash damage during the *Resolve Splash Damage* step. **For each of your triggered splash damage cards, your opponent must choose and destroy one of the enemy units that survived the battle's skirmishes.** Resolve each card and place it on its owner's discard pile.

The card restricts the unit type that may be destroyed (ground, flying, or owner's choice). 'Ground' and 'flying' unit splash damage cards must always be resolved before 'ground/flying' unit splash damage cards.



# STAR CRAFT

## + BROOD WAR

### MODULES



#### Supply Modules

For each **supply module**, your unit build limit is increased by 1.

**Zerg factions** do not have supply modules; their unit build limit is **twice the number of building types** on their faction sheet.



#### Research & Development Modules

During the Execution Phase you may execute **special orders** up to the number of **R&D modules** you have built (up to the normal combined total of 4 orders).



#### Air Support Module

Grants all your bases:

**Cloaking Detector:** All of your units in the same area as one of your bases gain the **detector** ability.

**Anti-aircraft Defenses:** When a battle occurs in the same area as one of your bases, you receive **+1 attack strength** in each skirmish where the opposing front-line unit is a flying unit.

**Limited Orbital Defense:** Opponents may not transport units across navigation routes directly into an area containing one of your bases.



#### Defensive Module

When defending, after skirmish match-ups have been made, you may switch any 2 of your units between skirmishes (front-line or support, but not assist units).

You may only switch into the front-line of a skirmish if the opponent's front-line unit can attack it.



#### Assist Module

One of your assist units in an area does not count towards the unit limit.

Also, a single assist unit does not count towards unit limits when attacking an area.



#### Offensive Module

Transport any number of units into an area containing an enemy base, ignoring your opponent's Air Support module and its **Limited Orbital Defense** ability.

You must then destroy each transport used to move units into the area containing the enemy base.

### PLANETS

You **control** an area in which you have at least one unit or base, and no enemy units or bases.

You may **build** in any friendly or empty area on an active planet where you have a base. You may **build a base** (one per planet) if you have a unit on the active planet but no base.

You may **upgrade** all your bases if you have a base or unit on the active planet.



Units may never enter, be built in, or occupy an area with icons not matching their unit type.

Installations and bases (including Terran bases) may never be constructed, move into, or be present in flying unit limit areas.



If you control a **strategic area** you may treat all order tokens you execute on the same planet as if they were special order tokens.

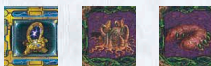
All special orders you execute on the planet are not placed in your special order pool, but are returned to your pile of unused tokens.

### RESOURCE TOKENS



**Resource tokens** may be discarded any time you pay a resource cost to reduce the cost by 1 of the appropriate type.

### INSTALLATIONS



Warp Gate Overmind Cerebrate

**Installations** are placed in areas and do not count towards the area's unit limit.

There can be no more than one base or one installation in each area. They are destroyed in the same way as bases, but do not function as bases. They do not provide resources. An area only containing an installation is controlled by the player who owns the installation.



**Infested command center installations** enter play via the Zerg *Infest Command Center* tech card.

Zergs must have an Infested Command Center on a planet in order to build **Infested Terran** units there (a base on the planet is not required).

### DEFEND ORDER



**Defend orders** are never placed in an order stack. You may only execute one per Planning phase, and there is no Event draw option.

Executing a Defend order counts towards your maximum of 4 orders per Planning Phase.

Place the Defend order in a friendly area on any planet during the Planning phase. You may then immediately move and/or transport units to that area as if you were executing a Mobilize order.



Then place a **guard token** in the area and take back the Defend order token. At the start of a battle in the area, the defender may discard the guard token to gain **+2 health** in each skirmish.

Discard the token if you no longer control the area. It may be used only when defending, not in conjunction with other health bonus abilities.

### LEADERSHIP CARDS

Each player may use a **Leadership card** during each game Stage, for a total of up to 3 cards. **The Stage I Leadership cards also specify which units a player starts with at setup** (replacing the normal starting units).

Players may look at other players' (and their own) Leadership decks at any time, except during the *Choose Leadership Cards* step.

If Leadership cards have already been chosen for the current stage, skip the *Choose Leadership Cards* step. Otherwise, all players choose 1 Leadership card matching the current stage and place it facedown. Then simultaneously turn them faceup and resolve.

Leadership cards are always resolved starting with the first player and proceeding clockwise. Most have abilities that immediately take effect; the card is then removed from the game.

Some (including those with the **Special Victory** or **Hero trait**) have the text *Place in your play area*, and stay in play for the rest of the game.

#### Special Victory

These Stage I cards allow you to complete your special victory condition once Stage III has been reached. If you did not choose this card at the start of the game, you will only be able to win the game by collecting conquest points.

### Hero Trait

These Stage II cards provide you with a special hero unit, represented by a normal figure of a particular type with a **hero token** underneath it.

Heroes function as normal units of the same type. They have all abilities for that particular unit plus any provided by the Leadership card.

Place the hero in any friendly area. If you have no area in which he can legally be placed, you cannot gain the hero. If you do not have enough figures of the required type, you may destroy a friendly unit of the type to gain the hero.

**All heroes are immune to splash damage.** A non-hero unit must always be chosen to be destroyed by splash damage if possible. If there are no other eligible units, the splash damage is ignored.

Heroes are *immune* to the mind control ability and all Technology card abilities that destroy units.

### CARD EFFECTS

**Cancel** Cause an opponent's card to be ignored and discarded to the owner's discard pile.

Cancel effects are resolved before special abilities of cards; if both players have cancel abilities, resolve the attacker's before the defender's.

**Gain** You **gain** a specified number of attack and/or health, sometimes only after fulfilling a requirement.

**Place in Your Play Area** When purchased, the Technology card is not shuffled into your Combat deck, but placed faceup in front of you. Its abilities are triggered as specified on the card.

**Recharge** When the specified card type would be discarded, instead return it to your hand.

If the ability may only be used once per action phase, record this by placing a **depletion token** on the card. At the end of the action phase, remove the token.

**Return to Your Technology Deck** Instead of placing the Technology card in your discard pile at the end of the skirmish, return it to the Technology deck.

**Vs.** Any benefit preceding **vs.** takes effect *only* if the opposing front-line unit matches the description following **vs.**



# STAR CRAFT

## + BROOD WAR

### CORE GAME VARIANTS

#### GALACTIC CONQUEST

Players do not acquire conquest points, and the only way to win is to achieve an elimination victory. Before setting up the Event card deck, return the *The End Draws Near* cards to the box. During play, if the last card of the Event deck is drawn, shuffle all the Stage III Event cards in the discard pile to form a new Event deck, and continue playing.

This variant can be combined with the Team Play variant; play until only one team is left standing.

#### TEAM PLAY VARIANT

In games with either 4 or 6 players, divide players into teams of 2 players each. Each player controls his own faction, but is allied with another player.

Determine which players will be teammates before beginning the game, and then randomly determine which faction each player will control in the game. Players should seat themselves so that teammates sit as far as possible from each other.

Players may not attack teammates, nor move into areas controlled by teammates. A player's teammate's areas are considered enemy areas for all game purposes. A player's teammate's units, bases, and areas do not count toward his own special victory objective.

**With Brood War only:** A player cannot build a base on a planet if it will cause his team to have a base on every area of the planet.

**Special Victory** The game ends when one or more players achieve their special victory objectives during Step 6 of the Regrouping Phase. If either member of a team achieves its special victory objective, the team wins.

If 2 or more teams qualify for a special victory at the same time, use each tying team's total conquest points as a tiebreaker. If these are tied, use the normal tiebreakers. For each tiebreaker, combine both team members' relevant elements for comparison against the other tying team(s).

**End-game Victory** The game ends when 2 or more *The End Draws Near* Event cards are in the common play area at the end of Step 7 of a Regrouping Phase. The team with the most total conquest points is the winner.

If the Aldaris faction is playing, then Aldaris' team automatically wins an end-game victory (regardless of each team's total conquest points).

**Elimination Victory** The game ends when all but one team has been eliminated.

**Normal Victory** The game ends when one or more teams have a total of 30 or more conquest points. If playing with Aldaris' faction, this is 40 points (except the Aldaris team, which must only accumulate 30).

Should multiple teams have the same number of points at the end of the game, use the normal tiebreakers.

### BROOD WAR VARIANTS

Before setup, all players must all agree on which of these modular options they wish to use.

#### Randomized Factions

Players are given a random Faction Sheet during the *Choose Factions* setup step instead of choosing.

#### Disposable Special Orders

Players may always execute special orders instead of discarding them to draw Event cards. You may do this regardless of the number of R&D modules you have on your Faction Sheet, at the cost of permanently losing the order.

Whenever a player executes a special order and cannot/does not wish to place it in his special order pool, he must remove the token from the game (it may not be used for the remainder of the game).

#### More Starting Planet Tokens

Each player receives 3 starting planet tokens (instead of 2) and the corresponding planet tiles during the *Receive Planets* step of setup.

Players still only place 2 planets during Galaxy Setup. After each player has placed 2 planets, all other planet tiles are returned to the box.

#### Larger Galaxy

Each player receives 3 starting planet tokens (instead of 2) and the corresponding planet tiles during setup.

After each player has placed 2 planet tiles during setup, each player (starting with the first player and proceeding clockwise) will place his third planet tile into the galaxy.

Players must follow normal placement rules, and still only place a single base (although it can be on any of his 3 planets).

Players do not use the special victory card from their Leadership deck, and the number of conquest points required to win the game is increased to 25.

If this option is used with the **No Leadership Cards** option, each player simply starts with the units listed on his special victory Leadership card.

#### No Leadership Cards

Each player begins the game with his special victory Leadership card, and the *Choose Leadership Cards* steps of setup and the *Regrouping* phase are skipped.

In addition, during step 6 of setup, remove the following cards from the event deck: *Subtle Planning* (Stage I), *Heroic Strategy* (Stage II), *Inspiring Leadership* (Stage III). Then remove one less than the number of random cards from each stage.

### GAME MODES

These game modes may not be used with the **Optional Rules**, and a maximum of one game mode can be used during a game.

Before setup, players must all agree on which, if any, game mode they wish to use.

#### SURVIVAL GAME MODE

Follow all rules for the **Galactic Conquest Variant** in addition to the following rules:

Return all but 3 bases of each faction to the box at the start of the game. No player will be able to build more than 3 bases throughout the entire game.

A base is not required to build transports as long as the player controls at least one area on the planet.

A player is eliminated from the game if at any time he does not have any bases in play. Also, when a player's base is destroyed, the token is removed from the game and returned to the box.

Conquest points are not accumulated; instead, each time a player would receive a conquest point, he receives a resource token of his choice.

#### SCENARIO GAME MODE

##### Setup

Decide on a scenario, then follow these steps:

1. **Choose First Player:** Randomly determine which player gets to choose factions first.
2. **Choose Factions:** Each player chooses a faction to play from those listed. After choosing factions, a new player will become the first player, as described by the scenario.
3. **Gather Faction Components:** Each player receives the Faction Sheet, tokens, cards, and plastic figures corresponding to his faction. Some scenarios provide players with additional pieces, or start a player with particular buildings or modules on his Faction Sheet.
4. **Place Conquest Point Track**
5. **Place Tokens:** Place all unused depletion, guard, and resource tokens near the play area.
6. **Prepare Event Deck:** Some scenarios specify certain cards (or random cards) to be removed from the Event deck. If the scenario does not specifically remove cards from the Event deck, then the deck will be used in its entirety.

After cards have been removed, shuffle each stage of the deck separately and build the Event deck by placing Stage I on top of Stage II on top of Stage III.

7. **Galaxy Setup:** Each scenario specifies how the galaxy will be set up. Each faction's starting units must be placed on the specified planets, starting with the first player.

8. **Separate Technology Cards and Combat Cards:** Each player separates his Combat deck from his Technology deck and places each deck on the appropriate spaces of his Faction Sheet. Add certain Technology cards to the Combat deck (or place them in play) if the scenario so specifies.

9. **Draw Combat Cards:** Each player shuffles his Combat deck and then draws Combat cards up to his hand limit (normally 6).

#### Victory Conditions

Each scenario describes what each faction (or team of factions) must do in order to win the game.

#### Play Order

Each scenario specifies which player begins the game as the first player and what the play order will be. After players have chosen their factions, they should follow the specified play order for seating around the table.

#### Counting rounds

Some scenarios will only last a certain number of game rounds, and require players to track the number of the current round. In order to do this, place an unused conquest marker on the "1" space of the conquest track during setup. At the end of each *Regrouping* phase, move this token one space up the track.

#### Teams

Many scenarios break the factions into particular teams.

#### No Leadership Cards

Leadership cards are never used in a scenario unless specified (if a scenario starts a player with a particular hero, then he also starts the game with the appropriate hero Leadership card).

#### Scenario Items

Scenarios that use scenario item tokens specify the purpose and use of the tokens.

Most items can be carried by units in the game, although some scenarios may restrict which units can carry them. When a unit is carrying an item, place it beneath the unit; it moves with him. If the unit is destroyed, the item is placed in the area the unit was destroyed in.

To pick up an item that is not being carried, the player must control the area (have friendly units, and no enemy units/bases in the area). When executing a mobilize order, the active player may choose one of his units that is in the same area as the item to carry (pick up) the item.

Each unit may only carry a single item at a time.

#### Special Rules

Each scenario has additional special rules and restrictions that must be followed.



