STARCRAFT

THE BOARD GAME

Updated January 2, 2009

This document contains frequently asked questions, clarifications, and errata for *StarCraft: The Board Game*. Errata and FAQs for the *Brood War* expansion can be found beginning on page 2 of this document. Material that is new to the FAQ is highlighted in blue.

ERRATA

Back Page Reference
The steps of the Regrouping Phase are listed incorrectly on the back of the rulebook. The steps are as follows (also listed correctly in the rulebook on pages 15–16):

1. Destroy Bases and Transports
2. Lose Resource Cards
3. Gain Resource Cards
4. Retrieve Workers
5. Gain Conquest Points
6. Check for Normal Victory
7. Check for Special Victory
8. Play Event Cards
9. Discard Combat Cards
10. Pass the First Player Token

Order Reference Sheet
The Queen of Blades special victory is listed incorrectly on the order reference sheet. It should be to control three areas containing conquest points (as listed on her faction sheet).

In addition, the back of the sheet should list that Ghost units can use four different technologies (instead of three).

Team Game Restriction
When playing a team game, a player cannot build a base on a planet if it will cause his team to have a base on every area of the planet. This is to prevent a team from acquiring the air support module and making it impossible for opponents to move to a small planet. This restriction only applies if not playing with the *Brood War* expansion.

Scourge Combat Cards
The Zerg Scourge Combat cards (#10-12) should read: "*End of the Destroy Units Step:* If your front-line unit was not destroyed, destroy it. If this happens, and your opponent's front-line unit is flying, it is also destroyed. This does not trigger any **Splash Damage** abilities." This revision only applies if not playing with the *Brood War* expansion.

FREQUENTLY ASKED QUESTIONS

GENERAL QUESTIONS

Q: What defines control of an area?

A: A player controls an area if he has at least one unit or base in the area, and there are no enemy units or bases in the area.

Q: If there is only one player with a base on a planet, does he automatically receive all conquest points on the planet during the Regrouping Phase?

A: Not necessarily. A player can only acquire conquest points from an area that he controls.

Q: Is a player eliminated if his last base is destroyed?

A: A player is only eliminated if he has zero bases and zero units on the game board.

Q: Can a player build units at a friendly base if there are enemy units present in the area?

A: A player can build units in any empty or friendly area on a planet where he has a base, even if the enemy has units present at his base. Therefore, a player cannot build units in the area containing his base (because of the enemy units), but he can build units in other friendly or empty areas on the planet.

Q: When upgrading a Mutalisk to a Guardian (or two High Templar to an Archon), does the upgraded unit count towards the build limit for that Build order?

A: "Tech required" units count towards the build limit the same as a normal unit. Therefore, turning two High Templars into an Archon counts as building one unit towards the build limit.

Q: Can Z-Axis navigation routes be placed on two planets that are already adjacent?

A: Yes. The only restriction when placing/moving these is that both ends of a Z-Axis navigation route can never be attached to the same planet.

EVENT CARDS

Q: If an Event card moves a z-axis navigation route, leaving a transport no longer adjacent to one of its owner's bases, is the transport immediately destroyed?

A: No. Transports are only destroyed during step 1 of the Regrouping Phase.

Q: What happens if two players use the Event card that requires their opponent to play Combat cards first and faceup?

A: The defender's abilities are triggered second, meaning that his card would override his opponent's card. Both players would play cards faceup, but the attacker would play first.

Q: What happens if a player has more than one "The End Draws Near" Event card during the "Play Event Cards" step of the Regrouping Phase?

A: The player would be forced to play all of them. He would then gain the added benefits of one of the cards (extra card or extra VP). After this, any Event cards left in his hand are discarded.

Q: If a player is eliminated, what happens to any "The End Draws Near" Event cards that he drew that turn?

A: If a player is eliminated, all of his Event cards are removed from the game without effect (including "The End Draws Near").

TECHNOLOGY & COMBAT CARDS

Q: How does the Zerg technology "Metabolic Boost" work?

A: If an attacking front-line Zergling unit has sufficient strength to kill the opposing ground unit, then it gains +2 health. This only applies when attacking, and only to the skirmish in which the Zergling had sufficient strength.

Q: A Ghost unit uses the "Nuke" and "Cloaking Field" Technology cards. Is the "Nuke" ability triggered if the Ghost is forced to withdraw due to an opponent's attack?

A: Yes, the "Nuke" card is still triggered. The only thing that can prevent "Nuke" from taking effect is the Ghost being physically destroyed.

Q: What happens when a "Scourge" Combat card's ability is triggered against a unit with cloaking?

A: The cloaking unit withdraws following standard cloaking rules.

Q: Does "Stasis Field" prevent a Scourge unit from attacking?

A: "Stasis Field" only affects the combat values of the cards, and therefore does not cancel the text on the Scourge Combat card.

Q: Can a player use the Protoss "Recall" technology more than once if he has more than one Arbiter on the planet?

A: The text of "Recall" only allows the player to move a single unit to one area containing an Arbiter (the number of Arbiters in the area does not matter).

Q: Is a player required to execute the special ability of a Combat card that he has played?

A: Yes. As long as the card matches his front-line unit, he must use its special ability.

VICTORY CONDITIONS

Q: If an area has been fully depleted of resources, does it still count towards players' special victory conditions?

A: Yes. For example, Jim Raynor needs to control six areas containing gas and/or minerals; this includes any area that has a printed gas or mineral icon on it.

Q: What happens when there are not enough areas of a specific type to fulfill a player's special victory condition?

A: If a player controls every area of the required type, then he is considered to have enough areas. For example, if there are only two areas containing conquest points on the board, then the Queen of Blades only needs to control these two in order to fulfill her objective (instead of the three normally required).

Q: How many conquest points are required to win if the Aldaris faction is eliminated from the game?

A: Fifteen.

RETREATING

Q: Who retreats at the end of a battle if both the attacker and defender only have assist units remaining?

A: The defender. According to the retreat rules, assist units only have to retreat if they are the only defending units remaining.

Q: Who retreats first at the end of a battle if the defender has an assist unit and the attacker is exceeding the areas, unit limit?

A: Retreating due to exceeding stacking limits happens after all defending units have retreated.

BROOD WAR EXPANSION
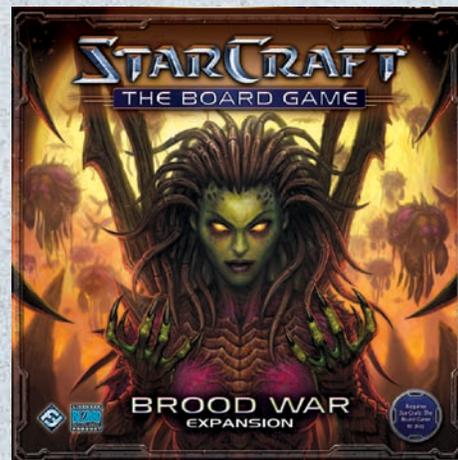
ERRATA

OVERMIND FACTION SHEET

This sheet should list that Guardians can only attack ground units (instead of flying units.) This information is printed correctly on the Queen of Blades faction sheet.

SCENARIO SETUPS

In the "Eye of the Storm" scenario, the following changes should be made to the Starting Forces. The Overmind starts on Antiga Prime (instead of Halcyon) and Avernus Station (instead of Torus). The Queen of Blades starts on Hydrax (instead of Braken). Arcturus Mengsk starts on Dylar IV (instead of Antiga Prime).

In the "Quest for Uraj and Khalis" scenario, the Tassadar player starts on Tarsonis (instead of Bhekar Ro).

SPECIAL ORDER POOL

The reference to strategic areas under "Execute Special Order" on page 5 should be ignored.

BACK PAGE REFERENCE

The details for the Defend order on this page is incomplete. It should say "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."

SACRIFICE ABILITY

In order to clarify, the Sacrifice ability should read as follows:

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 both the opposing front line unit **and supporting units** (due to its attack capability). **This is also ignored if the opposing unit has cloaking and a friendly detector is not present.**

SURVIVAL MODE ADDITIONS

When playing this game mode, a base is **not required to build transports** as long as the player controls at least one area on the planet.

Faster Survival Mode
We recommend that players use this option to shorten the length of Survival games. To do this, simply return all but 3 bases of each faction to the game box at the start of the game. This means each player will be able to build no more than 3 bases throughout the entire game.

FREQUENTLY ASKED QUESTIONS

LEADERSHIP CARDS

Q: If I use the "Mind Control" ability on an opponent's Protoss unit, can I play Combat cards from my hand instead of from the original owner's deck?

A: No. You must still draw from the top of the owner's deck for the standard Combat card. You may. however, play reinforcement cards from your hand that match the mind controlled unit.

Q: What does the "Sarah Kerrigan" Leadership card mean by "research the 'Psionic Storm and Cloaking' Technology cards for free"?

A: The Queen of Blades player may immediately take the "Psionic Storm and Cloaking" cards from her Technology deck and shuffle them into her Combat deck.

Q: Can another faction gain conquest points from Arcturus Mengsk's "Tactical Mastery" Leadership card? Can these points be moved?

A: These points are treated as if they were printed in the area. Therefore, if another faction controls the area, they would gain the conquest points. These conquest points can never be removed or placed in new areas.

Q: In the "Trump Card" scenario, are the starting units from the "Endless Hunger" Leadership card added to the Overmind's setup?

A: No. These starting units are ignored. The Overmind only receives the units listed under the scenario's "Starting Forces."

TECHNOLOGY CARDS

Q: How does the "Leg Enhancement" Technology card work with a unit whose cost includes destroying friendly units (for example an Archon or Lurker)?

A: The cost of the unit (for the purposes of this card's ability) includes the cost of all units required to build it. For example, the cost of an Archon would be 4; 2 for the Archon and a total of 2 for the High Templars.

Q: What happens if the Protoss "Feedback" ability is canceled by another Combat card (for example by the Terran "EMP shockwave")?

A: The "Feedback" card is canceled without its ability being resolved.

MISCELLANEOUS

Q: Does executing a Defend order count towards the player's maximum of four orders per Planning Phase?
A: Yes.

Q: When playing the "Eye of Storm" scenario with fewer than six players, does a player that controls multiple factions receive both Combat decks?

A: No. Both colors are treated as a single faction. The player therefore only uses one Combat deck and Technology deck. This also means that he may mix unit colors in areas.