STARCADIA QUEST
WORK IN PROGRESS
RULEBOOK
CMON
SWG

A thousand years ago, citizens of The World launched their first QTL-capable starship. Its Quicker-Than-Light drive instantly hurled it across the vast gulf between the stars, and found itself orbiting a frigid, snowy world. The crew scanned the snowball, and found: People!

Citizens of Baccahlanche welcomed the Worldians with celebrations, bobsledding, and ice cream! (Lots and lots of ice cream, which is pretty much the only food available on Baccahlanche.) The Worldians introduced the woolly Baccahlanchians to movies, hair brushes, and Taco Tuesdays (a delicious, if somewhat odoriferous, weekly celebration of the finest food ever invented).

The two civilizations became instant friends, and together founded the Starcadian Alliance, a loose federation of planets allied for mutual defense, assistance, and general goodwill. In time, their member worlds expanded to include swampy Glomp, spectacular Melodram, and the easily impressed people of Amazeonia. Today, from the wild Frontier to The World itself, the Starcadian Alliance keeps the spaceways safe and stable, owing its thanks to the Navy, Marines, and Expeditionary Corps.

And all was right with the Galaxy!

... For a time.

Rising through the Navy's ranks with a record-shattering promotion every week was the man who would shake the Alliance to its very core: Supreme Commander Thorne.

As an ensign, Thorne seized command of his ship to lead a Starcadian task force against the Scolan Armada. The next week as a lieutenant, Thorne seized command of his ship to capture the notorious Space Pirate Captain Wily Jack. The next week as a lieutenant commander, Thorne seized command of his ship to defeat the enormous planet-eating world of Paccusmaann. The next week the Starcadians just gave him command of the entire Navy, because things were getting ridiculous, and courts-martial for his various mutinies were simply a waste of time. Thorne always got results, and his extreme logic was unassailable.

Indeed, as Supreme Commander, Thorne kept the peace. ALL the peace. ALL the time. There was much disorder in the galaxy, disorder which only he, Supreme Commander Thorne, could anticipate and prevent. Supreme Commander Thorne's infallibility was in itself infallible.

In fact, if any fallibility existed, it was among his imminently fallible subordinates. On rare occasion, one might not reload their weapon precisely when ordered, or miss a shot at precisely the wrong time despite the very best odds to hit their target.

Supreme Commander Thorne was not an unreasonable man... actually scratch that, he's insanely unreasonable, but one can understand his frustration when a minion has a 95% chance to eliminate an enemy and misses! It's as if the laws of probability themselves refused to stick to their averages! Can you imagine??

Supreme Commander Thorne imposed a series of reforms in the Navy to reduce such inconsistencies to zero. All officers would receive their tactical plans direct from Supreme Commander Thorne. All crewmen would go about their duties as ordered by Supreme Commander Thorne's master schedule, extended to cover time on-duty, off-duty, and even on shore leave. Nothing was left to chance, from logistics trains to fire-control calibrations, right down to how many times one chewed their tacos and what flavor of ice cream they should order on leave. (Vanilla. Always. Chocolate and strawberry are too unpredictable, obviously, and don't even think about slurping it down quickly, or you'll have a court-martial in addition to your ice cream headache.)

Such measures may have seemed harsh, overbearing, micro-managing, dictatorial, dogmatic, stuffy, oppressive, and even a teensey-tiny bit bossy. But they got results, precisely as Supreme Commander Thorne had foreseen.

The Navy became a sleek, efficient machine, capable of stopping any threat before it began! In fact, so efficient were they that Supreme Commander Thorne found himself with plenty of time to spare, and began handing out his schedules to planetary governors and civilian leaders across known space. So long as they followed his instructions to the letter, peace and quiet would reign, and all was right with the Galaxy!

... Well, not exactly.

Supreme Commander Thorne's power and influence grew and grew. Indeed, who could stop him? He foresaw any resistance and squashed it immediately with precision squashing. He countermanded changes to his orders by the civilian government with extreme logic and a flawless uniform. He even went so far as to cancel Taco Tuesdays, a disruptive ritual resulting in unanticipated odors and far too much laughter.

And that was the last straw!!

Even for those in the Navy, fully accustomed to precision, timing, and a sense of extreme order, this latest grand directive was too much. Taco Tuesdays were a long-standing, vital backbone of Starcadian culture. Indeed, the entire Alliance had formed on the strength of that tasty, hilarious day!

Supreme Commander Thorne was relieved of duty... exactly as he had foreseen!

Now, at the edge of known space, on the machine world of Teklawn, Supreme Commander Thorne masses his fleets to strike back at the very Alliance which cast him aside to bring them order and timing, all for their own good, of course. A new Empire shall be formed, with Supreme Commander Thorne at its head. His fleet of precisely 1337 ships (a number not even the most elite of strategists can fathom) will sweep aside the Starcadian Navy, and deal with their pesky Freelancers according to a timetable of Supreme Commander Thorne's personal design!

Order shall come to the galaxy under his steely, glowing red gaze!

We shall now indulge in megalomaniacal laughter for precisely 5.42 seconds! ***Muahaha! Muahahaa!***

MAUHAHAHAHAHAHAHAHAAAA!!!

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4 SHUTTLES

10 GAME TILES

1 MONSTER DASHBOARD

1 CAMPAIGN SHEET PAD

4 CREW DASHBOARDS

8 HERO CARDS

31 QUEST CARDS

8 MONSTERS CARDS

30 EVENT CARDS

6 PORTAL TOKENS

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11 QUEST TOKENS

99 UPGRADE TOKENS

30 WOUND TOKENS

8 HOVERBOARD TOKENS

10 RECHARGE TOKENS

12 STIMPACK TOKENS

30 MINIS

8 COUNTERBASES

8 HEROES

4 SCUTTLEBUTTS

4 WEEBLES

4 OCTOCOLDS

2 OCTOCRUELS

1 SUPREME COMMANDER THORNE

1 ICEHEART

4 PEEK-A-BOOMS

2 PEEK-A-ROUNDS

10 DICE

GAME OVERVIEW

Starcadia Quest is a campaign game for 2 to 4 players, in which each player controls a Crew with two unique Heroes, adventuring inside different space stations in a quest to defeat the Supreme Commander Thorne and his army. But these Crews are not quite in league with each other: they are bitter foes who compete against each other even as they pursue the same goals!

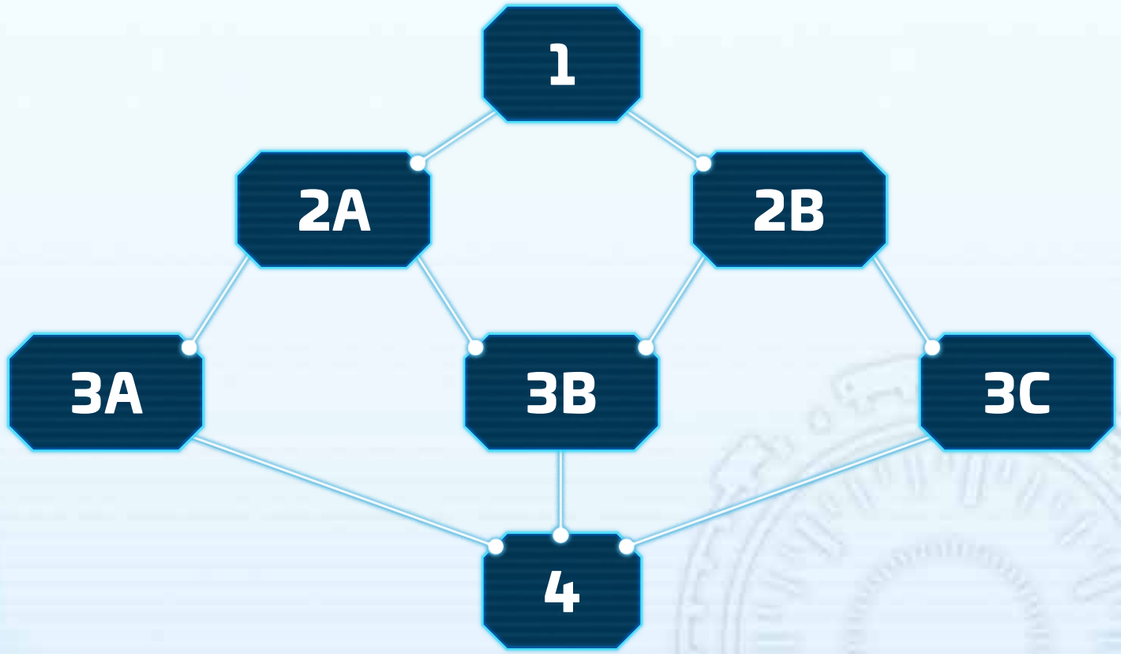
The players will choose the path their campaign takes, following the game's branching campaign system. As they navigate their way through the campaign, the players must choose which opportunities to pursue, and which ones to leave behind—a decision that can have serious consequences later in the campaign.

In each scenario, players pit their two Heroes against the Heroes of the other players and the nasty Monsters that swarm over the station. By fulfilling specific Quests and killing their enemies, the Heroes will be able to find ever-more-powerful items and weapons.

CAMPAIGN AGAINST THORNE

In order to stop Supreme Commander Thorne from assuming command, the Heroes will need to make their way throughout the galaxy. As they progress, they diminish the power base of the Supreme Commander, while gaining more power themselves. Only after much adventuring will they be ready to face the Supreme Commander in the flesh.

The Starcadia Quest campaign is unlike anything ever seen before. It contains a total of 7 scenarios. From those, players will need to choose 4 to play. The first and the last scenarios will always be the same, no matter the choices made. Once scenario 1 is played and conquered, the winner will be able choose between scenarios 2A or 2B. Similarly, scenario 2A will lead to scenarios 3A or 3B, while scenario 2B will lead to 3B or 3C. All campaigns end with the final showdown against Thorne in scenario 4!



CREW SETUP

The first thing players starting a new Starcadia Quest campaign need to do is to create their Crews. There are four different Crews to choose from: Orange (Lion), Blue (Eagle), Red (Fox) and Green (Panda). Each player receives the Crew Dashboard and Shuttle for their chosen Crew, which will help them organize their Heroes and starting items.

CHOOSING HEROES

The players now have to carefully pick the 2 Heroes that will defend their Crew throughout the campaign. This is a key moment, since creating the right team can be a decisive factor in the upcoming adventures. The players look through the Hero cards and each chooses 2 of them to form their Crew.

The players then place their Hero cards face up in the Hero card slots of their Crew Dashboard (the order does not matter). They also take the corresponding figures for their Heroes and carefully attach them to the counterbases in their Crew's color to help identify them. These are the 2 Heroes that will defend each Crew through the entire campaign, it is not possible to change Heroes unless a new campaign is started.

ADVANCED: DRAFTING HEROES

Once players are more familiarized with the game and each Hero's capabilities, they may want to pick their Heroes in a more structured fashion. If all players agree, they can choose their Starcadia Quest Heroes at the start of a campaign by using the drafting method. Shuffle all the Hero cards and place them in the center of the table. Then, starting with the first player, players will pick 1 Hero from the cards shown, in clockwise order until it reaches the last player. Once the last player picks his first Hero, they pick another one and in counterclockwise order players will pick their last hero in order to finish their crew. Any remaining Hero cards are removed from the game and returned to the box.

ANATOMY OF A HERO

Each of the Heroes in Starcadia Quest is unique with different traits and special abilities; players should take these into consideration when picking their Heroes. The Hero cards all display the following characteristics:

A. Defense - This tells you how many dice this Hero can roll for Defense to try to prevent an attack from inflicting Wounds.

B. Life - This number indicates how many Wounds are necessary to kill this Hero.

C. Name - This is the name of the Hero.

D. Ability - This is the Hero's Natural Ability, a special characteristic that truly sets him apart from anybody else. These Abilities are always in effect, following the parameters of their descriptive text.

STARTING EQUIPMENT

Before beginning with the first Scenario in the campaign, each Crew receives 7 Upgrade tokens as starting equipment: Pulse Blade, Repeater Pistol, Blaster Rifle, Iron Fist, Red Dot Sight, Explosive Rounds and Novice Vest. Each player can distribute their 7 Upgrade tokens among their 2 Heroes in any way they choose.

On the Crew Dashboard, each Hero has an inventory of 6 Upgrade slots, located under their Hero card. Each Hero can only use the tokens in their inventory, not the tokens of the entire Crew. Return the unused Upgrade tokens to the game box.

Example: *The player controlling the Red Crew has chosen Edge and Hannah Lone as their Heroes. They decide to give their Pulse Blade, Iron Fist and Novice Vest to Edge and their Repeater Pistol, Blaster Rifle, Explosive Rounds, and Red Dot Sight to Hannah.*

SCENARIO SETUP

Setup cards - The Setup Card in each Scenario instructs players how many Game tiles, which Monsters, doors, and other components will be used.

Front and back of a Setup card

ANATOMY OF A SETUP CARD

A - Scenario Title: The title of the Scenario.

B - Scenario Number: The order in which the Scenario appears in the campaign.

C - Tile Placement: Indicates the amount of tiles and how to position them.

D - Shuttle slot: Indicates the available positions for Shuttles.

E - Rules: This area lists any setup and special rules for the Scenario.

F - Order: Indicates quantity and order of Quest cards that comprise the Scenario.

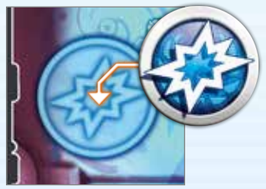
G - Enemy Rank: Indicates what type of Monster this is.

H - Monster Assignment: Indicates whether a specific or a random Monster should be added to the Monster Dashboard.

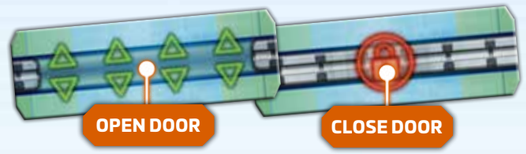
Tiles – There are 10 Game tiles. Each depicts a specific room of a space station on one side, and all tiles share a common back. Randomly take the amount of tiles required by the Setup card, shuffle them **facedown** and place them according to the Tile Placement diagram.

Gadgets – There are 3 types of Gadgets that Heroes can collect while exploring the space station: Recharge, Stimpack, and Hoverboard tokens. Place the corresponding Gadgets in the printed indications on the tiles (if any).

Victory Tokens – In addition to Gadgets, some tiles may also have printed indications for Victory tokens. Place 1 Victory token in each.



Doors – Place Door tokens as indicated on the Setup card. All door tokens start with the “closed” side up.

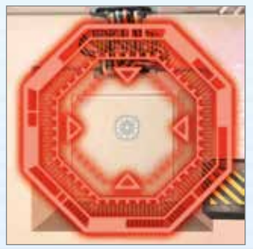


Portals - Portals of the same color connect different Spaces enabling characters to teleport among them. You will find 6 Portal tokens that you can set aside in the general reserve.

Quest tokens - Most scenarios request that one or more Quest tokens are placed faceup on the board to track progression on Quests. Take the requested Quest tokens and place them in the indicated Spaces, with the “red” side up.

Common Area - Place in a common area near the game board, within reach of all players, the piles of Wound, Quest, Portal and Victory tokens as well as the dice. Return any unused Door, Recharge, Stimpack, and Hoverboard tokens to the game box.

Spawn points – Spawn points are printed directly on the Game Tiles and they indicate the Spaces of the board where Monsters may later be deployed.



Event Deck – Shuffle all Event cards to create the Event deck and place it within reach of all players.

Monster Dashboard – The Monster Dashboard is used in every scenario to indicate which monsters are being used and list their relevant information.

Monsters – The back of each Setup Card lists the type and rank of Monsters that take part in the scenario. Gather the requested Monster figures and place them in the Spaces indicated in the Rules portion of the Setup card. Arrange the Monster cards in the Monster Dashboard according to the listed Ranks, so that all players can see them.

Shuttles - Indicated in the Setup card are the 4 available Shuttle slots. Beginning with the player who won the last scenario and going clockwise, each player chooses 1 of the available Shuttle slots to claim and places their Shuttle there, with the 2 Heroes from their Crew placed in any Spaces of their Shuttle. When playing the first Scenario, randomly choose a player to start claiming Shuttle slots. If there are fewer then 4 players on the game, the remaining Shuttles are returned to the box.

Quest cards – Each Scenario has a set of PvE (Player vs Environment) Quest cards that list the achievements that must be fulfilled in order to complete it. Take the PvE Quest cards associated with the Scenario and arrange them in ascending order (Quest card 1, Quest card 2, etc) next to the game board, so all the players can see them. Then, take the PvP (Player vs Player) Quest cards related to the Crews that are being used and place them near the PvE Quest cards.

Once all the setup has been executed, your gaming table should look like the picture below. You are now ready to start your adventure!

THE GAME BOARD

Starcadia Quest is played on a game board consisting of several tiles arranged randomly together according to the scenario Setup Card. These tiles represent various rooms of a space station. Each tile is divided into 16 equal Spaces, each with a dot marking its center. These spaces can be occupied by a maximum of 2 characters each. A Space without a central dot is considered a Blocked Space.

Some Spaces are divided by walls which block Movement and Line of Sight (see more on page XX). These blocking elements are identified by solid gray shapes.

The Game tiles also feature several other elements that affect gameplay:

- **Gadgets & Victory slots:** these slots indicate where players must place the corresponding Gadget and Victory tokens during Setup. There are slots for Stimpack tokens (), Hoverboard tokens (), Recharge tokens (), and Victory tokens (). For more information on Gadgets and Victory tokens, see page XX.

- **Portals:** Portals are printed directly on the Game tiles and come in 3 colors. For more information on Portals, see page XX.

IMPORTANT TERMS

CHARACTER - *A Hero or a Monster.*

ALLY - *For a Hero, this is another Hero of the same Crew. For a Monster, this is any other Monster.*

ENEMY - *For a Hero, this is any Hero from a different Crew and any Monster. For a Monster, this is any Hero.*

- **Spawn Points:** these slots indicate the Spaces in which Monsters may appear.

- **Computer Terminals:** each Game tile has 1 Computer Terminal printed on it. Various game effects may interact with these (ie. Setup cards, Quest cards, Event cards, etc). Unless stated otherwise, treat these Spaces as normal Spaces.

- **Hatch:** each tile has 4 printed Hatch spaces. When tiles connect Hatch Spaces, an opening is created, allowing Characters to Move and draw Line of Sight normally through it. Hatches also allow Movement and Line of Sight when connected to Shuttles. Note however that when a Hatch Space is met by a Wall on the other side, there is **no opening** between them.

CLOSE

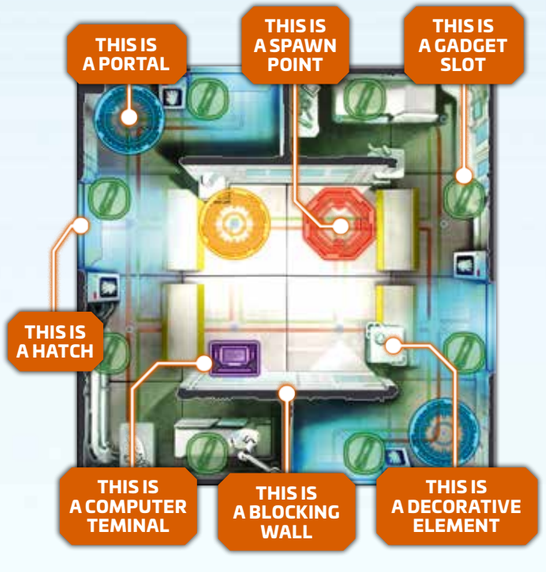
*Many rules and cards in the game refer to something being **Close** to something else. To be Close to something means to be either sharing the same Space, or to be on any of the four orthogonal Spaces that share an open edge with it.*

*Space that's diagonal from it is **not** Close.*

*A Space whose shared edge is blocked by a wall or closed door is **not** Close.*

Example: The green Spaces and any characters in them are considered to be Close, while the red Spaces are not.

All other decorative elements found in the game tiles do not affect the game in any way and are there just to flesh out the setting.



THE PLAYER TURN

A game of *Starcadia Quest* is played over a series of Player Turns, in clockwise order. The first player takes his turn, then the player to his left takes his turn, and so on. This sequence goes on uninterrupted until the scenario is completed, ending that game.

The first player to take his turn at the start of a scenario is the one who won the last scenario. For the very first scenario of a campaign, however, the first player is chosen randomly.

When a player takes his turn, he may do one of two things:

- **ACTIVATE** a Hero.
- **REST** his Crew.

Each turn, the player can only do one or the other, never both. After either Activating a Hero of Resting his Crew, the player must then **draw the topmost card from the Event deck and play it.**

HERO ACTIVATION

The player chooses a single one of his Heroes to activate (activating the same Hero turn after turn is allowed). That Hero is now considered "active" and may perform, in any order, his Movement and one Attack, or one Attack and then his Movement. The Movement can't be interrupted by the Attack and then resumed afterwards, it must be performed all at once either before or after the Attack. The Hero may also choose to perform just his Attack or just his Movement.

Note: If an ability allows a player to activate an extra Hero during his turn, it must be used on a Hero that has not yet been activated this turn.

MOVEMENT

All Heroes have **4 Movement points** available to use on each activation. By spending his available Movement points, a Character is able to move around the board. For each Movement point spent, the Character can either:

- Move one Space.
- Use a Portal.
- Open or close a door at the edge of his Space.

The Character doesn't have to use all of his available Movement points, though any remaining points don't carry over to his next activation.

Move

Moving one Space means taking the active figure from its current Space to one of the four Close spaces that share an edge with it. **Diagonal movement is not allowed.** If there is a wall or a closed door between the Character and the Space he wishes to enter, that move is not possible.

Hatches

Each room has 4 Hatches in its outer walls. Hatches that lineup against other Hatches connect the tile to an adjacent tile, allowing Characters to freely Move and draw Line of Sight through them. When a Hatch meets a wall **neither** Movement or Line of Sight are allowed.

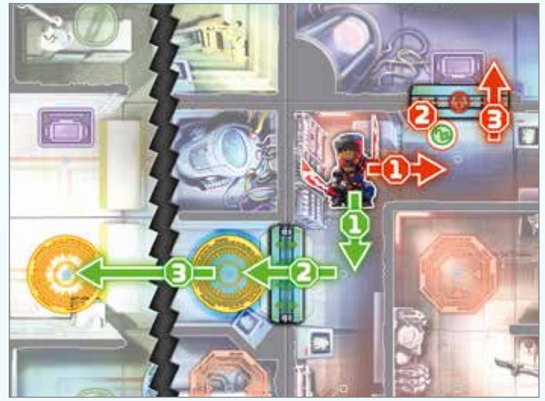
Portals

Portals allow Characters to teleport from one side of the board to the other very quickly during their movement. A Character standing in a Space that contains a Portal can spend one Movement point to immediately take his figure and place it in any other Space containing a Portal of the same color. If the destination Space is Full (see Full Spaces on page XX) the portal can be used, though the Character must be able to end his Movement in a free Space (a Space with at most 1 Character in it). Using a Portal does not trigger a Guard Reaction from a Close Monster.

Doors

Door tokens can be flipped to their closed or open position by spending one Movement point. The manipulated door must be at the edge of the space occupied by the active Character. Closed doors work just like a wall, blocking Movement and Line of Sight. Open doors create a Space-wide passage between two Spaces, allowing Movement and Line of Sight.

***Example:** Below we see Edge performing three possible Movements:*



*Green: **1 -** Move one Space; **2 -** Move one Space across an open door; **3 -** Use a portal to go to a different part of the board.*
*Red: **1 -** Move one Space; **2 -** Flip open a door; **3 -** Move one Space across the now open door.*

*Blue: **1 -** Flip open a door; **2 -** Move one Space across the now open door; **3 -** Flip the door back closed.*

FULL SPACES

Each Space can contain a maximum of two Characters at a time. A Space with up to one character in it is still considered to be free, and other characters, Enemy or Allied, can still enter it and shoot through it normally.

Full - *A Space with two characters in it is considered Full, and nobody else can end their Movement in it. Characters can move through the full Space (though not end his Movement there) and full Spaces do not block their Line of Sight.*

Example: *in the diagram above, Edge (a Blue Crew Hero) is the active character. He can end his movement in any of the green Spaces, but can't end his movement in the red Spaces (either because they're Full or because he can't reach them with 4 Movement points).*

ATTACK

The active Hero may attempt to attack an enemy of his choosing, be it a Monster or an enemy Hero. There are several different kinds of attacks that Heroes can obtain throughout the game, with a variety of capabilities and special effects. To perform an attack, the player executes the following steps:

Select Weapon Upgrade

The player chooses one unexhausted Weapon Upgrade token located in the active Hero's inventory to use. There are 3 types of Weapons: Melee (), Ranged () and Special (). Weapon upgrades have a **red** background.

Select Boost Upgrade(s)

Boost Upgrade tokens are used to increase the effect of a Weapon in different manners. The player chooses as many unexhausted Boost Upgrades **that match the type of the chosen Weapon** to add up any benefits they give. Boost Upgrades have a **green** background.

Example: *Red will perform an attack and decides to use the 'Pulse Blade'. To improve her chances, she decides to use her 'Iron Fist' along with her 'Pulse Blade', which will grant her an extra die.*

Example: *If the only available Boost Red has is her 'Red Dot Sight', she cannot choose to use it along with her 'Pulse Blade' because they are from different types.*

Confirm Target

The player selects their target, making sure the Weapon Upgrade they chose is able to reach it. There are two basic types of attack: Melee or Ranged. The type of an attack is indicated on the token being used to perform it.

Melee - A Melee attack can only target Enemies situated in a Space Close to the active Character (see Close rules on page XX).

Ranged - A Ranged attack can target Enemies on any Space on the board, as long as the active Character has a clear Line of Sight to it (see the Line of Sight sidebar).

Exhaust Attack and Boost Upgrades

Before resolving the attack, the player must "exhaust" the Weapon Upgrade and any Boost Upgrades being used by turning them all facedown. Doing so exhausts the token(s), showing that they have been used. An exhausted token cannot be used to perform an attack or boost an attack again until it is unexhausted.

Attack Dice Pool

The attacking player gathers a number dice equal to the number indicated on the Attack card being used. If they are using any bonuses granted by Boost Upgrades, those extra dice are also added to their pool.

Defense Dice Pool

If the targeted Character has any Defense listed on their card, the player controlling them gathers a number dice equal to that character's Defense. If a targeted Hero possesses any Upgrades with extra Defense icons, those dice are added as well.

Line of Sight

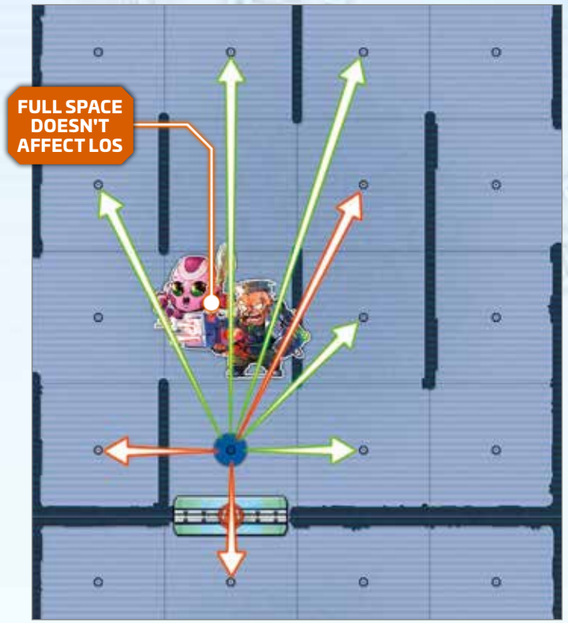
When using Ranged attacks, it is necessary to check whether or not the active Character has a clear Line of Sight (LOS) to his target. A Ranged attack has no limitation in regards to distance - the only requirement for it is that there be a free Line of Sight to the target (LOS to the same Space is always free).

To check the Line of Sight, draw an imaginary line from the center of the active Character's Space to the center of his target's Space. There is a clear Line of Sight if this line is not interrupted by any blocking element: a wall or a closed door.

DICE

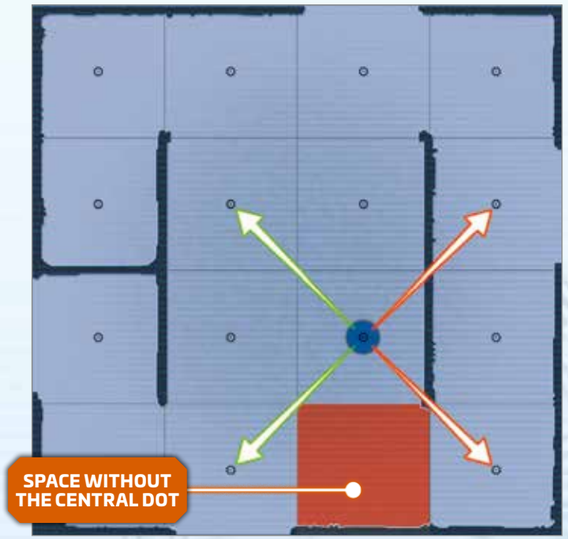
Starcadia Quest has only one type of die, which is used for both Attack and Defense rolls.

This face of the die may be used for melee attack or defense, depending on the what type of roll is being performed.



The Line of Sight is not blocked if it only skims a blocking corner, passing at an angle exactly through the intersection of four Spaces where only one side is blocked.

Finally, the Line of Sight can never cross an area that is not part of the board. If it ever leaves the tiles, it is blocked.



Example: *Hannah intends to use her Repeater Pistol to make a Ranged attack:*

1 - *She has LOS to Scuttlebutt through the open Hatch, even though it skims the edge of the opening.*
2 - *She has LOS to the Peek-a-boom through the corridor, even though it skims the edge of the opening and crosses a Full Space.*
3 - *She has LOS to the Octocold in a straight line across the empty hallway. The distance is irrelevant.*
4 - *She does not have LOS to Edge because the line crosses a wall.*

Rolling Dice

The dice are rolled to determine the effect of the attack and defense. What symbol constitutes a success on a die roll depends on the type of roll being made:

These symbols score a successful Hit in a Melee Attack roll.

This symbol scores a successful Hit in a Ranged Attack roll.

This symbol scores a successful Save in a Defense roll.

This symbol is a CRIT, and always counts as a success, no matter the type of roll.

Besides being a success itself, each CRIT result allows an extra die to be rolled, adding its result to the total. If that roll also results in a CRIT, another extra die is rolled, and so on. In some cases, rolling a CRIT also activates a special effect listed in the token being used.

Example 1: *Bahbaka rolls 3 Attack dice for his 'Pulse Blade' with no Boosts, getting , and . Since it's a Melee attack, that scores two misses and one Hit. He rolls an extra die because of the CRIT and gets a , for a final result of 2 Hits!*

Example 2: *Hannah rolls 2 Attack dice for her 'Repeater Pistol' with no Boosts, getting and . Since it's a Ranged attack, that scores two Hits. She rolls an extra die because of the CRIT and gets another ! That's one more Hit and another extra die, which rolls a , which is a miss, for a total of 3 Hits.*

Example 3: *Edge is being attacked, he has 2 Defense, but the 'Novice Vest' Upgrade token in his inventory gives him +1 Defense and + 1 Reroll for a total of 3 Defense.*

At first, he rolls 3 Defense dice, getting , and , scoring 1 Save. He decides to use his Reroll and rolls a , updating his scoring to 2 Saves. He rolls an extra die because of the CRIT and gets a , which is a miss, so his total ends with 2 Saves.

Attack Results

Once all dice have been rolled, compare the number of Hits scored by the attacker with the number of Saves obtained by the target's Defense (if they had any). Each Save blocks one Hit. If there are still any Hits remaining, the target suffers a number of Wounds equal to the number of exceeding Hits. Place that number of Wound tokens on the targeted Hero's card, or in the case of a Monster, next to its figure.

Example: *Col. Blaze McGunner attacks Digits, scoring 3 Hits, while Digits gets 2 Saves. The attack results in Digits suffering 1 Wound.*

Special Effects

Some Upgrade tokens have special effects listed on them. These take effect following the parameters described on the token. Some effects always happen, whenever they are used, while others need to be triggered by specific circumstances, like inflicting a Wound, or rolling Hits or CRITS. The timing of when these special effects take place can be very important at times. Unless stated otherwise, each special effect takes place immediately when its triggering event happens. If two effects would happen simultaneously, the player whose turn it is decides the order in which they are executed.

Multiple Targets: Some special effects may allow your attack to affect more Characters than just your primary target. No matter how many secondary targets an attack affects, you always make only a single attack roll, and it applies to all targets. If any special effects change the amount of dice you should roll against a specific target, the quantity of dice rolled is determined by your primary target only, and is not affected by who your secondary target(s) may be.

Kills and Rewards

As soon as combat is fully resolved, if a Character has suffered a number of Wounds equal to their Life, they are killed. A killed Monster is removed from the board and placed in the common area, while a killed Hero is placed on their Hero card.

When a Hero kills a Monster, his Crew immediately gets the number of Victory token listed in that tier on the Monster Dashboard. When a Hero kills an enemy Hero, his Crew gets 1 Victory token. When a Monster kills a Hero, all the other Crews each gets 1 Victory token. If a Hero is killed by any other game circumstances all the other Crews also get 1 Victory token each.

The credit for killing a Character goes to the Character that inflicts the last Wound responsible for removing the Character from the board. It does not matter if someone else inflicted more Wounds to the killed Character, all the credit goes to the one who scores the final blow!

When a Hero is killed, any Gadget tokens or Quest tokens they were carrying are placed on the Space they were occupying, and they can then be picked up by another Hero normally. If the Hero was killed by an enemy Hero in a Melee attack, that Hero can automatically take one of those tokens and place it on their Hero card.

REST

Instead of Activating a Hero, a player can choose to spend their turn allowing his Heroes to Rest. When a Crew Rests, none of its Heroes are activated, they are not allowed to perform any Movement or Attacks whatsoever during this turn. Instead, the Heroes rest and prepare themselves to continue their quest. The resting player may perform all of the following:

UNEXHAUST UPGRADES

Flip all Upgrades on the Crew's dashboard facecup, unexhausting all of them. The tokens are ready to be used once again in the following turns.

REORGANIZE UPGRADES

The player may reorganize their tokens, moving any number of them among any of their Heroes.

RESURRECT HEROES

Any of the player's killed Heroes are resurrected and brought back into the game. Remove all Wound tokens from that Hero only and place their figure back on the board. The resurrected Hero can be placed either in that Crew's Shuttle or Close to any allied Hero that was already on the board at the beginning of the turn.

Note: Heroes resurrected outside of a Rest turn by other effects are always fully unexhausted.

EVENT DECK

Event cards are an important aspect of *Starcadia Quest*, as they bring unexpected effects each turn, representing various activities taking place around the space station. Event cards request players to activate or spawn monsters and resolve different types of effects.

After activating a Hero or Resting their Crew, the active player must draw and play the topmost card of the Event deck. To do so, the active player follows these two steps in order:

1 - The player checks which category of monster they are activating, which is indicated by the Rank shown on the top half of the event card. If there is at least one matching Monster on the board, the active player controls its activation, as if it was a regular character (see Monster Activation on page XX). If the listed monster is not currently on the board, instead spawn 1 of them on a Spawn Point of your choosing.

2 - The player now reads and resolves the effect listed on the bottom half of the Event card. Among the various types, the effects might trigger another Monster spawn or add more tokens to the board.

Once both effects on the Event card are resolved, the active player discards it faceup next to the Event cards pile, forming an Event discard pile.

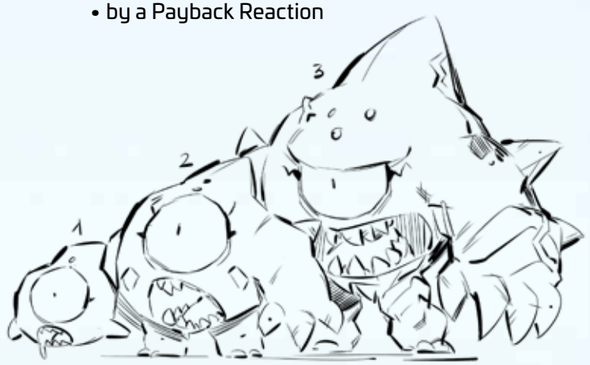
Note: If the Event deck runs out of cards, shuffle all Event cards in the discard pile to form a new Event deck.

THE MONSTERS

MONSTER ACTIVATION

There is no "Monster turn" in the game. However, the Monsters lurking the Station are voracious and can be activated in 3 manners:

- by an Event card
- by a Guard Reaction
- by a Payback Reaction



ACTIVATED BY AN EVENT CARD

A Monster that gets activated by an Event card is controlled by the active player and generally follows the same rules as a Hero being activated: they get to perform, in any order, its Movement and one Attack, or one Attack and its Movement. One important difference is that Monsters get 3 Movement points instead of 4, but they can be spent normally to move, use Portals and manipulate Doors. Activated Monsters do not have to Exhaust tokens, are not allowed to Rest, and neither can they take Exploration tokens from the board. Note that the active player controlling the Monster's attack may choose any Hero as its target. Lastly, monsters don't trigger Payback or Guard Reactions (see below).

ACTIVATED BY A GUARD REACTION

Every Monster in the game guards all Spaces Close to themselves (see page XX for an explanation of Close Spaces), and will attack any Close Hero that lowers his guard by trying to move past them. A Hero standing Close to a Monster is considered to be actively fending it off, until he decides to move.

Whenever a Hero that occupies a Space Close to a Monster moves to another Space, he triggers that Monster's Guard Reaction. This causes the Monster to immediately attack the active Hero with its listed attack attributes and abilities. The Monster does not move, it only attacks. Entering a Space Close to a Monster does not trigger its Guard Reaction, it is only triggered by moving **from** a Close Space, no matter if the movement is towards the Monster or away from it.

Whenever a Hero's move would trigger a Guard Reaction in one or more Monsters, the player to the right of the active player must perform the attacks of all activated Monsters before the Hero executes his move. After all attacks are resolved (including the Hero's Defense rolls), the Hero can perform the intended move. Always resolve all Guard Reaction attacks triggered by a move before executing the following move.

It is possible to trigger several consecutive Guard Reaction attacks from the same Monster or different ones in the same turn, if each move the Hero makes leaves a different Space guarded by the Monster. Keep in mind that using a Portal or manipulating a Door does not trigger Guard Reaction.

Example: *Red is moving heedlessly across the board and triggering Guard Reactions from several Monsters.*

1 - On the first move she triggers Iceheart's Guard Reaction, since she's leaving a Space Close to her. The Octocruel is not triggered since a wall isolates it. Since Red is entering a Space Close to the Weeble, that does not trigger a Guard Reaction from it.

2 - On the second move, Iceheart's Guard Reaction is no longer triggered, but the Weeble's is.

3 - On the third move, Red triggers Guard Reactions not only from the Weeble, but from the Peek-a-round as well. She suffers two simultaneous attacks.

If she moves away from that final Space, she'll activate the Weeble's one more time.

Note: Some special effects might cause a figure to be placed in a specific Space. As this is not a Move, it does not trigger Guard Reactions.

ACTIVATED BY A PAYBACK REACTION

Attacking Monsters is always risky, for they will not suffer it quietly. Attacking a Monster triggers its Payback Reaction. Whenever a Hero attacks a Monster (even if their attack roll completely fails), the Monster is activated and may immediately attempt to strike back at its attacker. The difference with a Payback Reaction is that the activated Monster may perform its Movement before attacking. The player to the right of the active player controls the activated Monster and may choose how best to employ it.

After fully resolving the Hero's attack, the Monster may move up to its 3 Movement points and then attempt an attack against the Hero who attacked it (it cannot move after attacking). A moving Monster may choose to open doors and use portals and move in any direction it wishes, following the same Movement rules and restrictions as Heroes. The player controlling the Monster doesn't have to move it or even perform its attack, if they so desire, but any attack made by the Monster must have the active Hero as the primary target (see example on page XX).

If a Hero's attack targets more than one Monster at once, only one of the targeted Monsters is activated; the player to the right chooses which one.

MONSTER ATTACK

A Monster's attack follows most of the same rules as a Hero's attack. Since all of a Monster's attack information is contained on the Monster card and Monster Dashboard, they don't exhaust any tokens to perform an attack and thus are always ready to attack when activated. Some monsters perform Melee attacks and others perform Ranged attacks. These are subjected to the same rules for proximity and Line of Sight in order to be executed as a Hero's attack, as well as any Ability the Monster may have. A Monster's attack is executed by the active player (when activated by Event cards) or by the player to the right of the active player (when triggering Guard or Payback Reactions).

MONSTER AND MONSTER DASHBOARD

At the beginning of each scenario, the back of the Setup card determines a set of Monsters (either specific or random) to enter the game. Each Monster has their own Monster card, which contains valid information exclusive to that particular Monster. The cards are then placed on the Monster Dashboard, which contains information regarding the entire group of Monsters for the scenario.

ANATOMY OF A MONSTER CARD

A - Name - The Monster's name.

B - Defense - How many dice the Monster can roll for Defense to try to prevent an attack from inflicting Wounds.

C - Attack Dice - The number of dice rolled by the Monster's Attack.

D - Attack Name - The name of the attack the Monster performs.

E - Ability - Monsters have a special Ability that is always in effect. They work very much like a Hero's Natural Ability or that of an Upgrade token.

F - Attack Type - Whether the Monster executes Melee or Ranged attacks.

ANATOMY OF THE MONSTER DASHBOARD

The Monster Dashboard has 3 main groups of Enemies: Troopers, Officers and a Villain. Troopers and Officers each have a shared set of characteristics among the monsters of their group, while the Villain's stats are dictated entirely by its cards.

Life - The number of Wounds the Monster has to sustain in order to be killed.

Overkill - The number of Wounds a single attack must inflict in order to eliminate the Monster instantly.

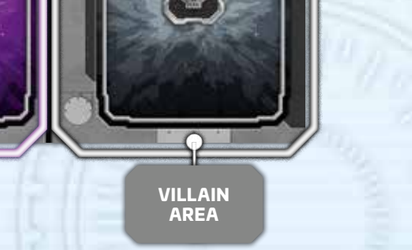
Reward - How many Victory tokens are immediately awarded to the Crew that kills the Monster.

Enemy Rank – A classification of the Monster, referenced in the Event cards.

Card Slots – Place Monster cards in these slots according to the back of the scenario's Setup card.

OVERKILL

Even if the Hero's attack deals enough Wounds to kill a Monster, the Monster still gets to perform its full Payback Reaction against the attacker before dying and being removed from the board. If, however, the Hero's attack is so powerful that it deals a number of Wounds equal to or higher than the Monster's Overkill rating, the Monster is immediately killed and removed from the board without getting the chance to execute its Payback Reaction. Note that it doesn't matter how many Wounds the Monster already has: In order to Overkill it, a single attack must beat its Overkill rating.



QUESTS

Each scenario includes a number of Quests that the Heroes must accomplish in order to be victorious. The specific Quest cards for each scenario are listed in their description, and they're divided into two kinds: Player vs. Player (PvP) and Player vs. Environment (PvE). PvP Quests relate to defeating the Heroes of the enemy Crews. PvE Quests are specific feats related to the scenario at hand, such as defeating Monsters or performing a specific task. During a scenario, as soon as a player accomplishes the task described in one of the Quest cards, he fulfills that Quest. Turn that Quest card facedown to mark its completion. Each Quest can only be fulfilled a single time per scenario. Note that PvE Quests **must** be resolved in order: a player cannot resolve Quest card 2 until Quest card 1 has been completed and so on.

Note: It is impossible for a player to accomplish the PvP Quest related to killing a Hero of his own Crew.

REWARD UPGRADES

Every Quest card lists in the bottom half any rewards that are awarded to players who complete them. These rewards are assigned immediately upon completion of the Quest.

WINNING THE SCENARIO

As soon as all the PvE Quests are completed and at least 1 PvP Quest is completed the game ends and all players count up their Victory tokens. The player with the most Victory tokens wins the scenario!

In addition, for each 7 Victory tokens, each player earns a Badge. Badges are tracked on the Campaign Sheet (see page XX).

VICTORY TOKENS

During their adventures, heroes accomplish many deeds that earn them not only renown, but also wealth and power. They gather Victory tokens for their Crew that will help them acquire new equipment, weapons and abilities to help them in their ongoing campaign. A player's Crew can earn coins in several ways:

- Every time a Hero kills a Monster, his Crew gets the number of Victory tokens listed on the corresponding Monster Dashboard.
- Every time a Hero kills an Enemy Hero, his Crew gets one Victory token.
- Every time a Hero is killed by a Monster or other neutral game elements, all Crews - except the one to which that Hero belongs - each get one Victory token.
- Every time a Hero completes a Quest, their Crew gains the correspondent amount of Victory tokens.

These rewards stack, so, for example, if you were the first to kill a Hero from the Eagle Crew, you would immediately get one Victory token for killing an Enemy Hero, plus one Victory token for being the first to accomplish the "Kill a Hero from the Eagle Crew" Quest, and then at the end of the scenario you would get another Victory token for having accomplished that Quest. If you killed more Eagle Crew Heroes during that scenario, you would only get one additional Victory token for each kill, since you had already accomplished the Quest.

UPGRADE PHASE

Once a scenario is over, and before the next one begins, the Upgrade Phase takes place. During this lull in the action, the Heroes improve themselves, get better equipment, lick their wounds and decide where they will go next.

UPGRADES

In the course of the Heroes' adventures in Starcadia, they gradually become more powerful, learning new tricks, new powers, and getting hold of better weapons and equipment. The better a Crew performs in a scenario, the more resources it has to improve its Heroes for the next scenario.

Take the Upgrade tokens corresponding to the number of the scenario that's just been completed (Level 1 Upgrade tokens after the first scenario, Level 2 Upgrade tokens after the second scenario, and so on). Place all the tokens of that level in the center of the play area. The player who won the scenario gets to pick any 2 Upgrade tokens of their choice. Then, the player with the second most Victory tokens gets to pick 2 Upgrade tokens and so on until the last player gets his 2 tokens. Then, The last player gets 2 additional tokens, followed by the player with the 3rd most Victory tokens and so on until it's back again to the player who won the last scenario to pick 2 Upgrade tokens. Thus, with every Upgrade Phase each player will have acquired 4 new Upgrade tokens for their Crew.

Once all players have taken their 4 Upgrades, each player gets to pick an additional Upgrade for each Badge they just scored. Players that haven't scored any Badges aren't eligible to receive these additional Upgrades.

Starting from the player with the most Victory tokens down to the player with the least Victory tokens, each player gets to pick 1 of the remaining Upgrades. Then, in reverse order (from the player with the least Victory tokens), each player gets to pick 1 Upgrade token provided they have the required Badges. Continue this process until all players have taken the Upgrades they're eligible for or until all Upgrade tokens are distributed.

Each player then freely distributes their new Upgrade tokens among their Heroes and may completely rearrange all his tokens. If a Crew has more than 12 Upgrade tokens, it will have to discard any excess.

ONWARDS!

For the next scenario to begin, remove any Exploration tokens from the Heroes (Wound, Gadgets, etc). The player who won the previous scenario chooses the next scenario that will be played, obeying the campaign progression rules (see page XX).

EXPLORATION TOKENS

During setup, several Exploration tokens are scattered around the board. These tokens represent useful things the Heroes may find while exploring the station, and even some important objectives they are trying to achieve on their quest! Collecting an Exploration token does not require a Movement Point or any other action, and you don't need to end your Movement on the token in order to take it. Whenever an active Hero is standing in the same Space as an Exploration token, and there are no Enemies in that same Space, the Hero must automatically collect the token.

A killed Hero drops all of their Exploration tokens on the Space they occupied. If they were killed by a **Close** enemy Hero, that Hero can automatically get one of their Exploration tokens (except for Victory tokens, which are never dropped or taken). Any Exploration token in possession of a Hero at the end of a scenario is returned to the game. Nobody starts a scenario possession of Exploration tokens.

There are 3 types of Exploration tokens:

Gadgets

Gadget tokens can be freely exchanged among a Crew's Heroes whenever that Crew Rests.

Stimpack: An active Hero may freely discard this token during their turn to recover all their Life, discarding any Wound tokens they may possess. This token can't be used while an attack is being resolved.

Recharge: An active Hero may freely discard this token during his turn to unexhaust all of his Upgrade tokens, flipping them all faceup.

Hoverboard: The Hero may freely discard this token during his activation to immediately grant an Ally 4 Movement Points.

Victory Tokens

Victory Tokens: When collected, Victory tokens belong to the Crew, not a single Hero (place on the center area of the Crew Dashboard). Each Victory token is worth 1 Victory Point and they are added, at the end of a scenario, to the Victory points that the Crew gained through Quests.

Quest Tokens

Quest Tokens: These are special Exploration tokens, whose workings are explained in each scenario.

UPGRADES

The Upgrades acquired by each Crew as the campaign progresses are what will truly set them apart from the rest. Through the use and combination of different Upgrades, each Hero is able to use his natural characteristics to their full potential or build up a whole new unique role for himself in the game. There are four basic groups of Upgrade tokens:

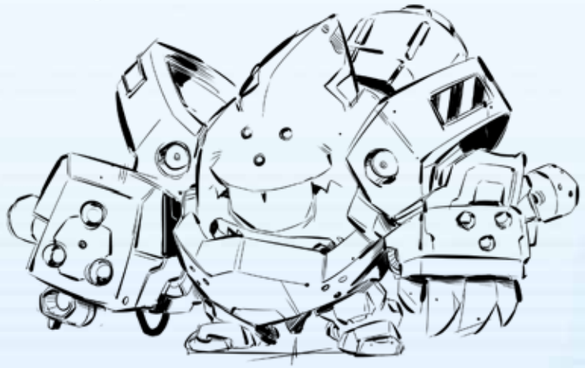
weapons

Boosts

Passives

Reactions

Through the combination of these Upgrades, players can create some powerful and unexpected attacks and strategies!



ANATOMY OF AN UPGRADE ITEM

A. Name - The name of the Upgrade.

B. Type - The type of Upgrade it belongs to (Melee / Ranged / Special)

C. Modifiers - Each Upgrade type will have specific attributions to modifiers:

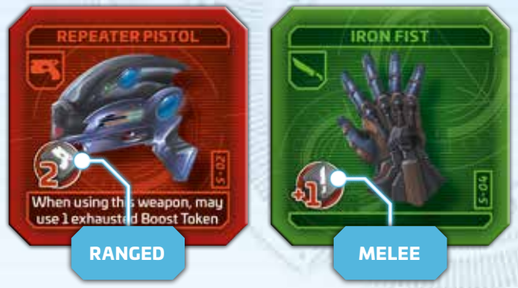
- On **Weapons**, this is the number of Attack dice rolled by this attack, as well as the Type (Melee or Ranged)
- On **Boosts**, this is the amount of dice you can add to your attack pool
- On **Passives**, this is the amount of dice you can add to your defense pool
- **Reaction** don't have Modifiers

D. Group – separated by color, the group of the Upgrade identifies whether it is a Weapon (**Red background**), Boost (**Green background**), Passive (**Blue background**), or Reaction (**Yellow background**).

E. Special Effect - Any Special Effects that the token offers.

WEAPONS

Weapons allow a Hero to make an attack against an Enemy. A Hero with no Weapon in his inventory is generally incapable of executing an attack when activated. But if he has multiple Weapons, he can still only use one single token per attack. However, since a Weapon is exhausted when it is used (by flipping it facedown), having multiple Weapons available to a single Hero gives him not only more options, but also the ability to attack for multiple turns before needing to Rest and unexhaust his cards.



All Weapons are able to make either Melee or Ranged attacks. This is indicated by the icon shown inside the dice in their Modifier area.

Weapons with the 'Special' type may be able to perform Melee or Ranged attacks. The Modifier area will indicate whether its attack is Melee or Ranged.

While some Weapons offer only a simple attack, many have some form of special effect listed that enhances their attack. This effect is only triggered when the card is used and the parameters stated in it are met.

BOOSTS

Boosts are attachments to Weapons. While they can never be used without a Weapon, they might be able to greatly improve the power of a Weapon being used.

When a Hero is declaring his attack (before rolling dice), they may choose to also use one or more Boosts on their inventory. They exhaust the Weapon and also exhaust any Boost(s) being used with it. The special effects offered by the Boost token are then added to the attack being executed. Note that Boosts only work with Weapons of the same type. As is the case with Weapons, an exhausted Boost cannot be used again until it is unexhausted.

PASSIVES

Passives work exactly like the Heroes' Natural Ability: they give the Hero that possesses them a special ability that is always in effect, according to the parameters of the token's text. Passives aren't usually exhausted, so their ability is always at the disposal of the Hero who has it in their Crew dashboard.

REACTIONS

Each Reaction Upgrade can be used **once** by the Hero who owns it when they're being attacked. The Hero must choose whether to use Reactions before attack dice are rolled. Reactions usually weaken the incoming attack or allow Heroes to react to it in some form.

SPECIAL EFFECTS

Upgrade tokens offer a multitude of new resources to the Hero who possesses them. Here are some of them:

EXTRA DEFENSE

Tokens with this Extra Defense icon grant the Hero who owns them the number of extra dice listed. Whenever the Hero needs to make a Defense roll, add together their basic Defense and all the Extra Defense his tokens might grant them. Extra Defense is always added to the Hero's Defense, even if the token that offers it is exhausted.

EXTRA LIFE

Items with this Extra Life icon grant the Hero who owns them the ability to sustain more Wounds before being killed. Add together the Hero's basic Life and any Extra Life their tokens might grant them. It doesn't matter whether the token is exhausted or not. This is their total Life, the number of Wounds necessary to kill them.

REROLL POOL

Items with this Reroll icon allow the Hero who owns them to reroll the indicated number of dice after their dice pool has been rolled. The result of this new roll replaces the original result. All of a Hero's tokens with Reroll icons always add to their Reroll pool, whether they are exhausted or not. Whenever a Hero makes a roll (be it an Attack or a Defense roll) they have their full Reroll pool at their disposal to use in any order they'd like.

Example: *Hannah has a 'Drain Pistol' which grants her +1 Reroll and an 'Elite Armor' which grants her +2 Rerolls. Her total Reroll pool is 3. She makes a Ranged Attack against Iceheart with her 'Repeater Pistol', rolling two Attack dice which result in and : two misses. She uses 2 Rerolls to reroll both dice, resulting in and : 2 Hits. She rolls the extra die granted by the CRIT, which results in : a miss. She then uses the last Reroll of her pool to reroll this die, resulting in : another Hit, for a grand total of 3 Hits.*

Iceheart strikes back at Hannah with its Melee attack rolling , , , and : 1 Hit. Hannah rolls her 2 Defense dice, getting a and : no Saves. She uses her Rerolls on the two misses and gets and : 2 Saves. The attack hit has been blocked!

SELF SACRIFICE

Some abilities require the active Hero to suffer a number of Wounds in order to use them. The Hero must take the required number of Wounds before rolling any dice for the ability. However, a Hero cannot use such an ability if the Wounds taken would cause them to die. If they don't have enough Life left, they cannot activate the ability. Likewise, if a Hero is being kept alive by the Extra Life granted by an Upgrade token, they cannot willingly move that token to a different Ally, thus killing that Hero.

THE CAMPAIGN SHEET

The Campaign Sheet is a two-sided document that players use during the campaign to keep track of game development and record important information.

One side is used to record the campaign itself. It displays a map of Starcadia on the left, with white spaces over each scenario so that players can write down the order in which they were played. On the right, a more detailed list allows players to record what happened during each scenario, indicating how many Victory tokens each Crew earned in the respective scenario.

The reverse side of the Campaign Sheet is used to keep track of the Crews, indicating which Heroes each player chose and what are their current Upgrade tokens (using the codes found on the bottom right corner of the tokens). During a campaign, after each scenario is finished (but before its Upgrade Phase), players will make a record of what they have just played.

After players execute the Upgrade Phase for the scenario that has just been played, the next step is to turn the Campaign Sheet over and update the Crews Inventories. Players will write down the tokens each Crew possesses at this point. Note that the players will not just record the new token they have acquired, but all the tokens currently in possession of their Heroes after the Upgrade Phase. Finally, players should also record any Badges they might have won at the end of the Scenario.

CAMPAIGN FINALE

When the 4th and final scenario of the campaign has been completed, Starcadia is finally free from Thorne's incursion and all is good with the Galaxy! Well, at least for now...

While destroying Thorne's Missile Base is a lauded victory which earns the Crew that won the last scenario some well-deserved publicity, the true savior of the Galaxy is the player who accumulated the most Badges at the end of the campaign!

OPTIONAL: EPISODIC MODE

Starcadia Quest is intended as a campaign game, with the scenarios being played from the beginning all the way to the Final Showdown at Thorne's base, with your accomplishments in one scenario affecting the game in the next, and with your group of heroes becoming gradually more and more powerful. However, if a group of players desires to simply have some fun in a disconnected way, just gathering some Heroes and playing a scenario without greater repercussions, they can play in Episodic Mode.

In Episodic Mode, players quickly set up their Crews, with Heroes and Upgrade tokens in any level of their choice and go tackle any scenario. To play in Episodic Mode, follow these steps:

1 - Create your Crew: This is done in the normal way, as detailed on page XX. Each player picks a Crew, the Heroes are picked so each Crew ends up with 2, and the starting equipment from the Starter Upgrade tokens is dealt normally.

2 - Draft Upgrade tokens: After choosing a scenario, players will draft the set Upgrade tokens for that level. If players choose to play scenario 3A for example, they would draft Upgrade tokens of Level 1, then Level 2.

DRAFTING

When drafting items for Episodic Mode, split all Upgrade tokens as equally as possible among players. From the initial hand of tokens received, each player must choose and reserve 2 tokens for their Crew, and pass the remaining tokens to the player to the left. From the newly received hand of tokens, each player again chooses and reserves 2 tokens for the Crew. Any remaining tokens are discarded and the draft is completed

3 - Play a Scenario. Any scenario can be played in this mode. Alternatively, you may want to create your very own scenarios, using the modular game tiles and coming up with custom Quests!

4 - Determine the Winner. Victory in Episodic Mode is determined exactly like in a normal scenario: the winner is the player whose Crew has the most Victory tokens at the end of the game.

WORK IN PROGRESS

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