

STAR CRAFT

THE BOARD GAME

BROOD WAR™
EXPANSION



LICENSED
BLIZZARD
ENTERTAINMENT
PRODUCT

RULES of PLAY



THE BROOD WAR BEGINS...

With the shattered Zerg hive torn apart by fierce infighting, the Protoss seek to reunite with their Dark Templar brethren and begin rebuilding their devastated homeworld, Aiur. Terran Emperor Mengsk I, having achieved his goal of total domination over the human colonies, must now face two formidable threats. On one side is the rising power of the woman he betrayed – Kerrigan, now the infamous Zerg Queen of Blades – and on the other, a malevolent conspiracy deep within his own ranks.

EXPANSION OVERVIEW

This expansion provides a wide range of new units, components, and mechanics to add a variety of new options and strategies to the award winning *StarCraft: The Board Game*.

In addition to the abundance of new material, *Brood War* also introduces a new story based game play mode – scenario play.

COMPONENT LIST

- 1 Rulebook
- 165 cards, consisting of:
 - » 36 Zerg Combat and Technology cards (17 Green, 19 Purple)
 - » 34 Terran Combat and Technology cards (17 Red, 17 Blue)
 - » 34 Protoss Combat and Technology cards (17 Orange, 17 Yellow)
 - » 42 Leadership cards (7 per faction)
 - » 7 Event cards
 - » 12 Resource cards
- 6 Faction Sheets
- 4 sheets of cardboard tokens consisting of:
 - » 6 planet tiles
 - » 6 starting planet tokens
 - » 18 module tokens (3 per faction)
 - » 6 Defend order tokens (1 per faction)
 - » 18 building tokens (5 for each Terran faction, 4 for each Protoss faction)
 - » 4 mind control tokens (2 for each Protoss faction)
 - » 7 hero tokens
 - » 30 resource tokens
 - » 2 special conquest point tokens (for the Arcturus Mengsk faction)
 - » 1 Star order token (for the Arcturus Mengsk faction)
 - » 12 guard tokens
 - » 5 navigation routes
 - » 4 Infested Command Center installations
 - » 1 Warp Gate installation
 - » 1 Overmind installation
 - » 1 Cerebrate installation
 - » 3 scenario item tokens

- 48 plastic figures
 - » 2 sets of Terran figures, each consisting of:
 - 3 Medics
 - 3 Valkyries
 - » 2 sets of Protoss figures, each consisting of:
 - 3 Dark Templars
 - 3 Dark Archons
 - 3 Corsairs
 - » 2 sets of Zerg figures, each consisting of:
 - 3 Lurkers
 - 3 Devourers
 - 3 Infested Terrans
- 18 clear plastic stands (for flying units)

COMPONENT BREAKDOWN

The following sections briefly describe and identify the different components of the *Brood War* expansion.

MILITARY UNITS



These plastic figures come in six colors, corresponding to the six factions of the game. These figures represent new military units players can build at bases during the game, and have a wide range of new abilities and technologies. The clear plastic stands for the flying units are packaged separately to protect them from being damaged.

COMBAT AND TECHNOLOGY CARDS



These cards augment or replace cards in each faction's Combat and Technology decks. The Combat cards provide attack values for the units introduced in the *Brood War* expansion, while the Technology cards introduce new technologies for those units.

LEADERSHIP CARDS



These powerful cards provide each faction with unique abilities. These cards are never randomized. Instead, each player selects one of his Leadership cards to use at the start of each stage of the game.

EVENT AND RESOURCE CARDS



These cards function exactly like their counterparts in the core game, and should be shuffled into the appropriate *StarCraft: The Board Game* decks.

FACTION SHEETS



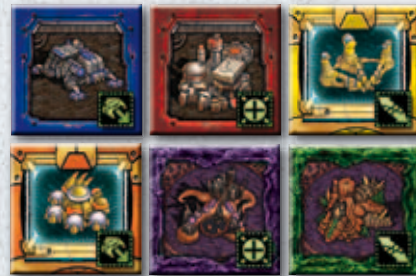
These replacement sheets function exactly like their counterparts in the core game. These sheets are expanded to include updated unit statistics, the Special Order Pool, more space for modules, and an area to place the faction's Combat deck.

PLANET TILES AND STARTING PLANET TOKENS



These tokens function exactly like their counterparts from the core game, and should be mixed with their corresponding components from *StarCraft: The Board Game*.

MODULE TOKENS



These tokens function exactly like their counterparts from the core game. They provide new abilities for their factions and can be built on players' Faction Sheets when executing a Build order.

BUILDING TOKENS



These tokens function exactly like their counterparts from the core game. Many of these tokens enable players to build the new *Brood War* units.

DEFEND ORDER TOKENS



These unique order tokens are circular, and unlike the order tokens from the core game, they are resolved during the Planning Phase.

GUARD TOKENS



These tokens are placed in areas where a player uses a Defend order. A player may discard one of these tokens when defending the area to provide a bonus to his units' health for the duration of the battle.

STAR ORDER TOKEN AND SPECIAL CONQUEST POINT TOKENS



These special tokens are provided by specific Leadership cards. They are used by the Arcturus Mengsk faction, and only if the player chooses the appropriate Leadership cards.

MIND CONTROL TOKENS



These tokens are used to mark units that a Protoss player has stolen using his units' mind control ability.

HERO TOKENS



These tokens are used to mark which plastic units are heroes. Certain Stage II Leadership cards provide hero units, which have special rules and abilities.

RESOURCE TOKENS



These tokens represent stockpiles of minerals or gas. Players may accumulate these tokens from a variety of Event and Leadership cards. These tokens can be discarded when a player is spending resources to receive a discount of the appropriate resource type.

INSTALLATION TOKENS



These tokens represent some of the different facilities and structures that can be found in the *StarCraft* universe. They provide a wide range of different abilities and are destroyed in the same way bases are destroyed.

SCENARIO ITEM TOKENS



These tokens are used in certain scenarios to track the location of crucial items. Each scenario dictates which items the scenario requires, and how they are used.

BROOD WAR EXPANSION ICON

All the cards in this expansion are marked with the *Brood War* symbol on their front, to allow easy distinction from the core game of *StarCraft: The Board Game*.



The Brood War Expansion Icon

EXPANSION SETUP

Before playing this expansion, combine all components with the core game using the following instructions. All components not described in this section should be kept separate, and their use is described in the “How to Use This Expansion” section found on pages 6-10.

COMBAT AND TECHNOLOGY CARDS

A number of Combat and Technology cards have been revised in the *Brood War* expansion. Before adding the new cards, remove the following cards from the Technology and Combat card decks provided in the core game and store them in a safe place (for any future uses of the core game).

- **Terran – Combat Cards:** 4, 5, 15, 17, 18
Technology Cards: Siege Mode (2x), Lockdown (2x)
- **Zerg – Combat Cards:** 6, 10, 11, 12, 14
Technology Cards: Metabolic Boost, Improved Flyer Attack (2x), Dark Swarm (2x), Guardian Aspect
- **Protoss – Combat Cards:** 1, 2, 9
Technology Cards: Increased Reaper Capacity (3x), Summon Archon

Then combine all Combat cards and Technology cards provided in this expansion into the appropriate faction’s decks. Note that the Combat card decks now contain 20 cards instead of 18.

EVENT AND RESOURCE CARDS

These cards should be mixed into the appropriate card deck. They function exactly like their counterparts from the core game.

PLANET TILES, STARTING PLANET TOKENS, AND NAVIGATION ROUTES

These tiles and tokens should be mixed into the pool of existing components, and function exactly like their counterparts from the core game.

BUILDINGS, MODULES AND ORDERS

A number of buildings found in the core game have been revised. Before adding the new building tokens, remove the following building tokens from the core game and store them in a safe place (for any future uses of the core game).

- **Terran:** Barracks II–III, Starport I–III
- **Protoss:** Gateway II–III, Robotics Facility I

Then add the building, module, and order tokens from *Brood War* into the appropriate faction’s components.

PLASTIC UNITS AND CLEAR STANDS

Each flying unit in this expansion (Protoss Corsair, Zerg Devourer, and Terran Valkyrie), needs to be manually snapped onto a clear plastic stand. Then add all plastic units into the appropriate faction’s components.

RULES CHANGES

All rules found in this book (except the optional and game mode rules) supersede the rules found in the core game, and should always be used when playing the *Brood War* expansion. This section outlines a number of general rules changes that contradict and replace those found in the core game.

SPECIAL ORDER POOL



During the Planning Phase, each player may place any number of special order tokens, regardless of the number of Research and Development modules he has built. When a player reveals a special (gold) order during the Action Phase, he must do one of the following:

Execute Special Order: The player executes the order and then places the token in the “Special Order Pool” of his Faction Sheet. He may only choose this option if the number of orders in his “Special Order Pool” is less than the number allowed by modules and strategic areas he controls. Tokens in the “Special Order Pool” are returned to a player’s pile of unused order tokens during step 4 of the Regrouping Phase (see “Regrouping Phase” on page 20).

Event Card Option: The player draws one Event card instead of executing the order. The order token is then returned to his pile of unused orders.

Example: During the first Planning Phase, the Jim Raynor player places a special order on Helios. Although he is free to place the order, he will need to build a Research and Development module in order to execute the order.

BUILDING THE EVENT DECK

Due to the numerous additions to this expansion, the following changes must be made when constructing the Event deck. During setup, remove the following number of random cards from the Event deck according to the number of players:

- **6 Players:** Remove 3 cards from both Stages I and II (leaving 25 cards in decks I and II)
- **5 Players:** Remove 7 cards from both Stages I and II (leaving 21 cards in decks I and II)
- **4 Players:** Remove 11 cards from both Stages I and II (leaving 17 cards in decks I and II)
- **3 Players:** Remove 15 cards from both Stages I and II (leaving 13 cards in decks I and II)
- **2 Players:** Remove 19 cards from each of Stages I and II (leaving 9 cards in decks I and II)

HOW TO USE THIS EXPANSION

This section describes in detail how to use all of the new component types, as well as all new elements found on old component types. It is important to note that the rules in this section should be used in their entirety, as many component types rely on each other to function correctly.

PLANETS

The new planet tiles follow all rules that affect planet tiles from the core game. However, they also have some new features as described below. Note that although some of the new planet tiles represent space stations or asteroid fields, they are always collectively referred to as *Planets*.

SPECIFIC UNIT LIMIT AREAS



Ground Unit Limit Flying Unit Limit

Some planetary areas have special unit limit icons, marked with the flying or ground unit graphic. Units may never enter, be built in, or occupy an area with icons that do not match their unit type. These areas represent indoor locations that only ground units may enter or occupy, or space and water locations that only flying units may enter or occupy.

These areas are treated as normal areas in other respects. Installations and bases (including Terran bases) may never be constructed, move into, or be present in flying unit limit areas.

Example: Jim Raynor is building units on Avernus Station. He builds three marines, and may place them in any areas, except for those with flying unit limit icons.

STRATEGIC AREAS



Some planetary areas are marked as strategic areas (gold hexagon). These areas represent locations of military or tactical significance.

When a player controls one of these areas, he may treat all order tokens that he executes *on the same planet* as if they were *special order tokens*. In addition, all special orders he executes on the planet are not placed in his special order pool, and are instead returned to his pile of unused order tokens. This allows a player to execute special orders on the planet without them counting towards the limit provided by his Research and Development modules.

Example: Jim Raynor controls the strategic area on Hydrax. During the Action Phase, he executes a normal build order on Hydrax. Since he controls a strategic area on the same planet he treats the order as a special (gold order). Therefore, his build limit is increased by one and he receives a discount of one resource from the order.

LARGE PLANET



One of the new planet tiles (“Moria”) is larger than any other planet.

Although the five areas on this tile do not appear to be adjacent to each other, there are not any special movement rules for this planet. In other words, during a Mobilize order, a player may move (or transport) units to any areas on the planet tile.

NEW UNITS AND FACTION SHEETS

When playing with this expansion, the included Faction Sheets should be used instead of those provided with the core game. These sheets include information about the new units as well as minor changes to the existing factions. It is important to note that the new Faction Sheets no longer include special victory conditions or starting units, as these now appear on Leadership cards (see pages 9–10).

NEW BUILDING TOKENS

In order to build the new units introduced in *Brood War*, a number of new building tokens have been included. All of these tokens should replace those found in the base game. Note that the level II Protoss Robotics Bay should be added to the available Protoss buildings, even though it does not have a counterpart in the core game.

These tokens follow all rules governing building tokens. The only visible change is that some building levels now provide the ability to build more than one new type of unit. These simply follow the rule that if the unit image is visible, then the owner may build that type of unit.

NEW KEYWORDS

A variety of new abilities are provided to units by keywords on the new Combat cards, Technology cards and Faction Sheets. The rules governing these abilities are found below:

“COLLATERAL DAMAGE”

If a front-line unit with this ability is not destroyed during the Resolve Skirmishes step of a battle, the owning player may immediately choose to do one of the following:

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

Note that this ability is triggered immediately, even if the unit is later forced to retreat or withdraw from the area.

“CLOAKING”

A unit with this listed on its Faction Sheet is always considered to have the cloaking ability during battle (see “Cloaking” on page 38 of the core rulebook).

“MIND CONTROL”

A Combat card with this keyword does the following:

At the end of the “destroy units and discard cards” step, the opposing front-line unit is “stolen.” The player that used the mind control card takes the stolen plastic figure, and places one of his mind control tokens beneath it. While the token is present, he treats the figure as if it belongs to him. During battle, a mind controlled unit uses the top card from its original owner’s combat card deck.

Example: A Siege Tank is in a skirmish against a Zealot and a supporting Dark Archon. The Siege Tank has sufficient strength to destroy the Zealot, which also triggers the splash damage on his card. The Zealot does not have sufficient strength to destroy the Siege Tank, but the Dark Archon had used a mind control reinforcement card, and steals (takes control of) the Siege Tank. He places one of his mind control tokens under the Siege Tank to mark that it is under his control. The splash damage of the Siege Tank’s combat card is then triggered, and the Protoss player chooses his Dark Archon to be destroyed.

Each Protoss faction is limited to two mind controlled units at a time (but may voluntarily destroy units under their control). Hero units may not be mind controlled.

“RECHARGE”

This ability may be used when the specified card type would be discarded to instead return the card to its owner’s hand.

Most recharge abilities specify that they may only be used once per action phase. To keep track of this, place a depletion token on the card to mark that it has been used. At the end of the action phase, remove the depletion token from the card.

“SACRIFICE”

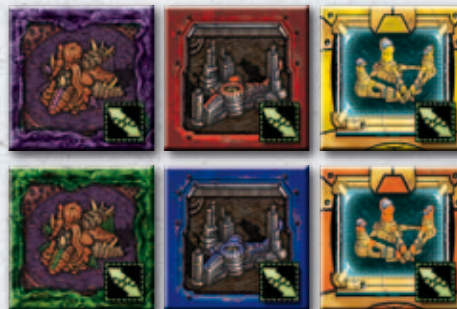
A front-line unit with this ability (listed on its Faction Sheet) is automatically destroyed during the Resolve Skirmishes step of a battle regardless of whether or not the opponent has sufficient strength to destroy it. This ability is ignored if the unit with the sacrifice ability is unable to attack the opposing front line unit (due to its attack capability).

Example: Two Scourge units (with the sacrifice ability) are attacked by a Scout and Dragoon, forming two skirmishes. During the Resolve Skirmishes step, none of the units have sufficient strength to destroy their opposing unit. The Scourge fighting the Scout is destroyed because of its sacrifice ability. The Scourge fighting the Dragoon is not destroyed, because the Scourge is unable to attack ground units, (so the sacrifice ability is not triggered).

NEW MODULES

Three new module types have been provided in this expansion. Although each faction has the same three types of modules, the cost of the module (found on the back of the token) varies depending upon the race. The new modules provide the following abilities:

DEFENSIVE MODULE

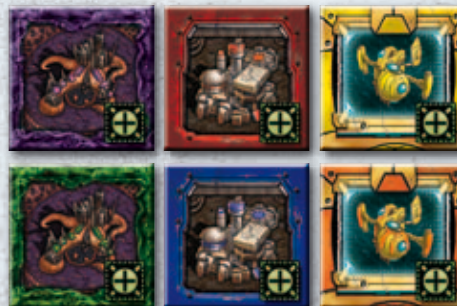


Cost (in gas) - Zerg:2, Terran:2, Protoss:1

When defending, after match-ups have been made for a skirmish, the player may switch any two of his units between skirmishes (they may be front-line or support units, but not assist units). A player may only switch a unit into the front-line of a skirmish if the opponent’s front-line unit has the ability to attack it.

Example: One Archon and one Zealot are attacked by a Marine and a Siege Tank. The Terran player matches the Siege Tank up with the Zealot, and the Marine up with the Archon. Since the defending Protoss player has built a defensive module, he may then switch the Archon with the Zealot. The final skirmish match-ups are Archon vs. Siege Tank, and Zealot vs. Marine.

ASSIST MODULE



Cost (in gas) - Zerg:2, Terran:1, Protoss:2

This module allows one of the player’s assist units in an area to not count towards the unit limit. This module also allows a single assist unit to not count towards unit limits when attacking an area.

Example: Jim Raynor has four Marines and one Medic (an assist unit) in an area that has a unit limit of 4. He is allowed to do this because he has built an assist module. This module also allows him to legally attack a 2 unit limit area with all five of these units.

OFFENSIVE MODULE



Cost (in gas) - Zerg:1, Terran:2, Protoss:2

This module allows the player to destroy one of his own transports in order to evade (ignore) the “Limited Orbital Defense” ability of his opponent’s Air Support module.

To do so, the player simply transports any number of units into an area containing an enemy base, ignoring his opponent’s Air Support module. The player must then destroy each transport used to move units into the area containing the enemy base.

AIR SUPPORT EVASION DIAGRAM



1. Arcturus Mengsk is executing a Mobilize order on a planet with an opponent’s base.

Since his opponent has built the Air Support module, Arcturus Mengsk is normally not allowed to transport units into the area containing his opponent’s base. However, since Arcturus Mengsk has built the Offensive module, he may use his transports to evade his opponent’s Air Support module.

2. He transports three Marines from Antiga Prime to the area containing the enemy base.

3. He then transports two Firebats from Dylar IV to the area containing the enemy base.

4. Finally, he destroys all transports that were used to move units into the area containing the enemy base.

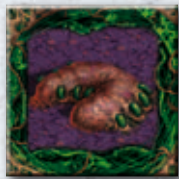
INSTALLATIONS



Warp Gate



Overmind



Cerebrate

Installation tokens are used to represent special facilities that serve specific purposes. Like bases, 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.

Installations are destroyed in the same manner as bases, but otherwise do not function as bases. They do not provide resources from the planet. An area only containing an installation is considered to be controlled by the player who owns the installation.

The installations included in this game are: Infested Command Centers, the Cerebrate, the Overmind, and the Warp Gate. The rules governing these installations can be found on the corresponding Leadership card or scenario. The rules for Infested Command Centers can be found below.

INFESTED COMMAND CENTER



Infested Command Center Installation Tokens

Infested command center installations come into play via the Zerg "Infest Command Center" technology card. A Zerg player is required to have an Infested Command Center on a planet in order to build Infested Terran units there. However, he is not required to have a base on the planet in order to build Infested Terrans.

RESOURCE TOKENS



Minerals and Gas Resource Tokens

Certain Leadership and Event cards provide players with resource tokens. These tokens may be discarded any time a player is paying a resource cost to reduce the cost by one of the appropriate type.

Example: Jim Raynor has 1 gas resource token (provided by his "Storage Facilities" Leadership card). During his Research order, he wishes to purchase a Technology card that costs 2 gas. He discards 1 of his gas resource tokens to decrease the cost by 1. He pays the 1 remaining gas following the normal rules for spending resources.

THE DEFEND ORDER TOKEN



A Defend Order Back A Defend Order Front

These unique orders are never placed in an order stack, and are instead placed faceup in an area and immediately resolved during the Planning Phase. These orders cannot be used for the Event card option (to draw an Event card instead of executing it). Each player may only execute one Defend order per planning phase. These tokens have a unique shape and color to remind players that they function differently from most orders.

RESOLVING A DEFEND ORDER

During the planning phase, the player places the order in one *friendly* area on any planet. He may then *immediately* move and/or transport units to the chosen area, as if he were executing a Mobilize order on the planet. Finally, he places a guard token in the area and returns the Defend order to his pile of unused order tokens.



A Guard Token

At the start of a battle in the area, the defender may discard the guard token from the area to gain +2 health in each skirmish. The token is discarded if the player no longer controls the area.

Note that this token may only be used when defending, and cannot be used in conjunction with other abilities that provide a health bonus. For example, it provides no bonus if a player uses another defend token, a "Bunker" Technology card, a "Flawless Defense Plan" Event card, or another guard token.

LEADERSHIP CARDS

These powerful cards provide unique abilities to each of the six factions. They provide one-time or ongoing abilities that can have a profound impact on a player's strategy. Leadership cards come in three stages, and each player has the ability to use one of them during each stage of the game, for a total of up to three cards (if the game reaches Stage III).

The Stage I Leadership cards also specify which units a player will start with during the "Galaxy Setup" step. These units replace the ones that a player would normally start the game with (found on the back of the old Faction Sheets).

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

CHOOSING LEADERSHIP CARDS

Leadership cards are selected during the “Choose Leadership Cards” steps of game setup, and the Regrouping Phase (see “Quick Reference” on page 20).

During the “Choose Leadership Cards” step, all players look at all of their Leadership cards, choose one that matches the current stage, and place it facedown. Once all players have chosen a card, they are simultaneously turned faceup and resolved (see “Resolving Leadership Cards” below).

If players have already chosen Leadership cards for the current stage, then this step of the Regrouping Phase is skipped.

RESOLVING LEADERSHIP CARDS

Leadership cards are always resolved starting with the first player and proceeding clockwise.

Most Leadership cards have one-time abilities that immediately take effect and are then removed from the game. Some Leadership cards have the text “Place in your play area,” and stay in play for the remainder of the game. Leadership cards with the “Special Victory” or “Hero” trait also stay in play for the remainder of the game.

SPECIAL VICTORY TRAIT

Each faction has a single Leadership card with the “Special Victory” trait. These Stage I cards provide the player the ability to complete his special victory condition once Stage III has been reached. If a player does not choose his “Special Victory” Leadership card at the start of the game, then he will only be able to win the game by collecting enough conquest points.

HERO TRAIT

Each faction has at least one Stage II Leadership card with the “Hero” trait. These cards provide the player with a special hero unit which is represented by a normal plastic unit of a particular type with a hero token underneath it.



Hero Tokens

When a player gains a hero, he takes one of the figures of the appropriate type from his unbuilt figures, places it in any friendly area, and places a hero token beneath it. This token remains under the unit to mark that it is a hero, and will move with the unit.

Heroes function the same as normal units of the same type (for example, they match combat cards of the same type). They have all abilities listed on the Faction Sheet for that particular unit plus any provided by the Leadership card.

If a player has no friendly areas in which the hero can legally be placed (for example, if the hero is a ground unit and the player controls only flying unit limit areas), then he cannot gain the hero. If a player does not have enough plastic figures of the required type, he is allowed to destroy a friendly unit of the appropriate type so he may gain the hero.

Splash Damage Immunity

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

Heroes are also immune to the mind control ability and all Technology card abilities that destroy units (for example the Protoss “Leg Enhancements” or Zerg “Spawn Broodling”).

GAINING A HERO

1. During the “Choose Leadership cards” step of the first Regrouping Phase of Stage II, the Overmind player chooses his hero Leadership card, “Torrasque.”

2. Since all of his units of the appropriate type (Ultralisk) are already built, he chooses to remove one of them from the game board.

3. He then places the figure in a friendly area, and places a hero token under it.

OPTIONAL RULES

This section describes a variety of options that players can use to enhance and alter their game play experience. All of the rules in this section are modular, and any number of them can be used during a given game.

Before setup, players must all agree on which of these options they wish to use. Any options that all players do not agree on will not be used.

RANDOMIZED FACTIONS

With this option, players do not choose factions during the “Choose Factions” step of setup, and are instead each given a random Faction Sheet.

Since the new Faction Sheets all have a common back, they can easily be shuffled and randomized. Each player is then dealt one random sheet, which represents the faction he will play for the remainder of the game.

DISPOSABLE SPECIAL ORDERS

This option is recommended for advanced players who wish to have more strategic decisions and flexibility with special orders. It allows players to always execute special orders instead of discarding them to draw Event cards. He may do this regardless of the number of Research and Development modules he has on his Faction Sheet, at the cost of permanently losing the order.

Whenever a player executes a special order and cannot (or does not wish to) place it in his special order pool, he must remove the token from the game.

Any tokens removed from the game are returned to the game box, and may not be used for the remainder of the game.

MORE STARTING PLANET TOKENS

This option is intended for players who prefer more control over Galaxy Setup.

With this option, each player receives *three* starting planet tokens (instead of two) and the corresponding planet tiles during the “Receive Planets” step of setup. Players still only place two planets during Galaxy Setup. After each player has placed two planets, all other planet tiles are returned to the game box.

LARGER GALAXY

This option is intended for players who prefer a slower buildup and like to see more high level units in the game.

With this option, each player receives *three* starting planet tokens (instead of two) and the corresponding planet tiles during setup. After each player has placed two 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 will still only place a single base (although it can be on any of his three planets). With this option, 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

This option is for players who prefer a more traditional game of *StarCraft: The Board Game*.

With this option, 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 as listed under “Building the Event Deck” (see page 5).

GAME MODES

This section describes a variety of game modes that modify the victory conditions, as well as other key rules of *StarCraft: The Board Game*. The game modes in this section may not be used with the “Optional Rules” (page 11), and a maximum of one game mode can be used during a given game.

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

SURVIVAL GAME MODE

This version of the Galactic Conquest Variant makes for a quicker, more unforgiving game of elimination. When using this option, follow all rules for the “Galactic Conquest Variant” (page 42 of the core rulebook) in addition to the following rules:

In this game mode, a player is eliminated from the game if at any time he does not have any bases in play. In addition, when a player’s base is destroyed, the token is removed from the game and returned to the game box.

Conquest points are not accumulated when playing this variant. Instead, each time a player would receive a conquest point, he receives a resource token of his choice (see page 9).

SCENARIO GAME MODE

This game mode allows players to play specific story based missions instead of playing a normal game of *StarCraft: The Board Game*. There are a number of scenarios to choose from, each with different setups, victory conditions, and factions. The rules pertaining to all scenarios are listed in this section, and the scenarios themselves appear on pages 13–16.

SETUP

Before starting a scenario, players must decide which one they wish to play. Most scenarios can only be played by a certain number of players, although some are variable. After agreeing on a scenario, players then follow the steps below *instead of* performing normal game setup.

1. **Choose First Player:** Randomly determine which player will get to choose factions first. After choosing factions (step 2), a new player will become the first player, as described by the scenario.
2. **Choose Factions:** Each player chooses a faction to play from those listed in the scenario. Scenarios will often only include certain factions, and a player may only choose factions listed in 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 (such as plastic figures of another color). Also note that some scenarios may start a player with particular buildings or modules on his Faction Sheet.
4. **Place Conquest Point Track:** Although not all scenarios use conquest points, most scenarios will use the conquest point track (for example to keep track of the current game round; see page 12).
5. **Place Tokens:** Place all unused depletion, guard, and resource tokens to one side of the play area. Players may need to access these tokens throughout the game.
6. **Prepare Event Deck:** Some scenarios will 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 the 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:** Unlike a normal game of *StarCraft: The Board Game*, each scenario specifies how the galaxy will be set up. This includes the placement of planets, the placement of z-axis navigation routes (marked with dotted lines), bases, and each faction's starting units (which 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. If the scenario specifies adding certain Technology cards to the Combat deck (or placing them in play), it is done at this time.
9. **Draw Combat Cards:** Each player shuffles his Combat deck and then draws Combat cards up to his hand limit (normally 6).

VICTORY CONDITIONS

In most scenarios, players will not collect conquest points or use special 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 for the scenario will be. After players have chosen their factions, they should follow the specified play order for seating around the table.

Example: The scenario specifies that the play order is: Queen of Blades, Jim Raynor, Tassadar. Therefore, the player controlling the Jim Raynor faction sits to the left of the Queen of Blades player, and the Tassadar player sits to the right of the Queen of Blades player.

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. The rules for teams can be found on page 42 of the core rulebook.

NO LEADERSHIP CARDS

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

SCENARIO ITEMS



Psi Emitter Khalis Crystal Uraj Crystal

The scenario item tokens are only used in certain scenarios. These scenarios will specify the purpose of the item tokens, and how to use them.

Most items can be carried by units in the game, although some scenarios may restrict which units can carry them (for example, a particular hero may be the only unit that can carry an item). When a unit is carrying an item, the item is simply placed beneath the unit. When the unit moves, the item is moved with him. If the unit is destroyed, the item is placed in the area the unit was destroyed in.

In order 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

In addition to the rules found here, each scenario has special rules and restrictions that must be followed. These rules can be found under the "Special Rules" section of the given scenario.

MAXIMUM AND MINIMUM COMBAT VALUES

Zerg	Max Min	Max Min	# of Tech
Zergling	6	6	2
	4	4	
Hydralisk	7	6	1
	5	5	
Ultralisk	8	9	1
	7	8	
Queen	Assist		4
Defiler	Assist		3
Scourge	8	6	0
	7	5	
Sacrifice			
Mutalisk	8	8	0
	7	6	
Guardian	8	8	1
	7	7	
Devourer	8	9	1
	7	8	
Lurker	8	7	0
	6	6	
Cloaking			
Infested Terran	8	6	0
	7	5	
Sacrifice			

Terran	Max Min	Max Min	# of Tech
Marine	6	6	2
	5	4	
Firebat	6	6	2
	5	4	
Ghost	6	6	3
	5	4	
Vulture	7	7	1
	5	6	
Goliath	7	8	1
	6	7	
Siege Tank	8	8	1
	7	7	
Wraith	8	7	1
	6	7	
Science Vessel	Assist		3
Detector			
Battlecruiser	8	9	1
	7	8	
Medic	Assist		3
Valkyrie	9	7	0
	6	6	

Protoss	Max Min	Max Min	# of Tech
Zealot	7	7	1
	5	5	
Dragoon	8	7	1
	6	6	
High Templar	Assist		3
Reaver	9	8	1
	7	7	
Archon	9	9	0
	8	8	
Scout	8	8	0
	7	7	
Arbiter	Assist		3
Carrier	9	9	1
	7	8	
Dark Archon	Assist		3
Dark Templar	8	7	0
	7	6	
Cloaking			
Corsair	8	7	1
	7	6	

Legends Forged Daily

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QUICK REFERENCE

GAME SETUP

1. Choose the first player
2. Choose factions
3. Gather faction components
4. Place conquest point track
5. Place depletion, resource and guard tokens

Prepare the Event deck

- 6 players: Remove 3 cards from both Stages I and II
- 5 players: Remove 7 cards from both Stages I and II
- 4 players: Remove 11 cards from both Stages I and II
- 3 players: Remove 15 cards from both Stages I and II
- 2 players: Remove 19 cards from both Stages I and II

6. Choose Stage I Leadership cards
7. Galaxy Setup
8. Separate Technology cards and Combat cards
9. Draw Combat cards

REGROUPING PHASE

1. Destroy bases, installations and transports
2. Lose Resource cards
3. Gain Resource cards
4. Retrieve workers and special orders
5. Choose Leadership cards (if necessary)
6. Gain conquest points
7. Check for normal victory
8. Check for special victory
9. Play Event cards
10. Discard Combat cards
11. Pass the first player token

SPECIAL ABILITIES

“SACRIFICE”

A front-line unit with this ability (listed on the faction sheet) is automatically destroyed during the Resolve Skirmishes step of battle regardless whether the opponent has sufficient strength to destroy them or not. This ability is ignored if the sacrifice unit is unable to attack the opposing front line unit (due to its attack capability).

“RECHARGE”

This ability may be used when the specified card type would be discarded to instead return the card to its owner's hand.

“COLLATERAL DAMAGE”

If a unit with this ability is not destroyed during the Resolve Skirmishes step of a battle, the owning player may immediately choose to do one of the following:

- Destroy one enemy base in the area.
- Destroy one enemy installation in the area.
- Destroy all enemy workers in the area (on the corresponding Resource card).

“MIND CONTROL”

At the end of the “destroy units and discard cards” step, the opposing front-line unit is “stolen.” The player that used the mind control card takes the plastic figure, and places one of his mind control tokens beneath it. While the token is present, he treats the figure as if it belonged to him. During battle, a mind controlled unit uses the top card from its original owner's combat card deck. Hero units may not be mind controlled.

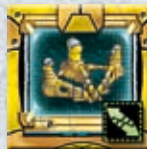
THE DEFEND ORDER



During the planning phase, the player places the order in one *friendly* area on any planet. He may then *immediately* move and/or transport units to the chosen area, as if he were executing a Mobilize order on the planet. Finally, he places a guard token in the area and returns the Defend order to his pile of unused order tokens.

MODULE REFERENCE

DEFENSIVE MODULE



Cost (in gas) - Zerg:2, Terran:2, Protoss:1

When defending, after match-ups have been made for a skirmish, the player may switch any two of his units between skirmishes (they may be front-line or support units, but not assist units). A player may only switch a unit into the front-line of a skirmish if the opponent's front-line unit has the ability to attack it.

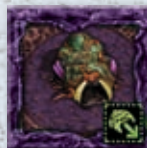
ASSIST MODULE



Cost (in gas) - Zerg:2, Terran:1, Protoss:2

This module allows one of a player's assist units in an area to not count towards the unit limit. This module also allows a single assist unit to not count towards unit limits when attacking an area.

OFFENSIVE MODULE



Cost (in gas) - Zerg:1, Terran:2, Protoss:2

This module allows the player to destroy one of his own transports in order to evade (ignore) his opponent's Air Support module's “Limited Orbital Defense” ability.