StarCraft

THE BOARD GAME

LICENSED BLIZZARD ENTERTAINMENT PRODUCT

RULES of PLAY

A GALAXY IN CHAOS...

Forever severed from their home world of Earth, Terrans prospered in the Koprulu Sector, waging wars over dwindling resources as they expanded to new planets.

The enigmatic Protoss, an advanced and sophisticated race from the world of Aiur, secretly observed the newcomer Terrans from afar.

Then the ravenous Zerg descended from the void of space.

The Zerg infested and rapidly consumed the Terran world of Chau Sara. Horrified by the aggressive nature and lethal biology of this new alien species, the Protoss soon came to realize that the Zerg were a clear threat to all life in the galaxy.

In force, the Protoss came forth. Without hesitation, they incinerated Chau Sara, killing all life upon it, Terran and Zerg alike.

Alas, within days of the bombardment of Chau Sara, another Zerg infestation erupted on the nearby Terran world of Mar Sara. The Zerg containment had failed.

After centuries of isolation and infighting, the Terrans were confronted with two alien races, both seemingly bent on the eradication of their species.

Chaos and war erupted across the entire galaxy.

Arcturus Mengsk, long-time revolutionary leader, seized the opportunity inherent in the chaos. He destroyed the Terran Confederacy and made himself Emperor of the newformed Terran Dominion. One-time Confederate Marshal Jim Raynor, a survivor of the Zerg assault and subsequent Protoss sterilization of Mar Sara, struck out on his own after being betrayed by Confederacy and Dominion alike. His ragtag band of survivors and refugees moved forward toward an uncertain future.

Executor Tassadar, the High Templar responsible for the death of Chau Sara, was plagued with guilt and uncertainty. He struck a heretical alliance with the Dark Templars – exiled Protoss who reject the wisdom and benevolence of the Conclave. Together, they sought a way to end the Zerg threat and protect the Protoss race. The Conclave hence dispatched Judicator Aldaris to the sector. Aldaris, a loyal member of the ruling caste, was tasked with sterilizing the Zerg and bringing the fugitive Tassadar to justice.

Meanwhile, the Zerg Swarm split in two. Sarah Kerrigan, once a psionically-gifted Terran Ghost in the service of Arcturus Mengsk, had been reborn as the Zerg Queen of Blades. Leading the latest evolution of the Zerg Swarm, Sarah rebelled against the enslavement of the Zerg Overmind and sought vengeance for her betrayal and abandonment by her former species.

The Queen of Blades lashed out against all who opposed her, Terran, Protoss, and Zerg alike.

In the StarCraft galaxy, only one thing is certain:

There will be war.

OBJECT OF THE GAME

The *StarCraft* galaxy is dominated by three unique and powerful **races**: the versatile **Terrans**, the mysterious **Protoss**, and the voracious **Zerg**. This box contains two **factions** (in different colors) for each of these races (for a total of six player factions).

The factions (named for their leaders), their races, and their faction colors are as follows:

Leader/Faction	Race	Color
Jim Raynor	Terran	Blue
Arcturus Mengsk	Terran	Red
Tassadar	Protoss	Yellow
Aldaris	Protoss	Orange
The Queen of Blades	Zerg	Purple
The Overmind	Zerg	Green

In *StarCraft: The Board Game* (*SCBG*), two to six players each personify one of the leaders of these factions. Via warfare, resource management, and diplomacy; players seek to conquer vital planetary areas so that their faction, and their faction alone, dominates the stars and all the space between them.

The main action of *SCBG* takes place on the planets that form the game board. Some planetary territories (which we refer to simply as "areas") provide their owners with resources – gas and minerals – while others provide conquest points. Gas and minerals are used to purchase new units, buildings, and technologies, while conquest points help players achieve victory.

Each of the six factions can achieve victory by being the first to accomplish one of the following victory conditions: a) accumulate 15 conquest points, b) fulfill its unique special victory objective, or c) eliminate every other faction from play. If no faction has accomplished one these goals by the end of the game, the faction with the most conquest points wins.

Components

- This rulebook
- 180 plastic figures
  - » 2 sets of Terran figures, each consisting of:
    - 6 Marines
    - 3 Ghosts
    - 3 Firebats
    - 3 Vultures
    - 3 Goliaths
    - 3 Siege Tanks
    - 3 Wraiths
    - 3 Science Vessels
    - 3 Battlecruisers
  - » 2 sets of Zerg figures, each consisting of:
    - 9 Zerglings
    - 6 Hydralisks
    - 3 Ultralisks
    - 3 Queens
    - 3 Defilers
    - 3 Scourges
    - 3 Mutalisks
    - 3 Guardians
  - » 2 sets of Protoss figures, each consisting of:
    - 6 Zealots
    - 3 Dragoons
    - 3 High Templars
    - 3 Archons
    - 3 Reavers
    - 3 Scouts
    - 3 Arbiters
    - 3 Carriers
- 12 planet tiles
- 15 normal navigation routes
- 12 z-axis navigation routes (6 major ends and 6 minor ends)
- 1 conquest point track
- 6 conquest point markers
- 6 Faction Sheets
- 6 reference sheets
- 1 first player token
- 36 standard order tokens (6 per faction)
- 18 special order tokens (3 per faction)
- 36 base tokens (6 per faction)
- 90 worker tokens (15 per faction)
- 42 transport tokens (7 per faction)
- 40 building tokens (6 for each Zerg and Protoss faction, and 8 for each Terran faction)
- 38 module tokens (4 for each Zerg faction, 7 for each Protoss faction, and 8 for each Terran faction)
- 12 starting planet tokens
- 20 depletion tokens
- 26 Resource cards
- 108 Combat cards (18 per faction)
- 126 Technology cards (22 for each Zerg faction, 20 for each Protoss faction, and 21 for each Terran faction)
- 70 Event cards (25 Stage I Event cards, 25 Stage II Event cards, and 20 Stage III Event cards)

Component Overview

The following sections briefly describe and identify the components of *SCBG*.

Military Units



The plastic figures in *SCBG* come in six colors, corresponding to the six factions of the game (which in turn represent the three races of the *StarCraft* universe). These figures represent **military units** that players may build at their bases during the game. These rules refer to plastic figures as "units."

Planets



These circular cardboard pieces represent the galaxy's vital planets, and form the game board of *SCBG*. Each planet consists of several areas, each of which provides either conquest points, mineral resources, or gas resources to the player who **controls** the area.

Navigation Routes



These tiles represent the regions of space between the planets, which units must traverse when moving from planet to planet. Any two planets connected with a navigation route are considered **adjacent**.

Z-AXIS NAVIGATION ROUTES



Thematically, z-axis navigation routes represent the three-dimensional nature of space. In gameplay terms, they are used to make two planets adjacent, even though the two planet tiles may not be physically next to each other on the playing surface. A z-axis navigation route consists of two pieces, each with the same color arrow and matching printed number. During setup, each end of a z-axis navigation route is attached to a different planet by the players. During the game, players can move from a planet on one end of a z-axis navigation route to the planet on the other end of the same z-axis navigation route, just as they can traverse normal navigation routes. As with normal navigation routes, two planets connected by a z-axis navigation route are considered **adjacent**.

CONQUEST TRACK AND MARKERS





The conquest track is used to indicate the number of conquest points each player has accumulated throughout the game. Whenever a player gains one or more conquest points, his conquest marker is simply moved on the conquest track to show his new conquest point total. The back of each conquest marker is marked with "+15." Should a player exceed fifteen conquest points, he should flip his conquest point marker and continue moving it along the track, to indicate that his current score is fifteen plus the number the token currently marks.

FACTION SHEETS



Each player receives a Faction Sheet corresponding to the faction he will be playing in the game. This sheet contains important information about a player's faction, such as its special abilities, its special victory objective, and data about the different types of units the faction can build. The Faction Sheet is also used to represent the configuration of a player's **bases**. During the game, players may purchase new building and module upgrades, placing them on their Faction Sheets.

REFERENCE SHEETS



Reference sheets contain useful summaries of the effects of the various order tokens, as well as each player's special victory objective. They also summarize units' statistics and list their average attack values.

FIRST PLAYER TOKEN



The first player token is used to indicate which player acts first during a game round, and is passed to a new player at the end of every round.

ORDER TOKENS AND SPECIAL ORDER TOKENS



The silver order tokens represent the three different types of orders that players may execute (Build, Mobilize, or Research). During the Planning Phase of each round, players

place order tokens on the various planets that form the game board. Order tokens determine which actions players may resolve on the assigned planets during the Execution Phase of the game round. The background color (on both sides) of each order token is used to identify to whom it belongs.

Special order tokens are similar in function to their standard counterparts, but provide players with additional abilities and advantages. A player always has access to his **standard order tokens** (with the silver color), while his **special order tokens** can only be used after he has purchased certain modules for his bases. A player can easily identify his special order tokens by their golden color.

BASE TOKENS



These cardboard pieces represent each faction's bases on the game board. As players construct new bases, these tokens are placed on planet areas. Bases are important, as they represent the industrial complexes from which players can build new units and gather resources on a given planet.

WORKER TOKENS



As in the *StarCraft* computer game, the gathering and expenditure of gas and mineral resources is central to the economies of the *StarCraft* races. The worker tokens represent the basic capacity of a faction to harvest and use its available resources.

TRANSPORT TOKENS



Transports are the primary means by which players move their units between planets. They essentially act as "bridges," allowing units to move between adjacent planets. When a player builds a new transport, it is placed directly on a navigation route attached to the planet on which the transport was constructed (i.e., the planet containing the base that constructed the transport token.)

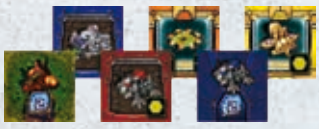
Transports are *not* military units and do not participate in battles. A transport is immediately destroyed if there is not a friendly base on either of the planets adjacent to the navigation route it occupies.

BUILDING TOKENS



At the start of the game, players are limited in which military units they can build at their bases. During the game, as players construct new buildings on their Faction Sheets, they will be able to construct new, more lethal, units in their quest for victory.

MODULE TOKENS



In addition to buildings, players may purchase **modules** for their bases. New modules are placed on a player's Faction Sheet, providing him with a variety of benefits depending on the type of module acquired.

STARTING PLANET TOKENS



Each planet has a corresponding starting planet token. These tokens are used during the game setup to determine the constellation of the game board for that game session.

DEPLETION TOKENS



Depleted Side (red) and Partially Depleted Side (yellow)

During the game, a player may choose to **force mine** a planetary area to gain extra resources from it. When an area is force mined for the first time, a depletion token is placed on the area with the "partially depleted" side faceup. When an area is force mined a second time, the depletion token is flipped to its "depleted" side as a reminder that it will not produce additional resources for the rest of the game.

IMPORTANT TERMS

While reading this rulebook, it will be helpful to know the meaning of the following terms:

Unit: A plastic game piece in one of the six player colors. Note that each Zergling and Scourge unit contains two figures on a single base, but is considered a single unit for game play purposes.

Friendly: A term used to denote units and other game components belonging to the same player's faction.

Enemy: A term used to denote an opposing player, and his units and other game components.

Area: A region of a planet. Each area contains either gas, minerals, or conquest points.

Navigation Route: A space area connecting two planets. Such an area is considered to be shared by both connecting planets. When this rulebook refers to "a planet's navigation routes," this means *all* navigation routes connecting to that planet.

Empty Area: An area not containing any units or bases.

Friendly Area: An area that contains one or more of a player's own units or bases, and no enemy units or bases. Players always **control** areas friendly to them.

Enemy Area: An area that contains one or more units or bases belonging to another player. (Such an area is controlled by that opposing player.)

Active Player: The player who is currently executing one of his orders.

Active Planet: The planet on which an order is currently being executed.

Race: The three species in the game: Zerg, Terran, and Protoss.

Faction: The six distinct player sides in *SCBG*. There are two factions for each race. However, there is no special relationship between two factions of the same race (i.e., they are not allied).

Destroy: When a unit, base, worker, or transport is destroyed, it is removed from the board and returned to its owner's pile of unused components.

Adjacent: Two planets are adjacent if they are connected by a navigation route. When these rules refer to an "adjacent planet," this means "a planet adjacent to the active planet." The proximity of different areas on a planet to each other, and the fact that navigation routes are physically proximate to some planet areas and not to others, has no game relevance: Units may move from any area on a planet to any other area on the planet.

RESOURCE CARDS



Normal Side (left) and Partially Depleted Side (right)

For every planetary area that provides gas or minerals, there is a corresponding Resource card. When a player harvests a resource from one of his areas, he must place one of his available worker tokens on that area's Resource card, indicating that one unit of that resource has been gathered this game turn. Should an area become "partially depleted" (due to force mining or for any other reason), a player must turn the corresponding Resource card from its normal side to its "partially depleted" side. Should an area become depleted, the resource card is removed from the game and placed back in the game box. (Such an area can no longer provide resources.)

COMBAT CARDS



When two factions engage in combat, Combat cards are used to resolve the battle. Each faction has its own deck of Combat cards, from which that faction draws its hand of Combat cards. Card attack values and abilities vary from race to race.

ELEMENTS OF A PLANET



1. Navigation Route Slot
2. Conquest Point Symbol
3. Unit Limit Symbols
4. Mineral Symbol
5. Order Area
6. Planet Name
7. Area
8. Gas Symbol

TECHNOLOGY CARDS



As with the Combat cards, each faction has its own deck of Technology cards. As players commit resources to researching technology throughout the game, they may move Technology cards from their Technology decks into their decks of Combat cards. Technology cards that have been added to Combat decks in this way are considered Combat cards.

Note that Technology cards have the same card backs as Combat cards, and that the general graphic design of the two card types is very similar. At the start of the game, it is important that all Technology cards and Combat cards are completely separated. Players should thus take care to separate cards bearing the "Technology" symbol from their Combat cards, and place these cards into a separate Technology deck.



Technology Symbol

EVENT CARDS



Event cards are drawn throughout the game and give players unique opportunities, skills, and the ability to influence events across the galaxy.

The back of each Event card shows either one, two, or three planets, indicating whether the card is a Stage I, Stage II, or Stage III Event card. During setup, the Event deck is arranged so that the Stage I cards are grouped at the top, the Stage II cards are grouped in the middle, and the Stage III cards are grouped at the bottom of the deck. Typically, the later-stage Event cards are more powerful than the early-stage cards.

The Event card deck acts as a game "clock," in the sense that after a number certain Stage III Event cards are drawn, the game ends.

SETUP

To prepare a game of *SCBG*, carefully follow the steps below.

1. Choose the First Player. Randomly choose a player to receive the first player token. This player places the token prominently before him. Throughout the game, a player controlling the first player token is called the "first player."

2. Choose Factions. Starting with the first player and continuing clockwise, each player chooses a faction he wishes to play, placing the corresponding Faction Sheet directly in front of him on the table, defining the center of his play area. Alternatively, players may randomly determine which races they will play.

3. Gather Faction Components. Each player takes all the game components corresponding to his faction. These include the faction's plastic figures, Combat deck, Technology deck, order tokens, base tokens, worker tokens, transport tokens, building tokens, module tokens, and a (non-faction-specific) reference sheet.

4. Place Conquest Point Track. Place the conquest track to the side of the main gaming area, and place each faction's conquest point marker on the "zero" space of the track.

5. Place Depletion Tokens. Place the depletion tokens in a pile to the side of the main play area, where all players can easily reach them.

6. Prepare the Event Deck. Separate the Stage I, Stage II, and Stage III Event cards from each other, and shuffle each stage of cards into a separate group. In a game with fewer than six players, randomly remove a number of cards from the Stage I and Stage II groups as follows:

- **Five Players:** Remove 5 cards each from both the Stage I and II groups (10 total)
- **Four Players:** Remove 10 cards each from both the Stage I and II groups (20 total)
- **Three Players:** Remove 15 cards each from both the Stage I and II groups (30 total)
- **Two Players:** Remove 20 cards each from both the Stage I and II groups (40 total)

Return the removed cards to the game box without looking at their faces.

Next, place the Stage III group facedown on the table, place the Stage II group on top of the Stage III group, and place the Stage I group on top of the Stage II group, forming the **Event deck**. Place the Event deck next to the depletion tokens. This deck will not be shuffled again during the game.



The three Stage groups – I, II, and III – arranged and stacked to form the Event deck.

7. Set Up the Galaxy. Set up the galaxy according to the procedure "Setting Up the Galaxy" below.

8. Separate Technology Cards from Combat Cards. If the players have not already done so, they should now separate their faction's Technology cards from their Combat cards. Simply separate any cards with the **technology symbol** to form the **Technology deck**.

The remaining Combat cards form a player's **Combat deck**.

Players now place their Technology decks on their Faction Sheets (on the indicated area).

9. Draw Combat Cards. Players now shuffle their Combat decks and place the randomized decks facedown in their respective play areas. After this, each player draws six cards from his Combat deck to form his initial hand of Combat cards. (Note that a player controlling one of the two Terran factions draws eight cards instead of six.)

SETTING UP THE GALAXY

The "galaxy," or "game board," refers to the main playing area in *SCBG*, which consists of the planets and the navigation routes connecting them. During the galaxy setup, each player determines the location of two planets in the galaxy and places a base on **one** of those two planets, as follows:

1. Receive Planets. Randomize the **planet tokens** by placing them in an opaque container or mixing them facedown on the table. Starting with the first player, each player draws two planet tokens, reveals them, and then takes the two actual cardboard planets that correspond to his drawn planet tokens.



Planet Tokens

2. Return Unused Components. Return all planet tokens drawn by players to the game box. In a game with fewer than six players, also return any unused planets (and their undrawn planet tokens) to the game box, along with the corresponding Resource cards. Then return any faction (and its components) that is not being played in the game to the game box.

3. First Round of Planet Placement. The first player selects one of his two planets and places it centrally in the middle of the table. He **may** then, if he wishes, place a friendly base on any area of the planet he just placed.

Next, the player to his left then chooses one of his two planets. That player must place this planet **adjacent** to the planet already on the table, in whatever orientation he chooses, *as long as the new planet can **connect** to the planet already on the table*. He then uses a normal navigation route to connect the two planets. That player **may** then, if he wishes, place a friendly base on any area of the planet he just placed.

In this way, each player, in clockwise order after the first player, 1) chooses one of his planets to add to the board, 2) connects it to *at least one other planet already on the table* using a normal navigation route, and 3) decides whether or not to place his base on the planet he just placed.

Once three or more planets have been placed, new planets have the potential to connect with two or more previously placed planets. If two planets are placed on the table such that a normal navigation route could connect them, such a navigation route *must* be placed. See the diagram "Forced Navigation Route Placement" for an example.

In other words, a player can place his planet on the table wherever and in whatever orientation he likes, so long as it connects to at least one planet. After placing the planet, if the player **can** connect it to more than one planet with normal navigation routes, he **must** do so.

After every player has placed a **single** planet to be part of the galaxy, proceed to the next step in the setup sequence.

4. Second Round of Planet Placement. The second round of planet placement is resolved in a similar fashion to the first placement round, with two differences:

- The **last player** to place a planet in the previous step (that is, the player to the right of the first player) now places his remaining planet first. Then, continuing **counter-clockwise** around the table, each player places his remaining planet. In this way, the first player will place the first and the last planet of the galaxy. For example, in a four-player game, the placement order would be: 1, 2, 3, 4, 4, 3, 2, 1.
- If a player did not place his base on his first planet, he **must** place the base on his second planet. In this way, once both rounds of planet placement are complete, each player will have placed one base on one planet.

TIP

You should usually place your starting base on a planet with plenty of minerals, since minerals are generally more important than gas in the early game. You should also try to place your base on an area that provides conquest points, as you will gain the resources from empty territories of a planet if you are the only player with a base on the planet, but you only gain the conquest points from an area if you have a base (or units) *in that area*.

5. Place Z-Axis Navigation Routes. Each player now takes a z-axis navigation route from the pile of unused components. A single z-axis navigation route consists of two pieces of cardboard marked with the same color and number, so each player should take a corresponding pair.



Z-Axis Navigation Routes

Beginning with the first player and proceeding clockwise, each player must place both ends of one z-axis navigation route on the board. To place a z-axis navigation route, place the major end of the route so that it fits into any available navigation route slot on any planet. Then place the minor end of the route so that it fits into any available navigation route slot on any **other** planet. If there are insufficient available slots for a player to legally place both ends of his navigation route, then neither end is placed, and the player returns the navigation route tokens to the game box without placing them.

Z-axis navigation routes represent the vertical proximity of planets in three-dimensional space. In game terms, they connect two planets, just like normal navigation routes.

Important: The two ends of the same z-axis navigation route can **never** connect to the same planet.

6. Distribute Resource Cards. Each player now claims **all** Resource cards corresponding to the planet on which he placed his base. Each player should place these Resource cards next to his Faction Sheet, with their normal (non-yellow) sides faceup. Place the rest of the Resource cards to the side of the main play area.

FORCED NAVIGATION ROUTE PLACEMENT



A planet's alignment as it is placed on the table determines how navigation routes are placed in order to connect it to adjacent planets. The two examples above demonstrate two legal orientations for the newly placed planet Chau Sara. In example 1, two navigation routes must be placed, whereas in example 2, only one is placed.



A planet and its corresponding Resource cards.

7. Place Starting Forces. The back of each player's Faction Sheet lists the number of units, transports, and workers that he receives during this step. Beginning with the first player and proceeding clockwise, each player places his starting units on any of the areas on the planet that contains his base. At the same time, each player must also place his single transport on any one of the navigation routes connected to the planet containing his base. (A player may place his starting transport on either a normal navigation route or a z-axis navigation route – see "Z-Axis Navigation Routes" on page 24 for more information.) Last, each player receives the listed number of worker tokens and places them in his Worker Pool.

When placing starting units, a player may not exceed an area's **unit limit** (see "Unit Limits" on page 21).

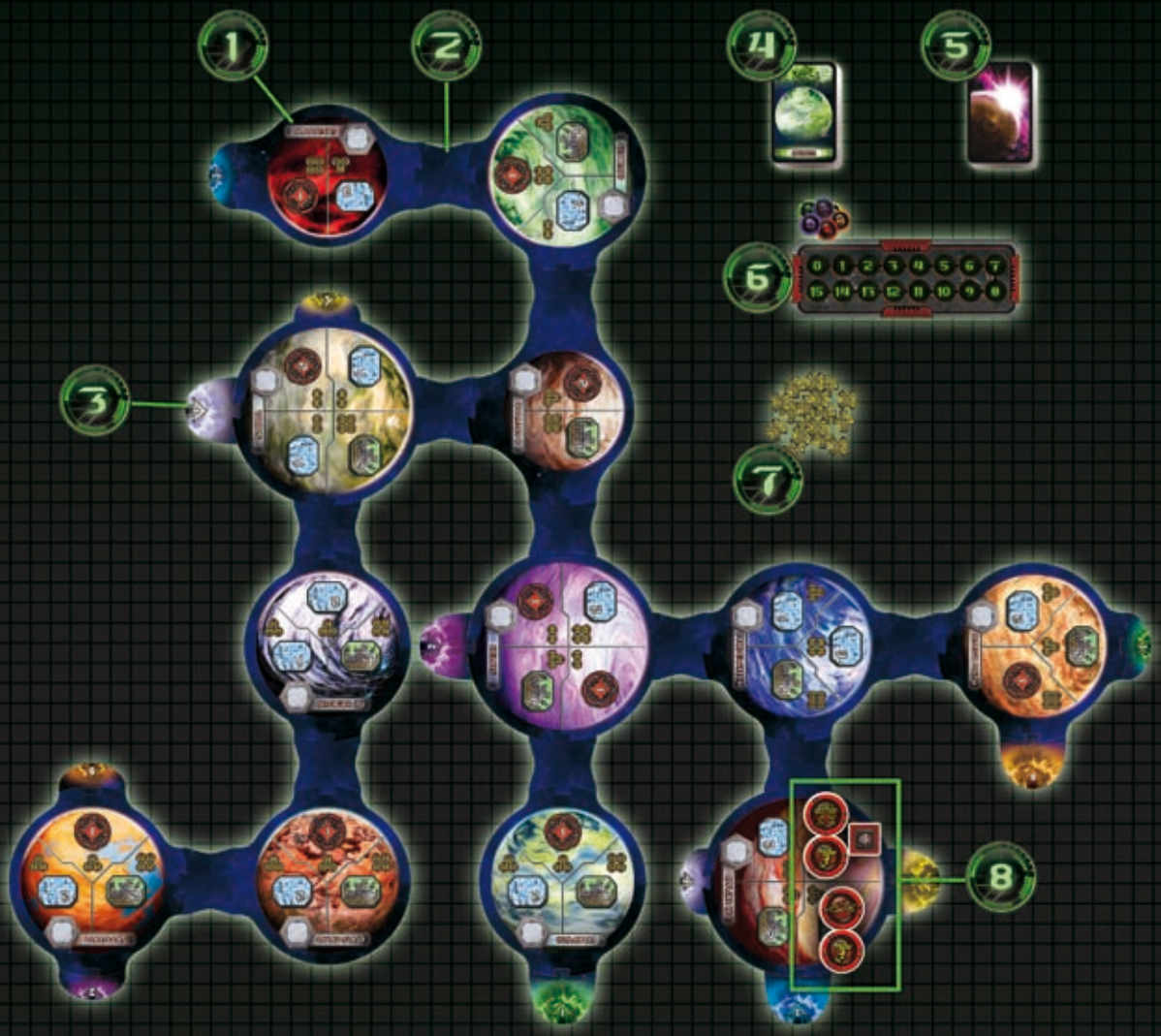
THE GAME ROUND

SCBG is played over a series of **game rounds**, or simply "rounds." During each round, players will plan orders, execute those orders, and then regroup. The game round is in this way divided into three phases:

1. Planning
2. Execution
3. Regrouping

During the Planning Phase, players take turns placing order tokens facedown on planets. Players can choose among Mobilize, Build, and Research orders (see "The Orders" on pages 20–25). Once each player has placed a total of four orders, play proceeds to the Execution Phase.

GENERAL AREA OF PLAY DIAGRAM



1. Planet
2. Normal Navigation Route
3. Z-axis Navigation Route
4. Resource Deck
5. Event Deck
6. Conquest Point Track and Markers
7. Depletion Tokens
8. One Player's Starting Base and Units

During the Execution Phase, players execute their orders one at a time, either moving units, building new units or base upgrades, or researching new technologies, depending on the order they choose to execute. After all orders (from every player) that were placed during the Planning Phase have been executed, play proceeds to the Regrouping Phase.

The Regrouping Phase occurs at the end of each game round. During this phase, each player retrieves the workers he allocated, receives Resource cards for newly conquered territories, and gains conquest points for each conquest point area he controls. Also during this phase, players check to see if any faction has achieved victory.

The sections that follow explain the steps of each phase in detail, providing an overview of the game flow and describing how different elements of the game tie together. More detailed rules, such as how to resolve each order and how to resolve combat, will be described in later sections.

AN INDIVIDUAL PLAYER'S PLAY AREA



1. Order Tokens
2. Base Tokens
3. Worker Tokens
4. Transport Tokens
5. Module Tokens
6. Building Tokens
7. Plastic Figures
8. Combat Card Discard Pile
9. Worker Pool
10. Combat Card Deck
11. Faction Sheet
12. Resource Cards
13. Technology Deck

THE PLANNING PHASE

During the Planning Phase, each player assigns exactly **four** orders to game board planets.

The first player begins, secretly choosing **one** of his order tokens (or "orders") and placing it facedown in the order area of an eligible planet. The order token should be placed in a way that prevents opposing players from seeing what type of order it is.

After the first player has placed his first order, the player on his left places **one** order, and so on, continuing clockwise until all players have placed one order. Then, the first player places another one of his orders, followed by the player on his left, and so on. This continues until each player has placed four orders.

In other words, the Planning Phase consists of four cycles, during each of which every player places an order on the game board (starting clockwise from the first player).

The following rules govern the placing of orders:

- A player may only place an order on either 1) a planet containing at least one friendly unit or base, or 2) a planet **adjacent** to a planet containing at least one friendly unit or base.
- If a player wishes to place an order on a planet where one or more order tokens have already been placed (by other players and/or himself), he must place his new order **on top** of the pre-existing orders, forming an **order stack** (see the "The Order Stack" diagram on page 14). There is no limit to the number of orders that may be placed in an order stack.
- Once an order has been placed, its face may not be reviewed by any player until it is executed during the Execution Phase. Players are, however, allowed to examine the backs of the tokens in an order stack to see which factions they belong to, and in what order they have been placed.

THE FACTION SHEET



1. Faction Name
2. Faction Special Victory Objective
3. Racial Abilities
4. Unavailable Workers Area
5. Worker Pool Area
6. Technology Deck Area
7. Permanent Resources
8. Module Spaces
9. Unit Summary Icons
10. Building Spaces

- A player may not place a **special order** unless he has built the prerequisite module on his Faction Sheet (see "Module Effects" on pages 40–41).

Once every player has placed four order tokens, play proceeds to the Execution Phase.

TIP

The first order placed in an order stack will be the last one to be executed in that stack. So, for example, if you want to move to a planet and then build a base there, you should *first* place your Build order on to the planet's order stack, and only *then* place your Mobilize order on the stack.

TIP

Because of the way the order stack works, being the first player in a game round can be a disadvantage. This is because when you place an order, other players can place orders on top of yours, obstructing you and preventing you from executing your order as soon as you'd like.

THE ORDER STACK



When players place order tokens onto the order areas of planets during the Planning Phase, they pile them in **order stacks**. During his Execution Phase turn, a player may execute one of his orders, **but only if that order is at the top of an order stack** (i.e., if it is visible)**.** When a player finishes executing an order, it is removed from the stack and returned to his play area (thus revealing the next order below it in the order stack, if any).

In this way, the first order placed on an order stack will be the *last one executed* in that stack. In other words, an order cannot be executed until all the orders on top of it have been executed.

The order stack represents a very important concept in *SCBG* and with experience players will learn to use it to their advantage. For example, one strategic possibility is to place an order on top of an opponent's order simply to prevent the enemy order from being executed until later in the game round.

Important Reminder: Remember that players may only place orders on planets on which they have a base and/or units, or on a planet adjacent to a planet on which they have a base and/or units.

THE EXECUTION PHASE

During the Execution Phase, players take turns executing orders, beginning with the first player and moving clockwise.

To execute an order, the first player must choose one of his orders found at the top of an order stack (i.e., a visible order), reveal it, execute it, and remove it from the board (returning it to his play area). Then the player on his left does the same, and so on, continuing clockwise around the table until every order token on the board has been executed. A player **must** execute an order on his turn, if possible (i.e., players are not allowed to "pass").

For detailed rules on how to execute each type of order, see "The Orders" pages 20–26.

THE EVENT CARD OPTION

After a player has selected one of his orders and revealed it, he may choose to draw an Event card **instead** of executing the specific ability of that order. That is, when taking this option, the player removes his order token from the board (returning it to his play area) without executing its ability, and instead simply draws an Event card from the Event card deck.

Whenever a player draws an Event card, he places it face-down in front of him *without looking at it*. (We suggest that the player tuck the card part of the way underneath his Faction Sheet as a reminder that he should not look at it until the beginning of the Regrouping Phase.)

TIP

As it often can be difficult to predict exactly when your orders will become available in the order stacks, you will occasionally be forced to execute an order which will give you little (or no) benefit. When this happens, it is often desirable to take an Event card instead of executing that order's abilities.

OBSTRUCTED ORDERS

A player may only execute one of his orders if one is available (i.e., visible) on the **top** of an order stack. If a player cannot execute an order because all his orders on the board are covered up by opponents' orders, such a player is said to be **obstructed**. When this happens, **he draws one Event card** (following the rules under "The Event Card Option" on the previous page) and play continues with the player on his left.

Once a player has executed all four of his orders in a game round, however, he is never considered to be obstructed. That is, if it is a player's turn to execute an order, but he has already executed all four of his orders, that player does not draw an Event card, and his turn is simply skipped.

THE REGROUPING PHASE

During each Regrouping Phase, players perform the following steps:

1. Destroy Bases and Transports. During this step, all players simultaneously check for the following conditions:

First, if any player has units present in an area containing an opponent's base, that base is destroyed.

Then, if any transport on the board does not have *at least one friendly base* on either of the two planets connected to the navigation route it occupies (transports always exist only on navigation routes), it is destroyed.

2. Lose Resource Cards. To avoid losing the Resources acquired thus far in the game, a player must meet both of the following conditions for each Resource card he holds at this point:

- He must have a base on the corresponding planet. If he does not, he loses all the Resource cards for that planet.
- The area corresponding to each Resource card must not contain an enemy unit or base. If it does, the player loses the Resource card for that area.

If a player loses a Resource card (because he does not meet both of the above conditions), he places it back in the Resource deck.

Important: If there are any **workers** present on a Resource card when it is lost, those workers are immediately destroyed.

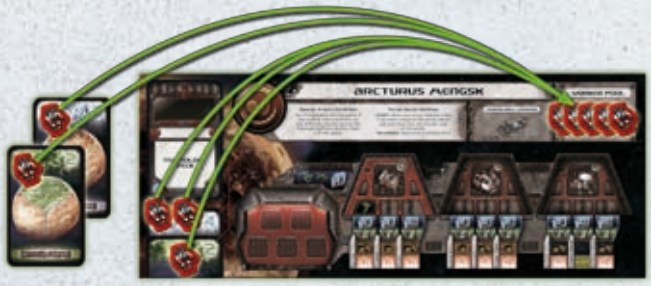
3. Gain Resource Cards. For each planet on which a player has a base, he gains the Resource card for every friendly area on that planet (if he does not have it already). If a player is the only player on the planet with a base, *he also takes the Resource card for each empty area on the planet.*

TIP

If an enemy builds a base on a planet where you previously gained Resource cards from empty areas, you retain control of those resources until the enemy takes control of those areas.

Normally, when a player gains a Resource card, it should be placed next to his Faction Sheet, with its non-depleted (non-yellow) side faceup. But if a player gains a Resource card that corresponds to a partially depleted area, it should be placed with its partially depleted (yellow) side faceup.

4. Retrieve Workers. Players move all workers in their unavailable workers area (on their Faction Sheets), and all workers assigned to their Resource cards (including workers assigned to the permanent resources on their Faction Sheets), to the Worker Pool area on their Faction Sheets. These workers will be available to harvest resources during the next game round.



During the Retrieve Workers step, players return workers from their Resource cards and permanent resources (as well as their unavailable worker area) to their Worker Pool area.

5. Gain Conquest Points. Most planets have a single area that provides conquest points to its controller. This is indicated by the presence of a **conquest point icon** in the area. The number of conquest points awarded for a given area is indicated by the numeral inside its conquest point symbol.



Conquest Point Icon

During this step, each player gains a number of conquest points equal to the sum of conquest points in areas he controls.

BASE AND TRANSPORT DESTRUCTION



1. During Step 1 of the Regrouping Phase, each player checks to see if he has units present in an area containing an enemy base. Since the green player has an Ultralisk in an area containing a red base, the red base is immediately destroyed.
2. After destroying bases, each player checks to make sure that each of his transports has a base on at least one adjacent planet. Since the base on Helios has been destroyed, the red transport (between Helios and Torus) is destroyed (it is no longer adjacent to a base). The other transport (adjacent to Pridewater) is not destroyed since it is still adjacent to the base on Pridewater.

6. Check for Normal Victory. If one or more players have accumulated fifteen or more conquest points, the game is over and one of those players will win (see "Winning the Game" on page 17).

If no player has accumulated fifteen or more conquest points, proceed to the next step of the Regrouping Phase.

7. Check for Special Victory. Check to see if any players have achieved their special victory objective. If so, the game ends and a winner is determined (see "Winning the Game" on page 17.) If no player has achieved his special victory objective, proceed to the next step of the Regrouping Phase.

8. Play Event Cards. Players now simultaneously (and secretly) read the Event cards they received (and placed facedown in their play area) during the Execution Phase. Then, in clockwise order starting with the first player, each player may – if he wishes – choose and execute **one** of his Event cards. After a player has executed his Event card (or elected not to execute one), his remaining Event cards (if any) are revealed and discarded without effect.

After an Event card has been executed, it is discarded unless it instructs the player to place it in his play area. Such cards are placed next to the player's Faction Sheet (in his play area), and may be used when instructed by the card.

Note that players who have drawn "The End is Near" Event cards **must** choose those cards to play during this step, discarding without effect any other Event cards drawn. In the rare event that the same player has drawn more than one "The End is Near" card, he resolves **all** of them, one at a time (even though he is normally only allowed to execute one Event card per game round).

Important: After resolving a "The End Draws Near" Event card, it is not discarded, but rather, is placed to the side of the game board, where it will remain as a warning that the game is near to concluding. If two or more "The End Draws Near" cards have been placed in this way at the end of the "Play Event Cards" step, the game ends at the end of this step.

See "End-game Victory" on page 18 for details on determining a winner under this circumstance.

9. Discard Combat Cards. During this step, each player must discard Combat cards (of his choice) down to his **hand limit**. Normally, a player can hold a maximum of six Combat cards in his hand. Players playing a Terran faction, however, have a hand limit of eight (as stated on the Terran Faction Sheets).

Note that some special abilities (such a Event cards) can also increase a player's hand limit.

Note that each player's hand limit only limits the number of cards that are actually in his hand during this step of the Regrouping Phase. Cards that have been played to a player's play area (such as certain Technology cards) **do not** count towards a player's hand limit.

10. Pass the First Player Token. The player with the first player token passes it to the player on his left.

Winning the Game

There are four ways that a game of *SCBG* can end:

- **Normal Victory:** One or more players have accumulated fifteen conquest points during Step 6 of the Regrouping Phase.
- **Special Victory:** One or more players have achieved their special victory objectives during Step 7 of the Regrouping Phase.
- **End-game Victory:** Two of more "The End Draws Near" Event card have been played to the common play area by the end of Step 8 of the Regrouping Phase.
- **Elimination Victory (rare):** All players but one have been eliminated.

Normal Victory

At the end of Step 6 of the Regrouping Phase, if one or more players have accumulated fifteen or more conquest points, the game immediately ends and the player with the most conquest points is the winner.

If two or more players with fifteen or more conquest points are tied, the tying player with the most total resources (gas and minerals) wins the game. (Count the total number of resources, not the number of Resource cards.) If there is still a tie, the tying player who controls the most areas wins the game. If there is still a tie, the tying player with the most bases in play wins the game. If still tied, the tying player with the most workers in the worker pool area of his Faction Sheet wins the game. In the unlikely event that there is still a tie, the tied players share a victory.

Special Victory

Each Faction Sheet lists its faction's unique special victory objective. During Step 7 of each Regrouping Phase, if any player has achieved his special victory objective, the game ends **immediately** and that player wins the game.

If two or more players have achieved their special victory objectives during Step 7 of the Regrouping Phase, the player among them with the most conquest points is the winner. If two or more players have achieved their special victory objectives *and* are tied for conquest points, use the tiebreakers listed under "Normal Victory," above, to determine the winner.

Note that Aldaris's special victory objective is an exception to these rules (see the "Aldaris Special Objective" sidebar for more information).

Stage III Restriction

Most special victory objectives specify that they may only be fulfilled during Stage III of the game. This means that checking for such a special victory objective is only relevant if the top card of the Event deck is a Stage III Event card (showing an image of three planets). If the top card on the Event deck is a Stage I or Stage II Event card, play continues normally, even if a player has otherwise fulfilled his special victory objective.

The Aldaris Special Objective

The special victory objective for the Aldaris faction of the Protoss race is an exception to the normal rules for special victory objectives, because it can be triggered outside Step 7 of the Regrouping Phase. The special victory objective states:

The number of conquest points required for all enemy players to gain a normal victory is raised from 15 to 20 conquest points. When two or more "The End Draws Near" Event cards are played, the Aldaris faction immediately wins the game.

Unlike the other special victory objectives, this objective changes the game's victory conditions for **all** the players, in two ways.

- First, when the Aldaris faction is in play, all players other than the Aldaris player must accumulate 20 conquest points to achieve a normal victory, while the Aldaris player need only accumulate the standard 15.
- Second, when the Aldaris faction is in play, only the Aldaris player can achieve an end-game victory. So, if two or more "The End Draws Near" cards are revealed and the Aldaris faction is in the game, the Aldaris faction wins, regardless of how many conquest points the other players have.

Note that other factions' special victory objectives, as well as the player elimination victory conditions, are unaffected by the Aldaris faction special victory objective.

END-GAME VICTORY

At the end of Step 8 of the Regrouping Phase, if there are two or more "The End Draws Near" cards in the common play area, the game is immediately over, and the player with the most conquest points wins. If two or more players are tied for conquest points, use the tiebreakers listed under "Normal Victory" on page 17 to determine the winner.

Remember that a revealed "The End Draws Near" card remains in the common play area for the remainder of the game.

PLAYER ELIMINATION

If at any point a player has no bases or units on the board, he is immediately eliminated from the game. **An eliminated player may not qualify for any victory condition.** In addition, eliminated players may not place orders, play Event cards, or otherwise affect the outcome of the game. If an eliminated player has any orders in order stacks, they are discarded without effect once they reach the top of the stack.

TIP

Don't be eliminated from the game! If you have only one base on the board, defend it vigorously!

RESOURCES

Achieving victory in *SCBG* is as much about resource management as it is about combat. To properly decimate their foes, players must strengthen their forces by building new units and upgrading their bases. Players must also strengthen their economies by building more workers, increase their mobility by building transports, and gain a technological edge over their opponents by purchasing Technology cards.

Players accomplish these things by executing **Build** and **Research** orders. The specific steps for carrying out Build and Research orders are discussed in detail in the "The Build Order" and "The Research Order" sections on pages 21–26. Before reading those sections, however, it is best to understand how much new units, base upgrades, and other components cost to purchase, and how resources are acquired to pay these costs.

RESOURCE COSTS

Construction of any kind in *SCBG* requires **resources**. The resource costs of workers, transports, and units are shown on the Faction Sheets:



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



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



SPENDING RESOURCES

A player pays resource costs by assigning his workers to **harvest** his available resources. He accomplishes this by removing workers from his Worker Pool and physically placing them on the Resource cards (or permanent resource areas – see "Permanent Resources" on page 19, for more information) from which he wishes to harvest resources.

For each worker placed in this way, the player is effectively paying one resource – either mineral or gas – towards whatever unit, base, building, module, or technology he is acquiring.

Example: A Protoss player, while executing a Build order, decides to build one Zealot (which costs 2 minerals). He removes two workers from his Worker Pool and places each one on a mineral (2) Resource card, indicating that he has harvested two minerals to pay a resource cost.

ELEMENTS OF A RESOURCE CARD



1, Resource Type (graphic)

2. Resource Capacity (numeral)

3. Planet Name

4. Planet Area (highlighted in image)

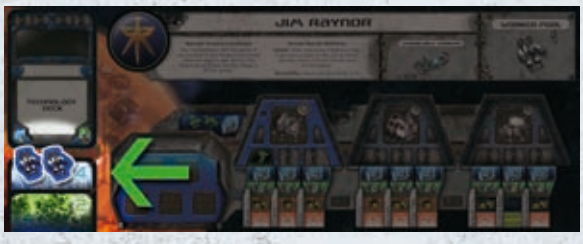
Important: When players spend resources, they may assign workers to **any** of their Resource cards, not just those associated with the active planet.

The number on each Resource card is its **capacity**: the maximum number of workers that may be assigned to it. Thus, in the above example, if the Protoss player had a "2" mineral Resource card, he could assign both workers to it in order to build his single Zealot. If he had a "3" mineral Resource card, and he assigned the two workers to it, he would retain the capacity to place a third worker on that card later in the same game round, to help build something else.

Once a worker has been assigned to a Resource card, it remains there until the Regrouping Phase. In this way, not only is a player limited to harvesting the number of resources available on his Resource cards, he is further limited by his number of available workers.

For example, if a player has six gas resources and four mineral resources, but only five workers, he can only harvest five of his ten resources in each game round until he builds more workers.

PERMANENT RESOURCES



The two permanent resources printed on each Faction Sheet, with worker tokens.

There are two Resource cards printed directly on each Faction Sheet, representing the resources provided by the faction's home planet. These are **permanent resources.** A player starts the game with them and they can never be taken away from him. Anytime a rule or component refers to "Resource cards," that term includes the two permanent resources printed on each Faction Sheet (unless stated otherwise). Permanent resources are treated exactly like normal Resource cards, with two exceptions:

- Permanent resources are not tied to any area on any planet, and therefore cannot be taken away by opponents.
- Permanent resources cannot be force mined (see the next page).

TIP

Since your permanent resources can never be lost, you should always assign workers to these resources first. This is because, as discussed on page 15, if you lose control of an area during the game round, any workers assigned to the Resource card corresponding to that area are destroyed during the Regrouping Phase.

TIP

While it may seem that partially depleting a Resource card carries no penalty, there are some cards that allow your opponents to fully deplete a partially depleted resource, essentially destroying it.

Force mine with care!

FORCE MINING AND DEPLETION

Force mining allows a player to harvest **one extra resource** from a Resource card, at the cost of partially depleting the card. A player may force mine a card by assigning it one extra worker beyond its capacity (giving the player one extra resource to spend). However, the player must then immediately flip over the card to its partially depleted (yellow) side, and place a depletion token on the area corresponding to the card, with its "partially depleted" side faceup.

If a partially depleted Resource card is force mined again, its Resource card is immediately removed from the game (return it to the box) and any workers assigned to it are immediately moved to the Unavailable Workers area on their player's Faction Sheet. The depletion token in the corresponding area is then flipped to its **depleted** side, serving as a reminder to all players that this area is now barren and cannot be harvested for resources for the remainder of the game.

A player may fully deplete a Resource card during a single build or research action. That is, he may force mine the card twice during the same action. To do so, the player would assign two extra workers to the card beyond its capacity, gain two extra resources from the card, remove the card from the game, place any of its assigned workers on the unavailable workers area of his Faction Sheet, and then place a depletion token on its corresponding area with the "depleted" side faceup.

In summary, force mining allows a player to gain up to two extra resources from a given Resource card over the course of the game. However, when a Resource card is force mined for a second time, the area is permanently depleted of resources.

TIP

If you think you are about to lose an area to an opponent, consider depleting the resources of that area to deprive your opponent of them.

Remember, permanent resources may not be force mined.

THE ORDERS

This section explains in detail how to carry out each order type (Build, Mobilize, or Research) during the Execution Phase. The discussion here concentrates on the standard (silver) orders. The extra benefits provided by special (gold) orders are discussed under "Special Orders" on page 36.



The Blue Faction's Standard Orders (left to right: Build, Mobilize, Research)



The Blue Faction's Special Orders (left to right: Build, Mobilize, Research)

TIP

Remember, when you remove an order token from an order stack and prepare to execute it, you may always choose to draw an Event card instead of executing the order (after which the order token is returned to your play area).

THE BUILD ORDER



Standard Build Order Token

When a player executes a **Build** order, he may build new workers, transports, and units. He may also build a base, purchase one building for his bases, and/or purchase one module for his bases.

BUILD ORDER SEQUENCE

When a player executes a Build order, he may do the following, in this order:

1. If the active player has an existing base on the active planet, he may build any number of workers and transports, **and** build a number of units equal to his unit build limit.

2. If the active player has at least one friendly base or unit on the active planet, then he may upgrade his bases by purchasing one building and/or one module, placing them on his Faction Sheet.

3. If the active player has at least one friendly unit on the active planet, but no existing base, he may build a new base on the planet.

A player may do any or all of the above, but he must do so in the above order. For example, a player cannot build a base and then build units there.

It is important to remember the following rules:

- To build workers, transports, or units, a player must have a base on the active planet.
- To purchase base upgrades (buildings and modules), a player must have either a friendly unit or a friendly base on the active planet.
- To build a base, a player must have a friendly unit on the active planet.

Another way to remember this is: **If the active player does not have a base on the active planet, skip the first step of the Build order.**

If the active player has neither a base nor at least one friendly unit on the active planet, the Build order has no effect .

BUILDING WORKERS

As discussed under "Spending Resources" on pages 18–19, even if a player controls numerous resources, he will not be able to harvest all of them without an equal amount of workers. If a player has a base on the active planet (the planet where he executes the Build order), he may build new workers.

To build new workers, a player simply pays their resource cost and places the newly built workers on the unavailable workers area of his Faction Sheet. A player may build any number of workers during a Build order (again, as long as he has a base on the active planet).

BUILDING TRANSPORTS

If a player has a base on the active planet, he may build transports. To build a transport, a player simply pays its resource cost and places it directly on any navigation route (normal or z-axis) connected to the active planet.

A player may build any number of transports during a Build order (again, as long as he has a base on the active planet), but may only have one transport on any given navigation route. Note that any number of players may have one transport each on a single navigation route, and the presence of an enemy transport does not restrict a player from building a new transport there.

UNIT LIMITS



Each area has a unit limit, indicated by the number of yellow icons printed on the area. The number of units in an area may never exceed the area's unit limit, unless the active player is starting a battle (see "Unit Limits During Movement" on page 25).

Unit limits only restrict the number of *units* that may be present in an area. Remember that bases are not considered units.

Component Limits and Voluntarily Destroying Units

Each player is limited by the number of cardboard tokens and plastic figures provided in the game. When a rule or component describes that a player may build "any number" of a unit or other component, players are actually limited by the number of components provided. The only exception to this are the depletion tokens; if the depletion tokens run out, use coins or another commonly accessible items to indicate the partially depleted or depleted status of areas.

When a unit is destroyed, it is returned to its owner's pile of unused components, wherefrom it may be built again.

During the active player's turn, **except during a battle**, he may voluntarily destroy his own units, bases, and transports.

Example 1: A Zerg player executing a Mobilize order wishes to move two Hydralisks into an area that already contains four of his Zerglings. However, the unit limit of the area is 4. To overcome this obstacle, the Zerg player may simply remove two of the Zerglings from the board, so that the two Hydralisks can legally move into the area.

Example 2: A Zerg player is executing a Build order. He wishes to build an Ultralisk on the active planet, but all his Ultralisks are currently on the board elsewhere. To overcome this, he may simply remove one of his Ultralisks from another planet, and immediately rebuild it on the active planet.

In some unusual situations, an active player may even want to voluntarily destroy his own bases or transports.

TIP

Building a transport between two planets allows you to move units between the two planets during a Mobilize order (see "The Mobilize Order" on page 23). As long as a single friendly transport is present between two planets, you may mobilize any number of units between them. Thus, it is not necessary (or legal) to have more than one friendly transport token on a given navigation route.

Building Units

If the active player has a base on the active planet, he can build a number of units equal to his **unit build limit**. The starting unit build limit for the Terran and Protoss factions is **two**, a number that can be can be increased by purchasing Supply modules (see "The Supply Module" on page 40). The Zerg unit build limit works differently, as explained on the Zerg Faction Sheets and under "The Zerg Unit Build Limit" on page 40.

Each player is limited in the types of units he can build by the buildings he has constructed on his Faction Sheet. Each building shows the unit types it allows its faction to build. Note that every faction begins the game with one existing building pre-printed on its Faction Sheet.

Example: The Aldaris player (a Protoss faction) begins the game with a first-level Gateway building (the image of a first-level Gateway building is pre-printed on the Aldaris Faction Sheet). The first-level Gateway has an image of a Zealot on it, indicating the Gateway allows the Aldaris player to build Zealots. Thus, at the beginning of the game, the only units the Aldaris player can build are Zealots.



Pre-printed Gateway Building

To build a unit, a player pays its resource cost by harvesting the resources indicated on the Faction Sheet below the desired unit, and then places the unit on **any friendly or empty area** on the active planet.

A player must adhere to the area's **unit limit** when placing new units on the active planet (see the "Unit Limits" sidebar on page 21). Remember, however, that the active player can voluntarily destroy his own units (to make room for new units) at any time, except during a battle (see the "Component Limits and Voluntarily Destroying Units" sidebar).

BUILDING BASES

Each time a player executes a Build order, he may build **one** base on the active planet.

To build a base, the active player must select an area on the active planet that contains **at least one friendly unit**. He then harvests the resources required to pay the cost of the base, and places the base token in the chosen area.

Important: Each player may only have one base on each planet. Once a player builds a base on a planet, he may only build another base on that planet if the prior one is destroyed. It is also important to note that a player may not build a base in an area that contains an enemy base.

TIP

Remember, you can only build units on a planet where you have a base, and you can only build a base in an area where you have a unit. Effective expansion therefore requires you to send units to other planets so that you can build bases on those planets, which in turn allows you to build new units there and capture additional resources and/or conquest points for your faction.

UPGRADING BASES

Each time a player executes a Build order, he may purchase **one** building and/or **one** module upgrade. In other words, a player can purchase a total of two upgrades with one Build order if the upgrades are one building and one module. (Another way of looking at this rule is that a player may build one trapezoid-shaped building token and one small square-shaped module token.) These provide a variety of benefits, such as allowing the player to build new unit types.

Again, a player must have either a friendly unit or a friendly base on the active planet to purchase base upgrades.

To upgrade his bases, the active player simply harvests enough resources to pay the resource cost of the desired building and/or module, and then places it (or them) on the appropriate area(s) of his Faction Sheet.

Important: Base upgrades represent an improvement to **all** of a player's bases. When a player purchases a base upgrade, it modifies **all of his bases on the board**. Likewise, any new bases constructed on the board immediately take advantage of all prior upgrades made to its player's Faction Sheet.

Example 1: A Terran player executing a Build order decides to construct a first-level Factory. He spends the required resources by allocating workers to harvest some of his resources, after which he places the Factory (1) building token on one of the empty building spaces on his Faction Sheet. All of that Terran player's bases on the game board are now considered to have a first-level Factory.

Example 2: A Protoss player executing a Build order decides to upgrade his bases with a Supply module (Supply modules increase a player's unit build limit by one.) He pays the Resource cost of the Supply module by allocating workers to harvest the appropriate number of resources. He then places the Supply module in the "Module" area of his Faction Sheet. All of the player's bases are now considered to have this Supply module.

Buildings and modules are discussed in more detail under "Constructing Buildings" on pages 37–38 and "Module Effects" on pages 40–41.

THE MOBILIZE ORDER



Standard Mobilize Order Token

Players use Mobilize orders to move their units to, and/or among, the areas of the active planet. If the active player moves any of his units into an area on the active planet containing enemy units, a **battle** will ensue after the movement is complete.

There are two steps to executing a Mobilize order, which must be performed in the following order:

1. Move Units
2. Resolve Battle

As noted above, if a player moves units into an area containing enemy units, he starts a battle. (Battles are discussed in detail under "Combat" on page 26; this section details the rules for movement only.)

During the "Move Units" step of a Mobilize order, a player may do one or both of the following:

- Move friendly units from one or more areas of the active planet to one or more areas on the active planet.
- Transport friendly units from one or more areas on adjacent planets to one or more areas on the active planet (see "Transporting Units" on the next page).

Important: A Mobilize order allows a player to move units **on** the active planet, as well as transport units **to** the active planet. A player may not, however, transport units **from** the active planet to another planet. In other words, all of the units that a player moves during a Mobilize order must end their movement on areas of the active planet.

Z-AXIS NAVIGATION ROUTES

PLACING TRANSPORTS ON Z-AXIS NAVIGATION ROUTES

In gameplay terms, two planets that are connected by a z-axis navigation route are considered adjacent, just as if a normal navigation route connected them. Players may build transports on z-axis navigation routes just as they would on normal navigation routes. *In terms of game rules, there is no difference between z-axis and normal navigation routes.*

The difference between the two types of navigation routes is a *practical* one. Because z-axis navigation routes are physically represented by two different pieces of cardboard, when a player builds a transport on a z-axis navigation route, there are two different cardboard pieces where he could place his transport token.

For consistency, when a player places a transport on a z-axis navigation route, **he must place the transport token on the "major" (larger) end of the z-axis navigation route**.

Z-AXIS NAVIGATION ROUTE "WARNINGS"

When a transport is built on a z-axis navigation route, **flip the "minor" (smaller) end of the route over to its "warning" side**. If all transports on the major end of a z-axis navigation route are later destroyed, flip the minor end of the route back over to its "normal" side.



The normal (pictured at left) and warning (at right) sides of a z-axis navigation route.

This is purely a visual aid. Flipping the minor end of the route is simply a reminder that this navigation route is not empty, and that invasion could come from this direction.

Note, also, that the color of the arrows on each end of a z-axis navigation route *has no relation to the color of each player's pieces*. That is, the green or blue arrows on a navigation route merely indicate how the major and minor pieces match up, not that The Overmind faction (which has green units) or the Jim Raynor faction (which has blue units) controls the green or blue route in any way.

TIP

Remember that during the Planning Phase you may place orders a) on any planet where you have a base or unit, or b) on any planet adjacent to a planet where you have a base or unit. During the Planning Phase, you could therefore place a Build order on an adjacent planet where you have no units, and later during the Planning Phase, place a Mobilize order on top of the Build order. You would then be able to move to the planet with one or more units from the adjacent planet (with the Mobilize order), and then build a base there later in the turn (with the Build Order). That is, as long as your opponents do not interfere with your well-laid plans!

RESTRICTION: MOVING INTO AN ENEMY AREA

When a player executes a Mobilize order, he may move (or transport) his units into any number of empty or friendly areas on the active planet, but **only into *one* enemy area**.

Therefore, the active player can only start one battle with each one of his Mobilize orders.

TRANSPORTING UNITS

Transports act as "bridges" between planets. If two planets are connected by a navigation route, **any player with a transport on that navigation route can use one of his Mobilize orders to transport his units from one of the adjacent planets to the other**. If a player does not have such a transport, however, he cannot move units between the two planets.

When a player transports a unit, he simply moves it directly from any area on the adjacent planet to any area on the active planet. Remember, however, that a player can only transport his units **to** the planet where he is executing his Mobilize order (i.e., the active planet).

UNIT LIMITS DURING MOVEMENT

As when placing new units on the board, players must obey unit limits when moving units during a Mobilize order. The number of units in an area may not exceed the number of unit limit icons printed on it.

There is one important exception to this rule: **A player may exceed an area's unit limit when starting a battle**. When a player moves or transports units into an area containing enemy units (i.e., when launching an attack), he may move a number of units into that area *equal to the unit limit **plus two***. (Note that the defending units – the enemy units already present in the area – do not count towards the attacker's unit limit.)

Example: A Zerg player wishes to attack an area held by the Protoss. The area's unit limit is three. The Zerg player, starting a battle, may move up to five units into the area.

See "Combat" on pages 26–33 for complete battle rules.

TIP

Since the attacking player can exceed an area's unit limit, he will always be able to bring more units to a battle than the defender. Keep this in mind when planning your planetary defenses.

THE RESEARCH ORDER



Standard Research Order Token

Players use Research orders to acquire Event and Combat cards and to purchase Technology cards, all of which provide a variety of benefits.

Important: To execute a Research order, a player must have a base on the active planet.

THE RESEARCH ORDER SEQUENCE

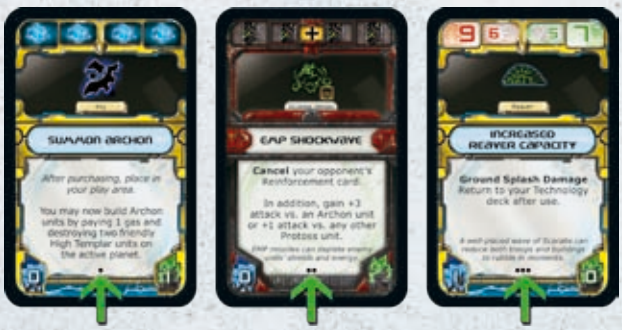
There are four steps to executing a Research order, which must be performed in the following order:

1. Draw an Event card (required)
2. Draw three Combat cards (optional)
3. Purchase technology (optional)
4. Shuffle the Combat deck (if technology was purchased)

1. Draw an Event Card. As the first step in executing a Research order, the active player **must** draw an Event card from the top of the Event deck and place it facedown in front of him **without looking at it**. We suggest players tuck their Event cards partially underneath their Faction Sheets as a reminder that these cards may not be read before Step 8 of the Regrouping Phase.

2. Draw Three Combat Cards. The active player may then draw three Combat cards from the top of his Combat deck, placing them into his hand of Combat cards.

3. Purchase Technology. The active player may now look through his Technology deck and purchase **one** technology from it. Note that there are **multiple copies** of most Technology cards in each player's deck. The quantity of cards representing a given technology is shown by the number of dots at the bottom of each card; if a card has two dots, it means there are two copies of that card in the Technology deck. When a player purchases a technology, he gains **all the technology cards of the same name** from his technology deck (but pays the resource cost of the technology only once).



The number of dots at the bottom of each Technology card indicates how many copies of that card are found in that deck.

RUNNING OUT OF COMBAT CARDS

If a player ever draws the last card in his Combat deck's draw pile, he must immediately shuffle all of his discarded Combat cards to form a new Combat deck (and then, if necessary, draw any remaining cards to which he is entitled).

Example: A Protoss player is purchasing technology. He looks through his Technology deck and selects the "Stasis Field" technology, taking both copies of the "Stasis Field" Technology card found in his Technology deck. He only pays the resource cost of the "Stasis Field" technology once – in this case, 1 mineral and 2 gas.

After selecting a technology to purchase, the active player must announce the technology purchase to the other players and explain its effects. Unless the technology instructs otherwise, the newly acquired card(s) are added to the active player's Combat deck.

Important: Technology cards that have been added to a Combat deck are considered Combat cards.

TIP

To speed up the game, if all players agree, the next player may begin executing his next order while the active player decides which technology to purchase.

4. Shuffle the Combat Deck. Finally, if the active player purchased any Technology cards for his Combat deck, he must shuffle his Combat deck **including any previously discarded Combat cards** to form a fresh Combat deck.

Note: If the active player did not purchase technology, or if the purchased technology was placed in his play area (rather than in his Combat deck), he **does not** shuffle his Combat deck.

TIP

The Event deck serves as a "game clock." Players can affect how quickly the game ends by choosing orders that allow them to draw more or fewer Event cards. For example, a player who is winning may want to place more Research orders than otherwise, or even choose to draw Event cards instead of executing other orders. In this way, the game will reach Stage III more quickly.

COMBAT

While accumulating resources, upgrading bases, researching technologies, and building new units are all important parts of *SCBG*, a player's prospects for victory depend heavily on how effectively he uses his units in combat.

COMBAT BASICS

The following section provides a broad overview of the basic principles used to resolve battles in *SCBG*. Following this primer are the detailed rules for battle resolution, which use many of the terms and concepts explained in this "basics" section.

STARTING A BATTLE

When the active player moves units into an area containing enemy units (while executing a Mobilize order), he starts a **battle**. The active player is the **attacker**, while the player whose units are being attacked is the **defender**. Each battle consists of a number of **skirmishes**, in which each player's units try to destroy those of the other. Each skirmish is resolved through the play of Combat cards.

ENDING A BATTLE

Once all of the skirmishes of a battle have been resolved, the battle is over. If no defending units remain in the area, the attacker is victorious. If any of the defending units do remain, however, the defender is victorious and the attacker must **retreat** any surviving units.

ESTABLISHING SKIRMISHES

When a battle occurs, the attacker collects all of the units from the embattled area – both the attacker's and the defender's units – and arranges them in a series of **skirmishes** in any convenient open space on the table. Each skirmish represents one individual engagement within the larger battle.

To establish a skirmish, the attacker pairs **one** attacking unit with **one** defending unit. No unit may be part of more than one skirmish, and the attacker must always make as many skirmishes as possible. Thus, there will always be a number of skirmishes equal to the number of units comprising the smaller force. (Unless some of the units on that side have the Assist keyword – see "Assist" on pages 38–39.)

Note that unless the attacker and defender have an equal number of units in the embattled area, the larger side will have one or more units left over after these pairings. Leftover units are "supporting units," and are discussed below.

Example: The Overmind (Zerg) faction moves four units into an area containing two units from the faction of Arcturus Mengsk (Terran).

The battle will consist of two skirmishes (because the attacking player must make the most one-on-one match-ups possible). The attacking player might arrange the skirmishes like this:



A Zergling is paired against a Firebat and an Ultralisk is paired against a Siege Tank. Two Zerglings remain as supporting units.

Front-Line and Supporting Units

Embattled units that the attacker didn't initially assign to skirmishes are called **supporting units**. (Units that *were* initially assigned are called **front-line units**.)

After the attacker has arranged the skirmish pairs (and thereby defined which units will be front-line units and which will be supporting units in the coming battle), the player who controls the supporting units (if there are any) must choose which skirmish each supporting unit will join. Each supporting unit is then, one at a time, assigned to any of the skirmishes. Every supporting unit can be assigned to the same skirmish, or spread out among the skirmishes in whatever fashion the player chooses.

A supporting unit adds its **support value** to the attack strength of the friendly front-line unit in its skirmish. Each unit's support value is listed on its faction's Faction Sheet.



A unit's support value is listed on its Faction Sheet.

Important: A player **must assign all** of his supporting units to skirmishes. That is, *every* unit in a battle must participate in a skirmish, either as a front-line unit or as a supporting unit. Supporting units may be assigned to any skirmish or combination of skirmishes, *as long as all supporting units are assigned*. For example, a player could assign all of his supporting units to a single skirmish, or split his supporting units among several skirmishes.

Normally, only one player in a battle will have supporting units. The only exception to this is if one or both players have units with the **Assist** keyword in the battle (see "Assist" on pages 38–39).

Example (continued): The attacking player has two supporting Zergling units. He could assign both to one of the skirmishes, or assign one to each of them.

The Overmind decides to support both skirmishes, after which the skirmishes look like this:



A supporting Zergling and a front-line Zergling are in a skirmish against a Firebat, while another Zergling supports a front-line Ultralisk in a skirmish against a Siege Tank. As Zerglings have a support value of 1, each supporting unit will add 1 to the Overmind's final attack strength in each skirmish.

Important: Since the attacker is allowed to bring more units into a battle than the defender (because the attacker may exceed an area's unit limit by two), supporting units will in most cases belong to the attacker. It is possible, however, that the defender will have supporting units if the active player attacks an area with fewer units than there are defending units. **While the attacker always chooses how attacking and defending units will be matched in front-line pairs, the supporting units are always assigned to skirmishes by the player who controls them.**

Combat Cards

After establishing a battle's skirmishes, the battling players use Combat cards to resolve each individual skirmish.

A player's Combat deck consists of two different types of Combat cards: standard Combat cards and reinforcement cards.



Standard Combat cards for each of the six factions.

Standard Combat Cards

Standard Combat cards are the most common type of card in each Combat deck. After all units have been assigned to skirmishes, each player must play **a single standard Combat card** facedown to **each** of the battle's skirmishes. This card establishes the base combat value of a player's units in that skirmish (and sometimes gives them special abilities, as well).

Reinforcement Cards

Reinforcement Combat cards work differently than standard Combat cards. A reinforcement Combat card may only be played to a skirmish **along with** a standard Combat card, to provide an enhancement of some kind, such as increasing the combat value or adding special abilities.

For a more complete understanding of the various elements of standard Combat cards and reinforcement cards, please read the "Elements of a Combat/Technology Card" diagram on page 28 before proceeding.

ELEMENTS OF A COMBAT/TECHNOLOGY CARD



1. Attack Values: If a player's front-line unit in a skirmish matches one of the unit icons on his Standard Combat card played to the skirmish, he will use the card's **major attack value** (the larger red numeral) in the skirmish. If not, he must use the **minor attack value** (the smaller red numeral). This printed value (major or minor) is the player's base attack value for the skirmish.

2. Health Values: As with the attack value, if a player's front-line unit in a skirmish matches one of the unit icons on his standard Combat card played to the skirmish, he will use the card's **major health value** (the larger green numeral) in the skirmish. If not, use the **minor health value** (the smaller green numeral.) This printed value (major or minor) is the player's base health value for the skirmish.

3. Unit Icons: These icons represent the units associated with the Combat card.

4. Special Ability: If a player's front-line unit in a skirmish matches one of the unit icons on the card that is played to that skirmish, then any special abilities provided by the card can be used. The special abilities of many Combat cards make use of **keywords**, which are described on pages 38–39.

5. Card Numbers: These two numbers distinguish a player's Combat cards from one another. The first number is the card's assigned number, and the second is the number of cards in that player's starting Combat deck.

6. Reinforcement Symbol: If the card contains this symbol, it is a **reinforcement Combat card**. When playing the mandatory standard Combat card to a skirmish, a player may (at the same time) play **one** Reinforcement card to supplement the standard Combat card.

7. Specialty Support Icon: This icon only appears on Reinforcement cards and will always be found in conjunction with one (or more) of the Unit Icons on the card. The presence of this icon simply indicates that the special ability of this Reinforcement card can be used if the portrayed unit is the front-line unit **OR a supporting unit** in that skirmish. For example, on the Reinforcement card shown above, the special ability may be used as long as its player has a Wraith or Ghost unit present in the skirmish, either as the front-line unit or as a supporting unit.

8. Technology Card Name: A Technology card's name (or type) determines which cards a player receives when purchasing technology. When purchased, a player receives all cards of the same name from his deck.

9. Technology Card Quantity: These dots correspond with the number of cards of the same technology type found in a player's Technology deck.

10. Technology Card Cost: The cost is the amount minerals and/or gas that a player must harvest to purchase this card.

11. Technology Card Icon: This icon appears on every Technology card, and is used to help distinguish them from Combat cards.

RESOLVING A BATTLE

After reading the "Combat Basics" section above, you should have a basic understanding of the principles of battle in *SCBG*. The following section describes how to resolve a battle in detail.

PRELUDE TO BATTLE

As described previously, all battles are fought as a result of the active player executing a Mobilize order and moving his units into an area containing enemy units. Such an area is referred to as the **contested area**.

After the active player has completed all his movement allowed by the Mobilize order (see "The Mobilize Order" on pages 23–25,) if he created a contested area, a battle begins there.

A battle is resolved by taking the following steps:

1. Place order token in contested area
2. Use "start of battle" abilities
3. Draw Combat cards
4. Attacker establishes skirmishes
5. Assign supporting units
6. Place Combat cards
7. Resolve skirmishes
8. Resolve splash damage
9. Resolve retreats

Below, each such step is described in detail.

1. PLACE ORDER TOKEN IN CONTESTED AREA

First, the active (attacking) player takes his Mobilize order off the order stack and places it faceup in the contested area. (As the two players will be moving their units in this area off the board, the order token serves as a reminder of where the battle is taking place.)

2. USE "START OF BATTLE" ABILITIES

Some special abilities use the phrase "at the start of a battle." During this step, first the attacker, then the defender, may each use **one** such ability.

Even if a player has multiple "at the start of the battle" abilities, *he may only use **one** of them for each battle.*

3. DRAW COMBAT CARDS

The attacker draws **three** Combat cards, adding them to his hand. The defender then draws **one** Combat card, adding it to his hand.

4. ATTACKER ESTABLISHES SKIRMISHES

As described under "Establishing Skirmishes" page 26, the attacker now takes all of the units in the contested area and creates a series of skirmish match-ups, pairing one of his units against one of the defender's units in each one. The two matched units (one attacking unit and one defending unit), are referred to as the **front-line** units of the skirmish. In other words, it is the **attacker** who chooses which units (both attacking and defending) will be paired against each other as front-line units in each of the battle's skirmishes.

5. ASSIGNING SUPPORTING UNITS

After the attacker has established the battle's skirmishes, remaining units, called **supporting units**, are assigned to the skirmishes of its owner's choice.

If both players have supporting units in the battle (which can occur due to certain special abilities), the attacker assigns his supporting units first, followed by the defender.

Important: If a player has supporting units, he **must** assign all such units to skirmishes. **All units in a battle must participate in a skirmish, either as front-line units or as supporting units.**

6. PLACE COMBAT CARDS

After the compositions of a battle's skirmishes have been determined, the two players play Combat cards to each skirmish of the battle. This is done as follows:

1. First, the attacker plays one or two Combat cards **facedown** to **each** skirmish. (If playing two cards, one **must** be a standard Combat card and the other **must** be a reinforcement card).
2. Then, the defender places one or two Combat cards **facedown** to **each** skirmish. (If playing two cards, one **must** be a standard Combat card and the other **must** be a Reinforcement card).

Example (continued): Returning to our ongoing example, the Overmind is attacking the forces of Arcturus Mengsk in a battle of two skirmishes. After studying his cards, the Overmind player decides to play an 8/9 Ultralisk card facedown to match his front-line Ultralisk, and a 4/5 Zergling card facedown to match his front-line Zergling.

The defending Terran player then plays his Combat cards to the two skirmishes, after which the battle looks like this:



ONE OR TWO COMBAT CARDS?

As described above, each player **must** play one standard Combat card facedown to each skirmish. If a player wishes to play a second card on a skirmish, the second card **must** be a reinforcement card.

REVEALING REINFORCEMENT CARDS

When playing reinforcement cards, the following rules apply:

CHECK ELIGIBILITY

When a player plays a reinforcement card along with his standard Combat card, as soon as the cards are revealed, check whether one of the reinforcement card's unit icons matches the front-line unit of the skirmish. If it does not, discard the reinforcement card without further effect.

Exception: Some reinforcement cards show a specialty support icon next to the unit icon (see "Specialty Support Icon" on page 39). In this case, the reinforcement card remains in play if either a front-line **or supporting** unit matches the unit icon with the specialty support designation.

REINFORCEMENT ABILITIES AND DESTROYED UNITS

As long as a reinforcement card is not discarded when eligibility is checked, its special ability remains in effect throughout the battle, regardless of the fate of the units in that skirmish.

*Example: Arcturus Mengsk has a Wraith supported by a Science Vessel in a skirmish against an enemy. In addition to his normal Combat card, he plays an "Irradiate" reinforcement card, which gives him **splash damage** when a Science Vessel is present (one is). Even if Arcturus's Science Vessel is destroyed later in the skirmish, the "Irradiate" card remains in effect. (In other words, Arcturus does not lose the benefits of the "Irradiate" card if his Science Vessel is destroyed after the card's eligibility is confirmed.)*

SINGLETON REINFORCEMENT CARDS

Sometimes a player will play a single reinforcement card rather than a single standard Combat card to a skirmish. This may happen through player error, or more often, because a player chose to play a card directly from his Combat deck. In either case, discard the lone reinforcement card when it is revealed and replace it with another card drawn from the top of the player's Combat deck. If this card is also a Reinforcement card, discard it and draw a new card again. Continue this process until a standard Combat card is drawn.

TIP

Because the attacker must place his cards first, the defender will know whether the attacker is using a reinforcement card in any given skirmish (because he'll be able to see whether the attacker played two cards).

DRAWING COMBAT CARDS IN BATTLE

When playing Combat cards to a skirmish, a player will normally select cards from his hand. If, however, he does not like the choices in his hand, or if he has no cards left in his hand, he may instead draw the top card of his Combat deck. When drawing a Combat card from his Combat deck in this way, a player **may not** look at the drawn card; it is simply drawn and placed facedown to the skirmish.

Example: The defender has two standard Combat cards in his hand, and there are four skirmishes in the battle. For at least two of the skirmishes, he will be forced to play a Combat card directly from his Combat deck.

A player may use this option for any or all of the skirmishes in a battle, but may only play **one card** to the skirmish in this way. A player **may not** play a card directly from his Combat deck and then add a reinforcement card from his hand.

TIP

If you think you are going to lose a skirmish, you may want to play a Combat card directly from your Combat deck to avoid wasting cards from your hand on a losing battle.

7. RESOLVE SKIRMISHES

Skirmishes are resolved one at a time. The attacker chooses which skirmish to resolve first. Once that skirmish is resolved, he chooses which skirmish to resolve next, and so on. This continues until all the skirmishes of the battle have been resolved.

To resolve a skirmish, follow these steps:

A. Reveal cards

B. Compare attack and health values

C. Destroy units and discard cards

DETERMINING FINAL COMBAT VALUES



In this skirmish, Arcturus Mengsk's front-line Siege Tank is being supported by a Marine. Arcturus has played an 7/8 Goliath + Siege Tank card. Since this card matches his front-line unit, he has 7 attack and 8 health. The text on his Combat card reads "If your front-line unit is a Siege Tank, gain +1 attack." It is, so Arcturus gains +1 attack. Finally, he notes that his supporting Marine has a support value of +1 attack, giving him a total of 9 attack and 8 health.

A) REVEAL CARDS

Simultaneously flip over all the Combat cards (attacking and defending) for the skirmish so that they are all faceup. When one of the revealed cards is a reinforcement card, certain rules may apply. See the "Revealing Reinforcement Cards" sidebar for more details.

B) COMPARE ATTACK AND HEALTH VALUES

After Combat cards have been revealed, both players determine their final attack and health values for the skirmish. Each player's final attack and health values are the sum of the following values, statistics, and bonuses, each of which is also described in greater detail below.

1. Either the major or minor attack and health values listed on the standard Combat card.
2. Bonuses arising from special abilities described on the standard Combat card.
3. Bonuses arising from a reinforcement card.
4. Supporting units' combined support strength.

Major or Minor Values: If one of the unit icons on the Combat card matches his front-line unit, the player uses the card's **major** attack and health values (the larger numbers). If no icons on the card match the player's front-line unit, he uses the card's **minor** attack and health values (the smaller numbers). See the "Elements of a Combat/Technology Card" sidebar on page 28.

Combat Card Special Abilities: If one of the icons on a player's standard Combat card matches his front-line unit, that player may use the special ability on the Combat card (if any). In this way, many Combat cards provide a special bonus to a player's attack or health values, or bestow other useful effects. If none of the unit icons on a player's Combat card matches his front-line unit, any special ability provided by the card is ignored.

Reinforcement Card Special Abilities: For each reinforcement card that has been played (if any), if one of the icons on the card matches that player's front-line unit, the special ability described on the reinforcement card is applied. (If the icon does not match, the reinforcement card is discarded without effect, unless it also has the specialty support icon; see "Specialty Support Icon" on page 39.)

Supporting Units: Each supporting unit in the skirmish adds its support strength (or other effects) to the player's attack value. A unit's support strength is listed on its owner's Faction Sheet.

Important: All combat card abilities are normally triggered during this step unless other timing is specified (see "Combat Card Timing" on page 32).

COMBAT CARD TIMING

Some Combat cards (and other abilities) specify a certain time at which their effect is to be resolved. This specific timing is printed in italics at the start of the card text.

*Example: The Terran card "Nuke" specifies that it is resolved at the "*End of the Destroy Units and Discard Cards Step.*" This means that instead of resolving the text on the combat card during the Compare Attack and Health Values step, it is instead resolved at the end of the Destroy Units step.*

During combat, if two players have abilities that are resolved at the same time, the attacker's abilities are resolved before the defender's.

At any other point in the game, if multiple players trigger abilities at the same time, such abilities are resolved in clockwise order from the first player (with each player resolving all of his abilities before the next player resolves any).

In either instance, if a given player has multiple abilities to resolve at the same time, he may choose in what order to resolve them.

DISCARDING COMBAT CARDS

During battle, whenever Combat cards are discarded, they should be placed faceup beside their owner's Combat deck, creating a discard pile.

There are only two reasons a player's discard pile may be shuffled back into his Combat deck: 1) when he draws the last card from his Combat deck, or 2) when he purchases a new technology and must shuffle Technology cards into his Combat deck.

Thus, once a player uses a Combat card in a battle, he may not see it again for some time.

Note: "Compare Attack and Health Values" is the only step where players check to see whether their Combat card icons match their front-line units. Once the operative attack and health values have been identified, and any operative special abilities have been identified, they remain in effect as determined until the end of the skirmish, even if the matching units are somehow eliminated before the entire skirmish is resolved.

C) DESTROY UNITS AND DISCARD CARDS

Once both players have totaled their final attack and health values, each compares his final attack value to his opponent's final health value. If the final attack value **equals or exceeds the opponent's final health value, the opposing front-line unit is destroyed.**

Thus, the three possible outcomes of a skirmish are: a) both players must destroy a unit, b) neither player destroys a unit, or c) one player must destroy a unit.

Destroyed units are simply removed from the board and returned to the player's pile of unused units.

Exception: As explained later, certain units are "flying" and others are "ground" units. This has an impact on which units (if any) are destroyed during this step.

Rules for flying and ground units are explained in detail under "Ground vs. Flying Units" on pages 33–34.

Finally, discard any Combat cards played to the resolved skirmish.

Exception: Do not discard cards with the **splash damage** ability that were triggered during battle (see below).

Note: This step is often referred to as the Destroy Units step on combat cards.

8. RESOLVE SPLASH DAMAGE

After all skirmishes have been resolved, apply any casualties from triggered splash damage cards. See "Splash Damage" on pages 39–40 for more information.

9. RESOLVE RETREATS

After resolving any splash damage, return all surviving units to the contested area on the game board. The contested area will now fall under one of the following:

- *All of the defending units have been destroyed, and attacking units now solely occupy the area.* The active player was successful in his attack, and the defeated player stands to lose the area's Resource card at the end of the game round. If the number of attacking units in the area now exceeds the area's unit limit, the attacking player must retreat excess units (of his choice). Retreats are described below.
- *All of the attacking units were destroyed, with one or more defending units remaining in the area.* The defender was victorious. There are no additional effects.
- *Every unit in the battle (both attacking and defending) was destroyed, and the contested region is now empty.* The defender successfully (albeit dearly) defended his

DETERMINING SUFFICIENT STRENGTH



The Terran player has played a Combat card with an attack value of 9. As there are no additional modifiers, his final attack value is 9. As this value is greater than the opposing Zerg player's final defense value of 6, the Terran player is considered to have "sufficient strength."

On the other hand, the Zerg player's final attack value is less than the Terran player's final health value, so the Zerg player does not have sufficient strength.

area, and will retain control over the area's Resource card unless something else happens to change that before the Regrouping Phase.

- *Both attacking and defending units survived the battle.* The attack has failed to uproot the defenders from the area, and all attacking units must now retreat. The only exception to this is if all the remaining defending units are "Assist" units (see "Assist" on pages 38–39), in which case the attacker is victorious and the defender must now retreat from the area.

When a player is forced to retreat units at the end of a battle, he must move all of his units that survived the battle to a **single** friendly or empty area on the active planet, *or* to a **single** friendly or empty area on an adjacent planet (if he has a transport in the connecting navigation route). Any unit that cannot retreat is destroyed. (A unit might not be able to retreat if, for example, there is no eligible area for it to retreat to, or if the number of retreating units exceeds the unit limit of the area to which the player decides to retreat.)

TIP

Be careful when attacking that there is a suitable retreat area near the target of your attack. Otherwise, should your attack fail, you stand to lose any surviving attackers.

After retreats have been resolved, the battle is over. Remove the active player's order token from the area of the battle, and continue with the Execution Phase.

OTHER RULES

The sections that follow cover rules for *SCBG* that have not yet been described.

GROUND VS. FLYING UNITS

In *SCBG*, each unit is considered one of two **types**: a **ground unit** or a **flying unit**.

The figures of flying units stand on raised clear bases, while ground units don't have clear bases. Additionally, flying units have a field of stars in the "unit type & attack type" region of the Faction Sheet's unit summary area (see "The Faction Sheet" on page 13). Ground units, conversely, have a rock texture instead.



A rock texture and field of stars designate ground units and flying units, on a player's Faction Sheet.

Additionally, each unit in SCBG has **combat capabilities** that determine whether that unit can target (i.e., destroy) ground units, flying units, both, or neither. A unit's combat capabilities are indicated by icons that appear on top of either the field of stars or rock texture that define that unit's type (as described above). A tank turret icon indicates that the unit can target ground units, while a rocket blast icon indicates that it can target flying units. (The presence of both icons indicates it can target both types of targets, while the presence of neither indicates that it can target neither.)



Ground attack capability.



Flying attack capability.

Together, the factors of type and combat capabilities determine which units are able to destroy which other units in skirmishes.

Effect of Combat Capability and Unit Types

As a skirmish is being resolved, the effects of each involved unit's combat capabilities and types are dependent on whether the unit in question is a front-line unit or supporting unit.

Front-Line Unit Combat Capability Effects

When resolving a skirmish, if a player's final attack strength equals or exceeds the final health value of the enemy, that player's attack is said to have "sufficient strength," meaning that he normally will destroy an enemy unit in the skirmish. However, the involved units' types, combat capabilities, and arrangement in the skirmish will affect whether and which figures are actually destroyed. The following factors govern this determination, and are considered during the "Destroy Units and Discard Cards" step of skirmish resolution.

- If a player has sufficient strength, and his front-line unit's combat capability allows it to target the opponent's front-line unit, the opposing front-line unit is destroyed. (The combat rules and examples on pages 26–33 assume this.)
- If a player has sufficient strength, and his front-line unit's combat capability is **unable** to target the opponent's front-line unit, but is able to target one of the opposing supporting units in the same skirmish, such a supporting unit is destroyed instead. (If multiple opposing supporting units are possible targets, the player who controls those units selects which one is destroyed.)
- If a player has sufficient strength, and his front-line unit is unable to target any opposing unit in the skirmish, no opposing units are destroyed.

Supporting Unit Combat Capability Effects

As explained under "Compare Attack and Health Values" on page 31, a supporting unit adds its support value to its controller's final attack value for the skirmish in which it is participating. However, *this is only the case if the supporting unit is capable of targeting the opposing player's front-line unit in that skirmish*. If the supporting unit is not capable of targeting the opponent's front-line unit, the supporting unit *does not add* its support value to its owner's final attack value.

In other words, if a supporting unit is added to a skirmish, but cannot target the unit type of the opposing front-line unit, its support value is ignored (i.e., not added to the final attack strength).

Even if unable to target the opposing front-line unit, however, the supporting unit is still considered part of the skirmish in all other respects.

Example of Attack Capabilities



The Terran player has played a Combat card with an attack value of 7. His final attack value is 7, which is greater than his opponent's final health value of 6, so he has sufficient strength. Since the Mutalisk is a flying unit, and the Terran Siege Tank is not able to target flying units, the Mutalisk is not destroyed. Furthermore, since the Zerg player has no supporting units in the skirmish, no Zerg units are destroyed.

On the other hand, the Zerg player's final attack value is less than the Terran player's final health value, so the Zerg player does not have sufficient strength.

DESTROYING A SUPPORTING UNIT



The Terran player has played a Combat card with an attack value of 7. His final attack value is 7, which is greater than his opponent's final health value of 6, so he has sufficient strength. Since the Mutalisk is a flying unit, and the Terran Siege Tank is not able to target flying units, the Mutalisk is not destroyed. However, the Terran Siege Tank is capable of targeting both the Zerg player's supporting Zergling and Ultralisk units, so the Zerg player must choose one of those two units to be destroyed. He chooses to destroy the Zergling.

On the other hand, both the Zerg player's Zergling and Ultralisk support units are able to target ground units, and the Terran player's front-line Siege Tank is a ground unit, so they both add their support values to the Zerg player's final attack value (see below). Thus, the Zerg player's final attack value is 10, which is greater than the Terran player's final health value of 8, so he has sufficient strength. Since the Zerg player's front-line Mutalisk is able to attack ground units, and the Terran player's front-line unit is a ground unit, the Terran player's Siege Tank is destroyed.

SUPPORTING UNIT'S ATTACK CAPABILITIES



The Terran player's front-line Marine is supported by a Firebat. Since the Zerg player's front-line unit is a flying unit, and the Firebat is unable to target flying units, the Firebat does not add its support strength to the Terran player's final attack strength.

The Terran player's final attack strength is therefore 5, and the Terran player does not have sufficient strength to destroy the Zerg Mutalisk (since the Zerg player's final health value is 6).

SPECIAL ORDERS



Special Order Tokens

Constructing Research & Development modules allows players to use **special orders**, which are more powerful and flexible versions of their standard order counterparts. During the Planning Phase, **a player may place a number of special orders equal to the number of Research & Development modules he has built** on his Faction Sheet (but still no more than a total of four orders, standard and special orders combined).



The six factions' Research & Development modules.

Note: Since no faction begins the game with Research & Development modules, no player will be able to place special orders during the first game round.

Special orders add *additional* capabilities, *over and above* the basic capabilities of their standard order counterparts. For example, a player executing a special Build order can do all of the things a standard Build order allows, as well as the additional capabilities the special Build order allows.

THE SPECIAL BUILD ORDER



The special Build order provides two capabilities, in addition to the capabilities of a standard Build order:

- While the active player executes a special Build order, his unit build limit is increased by one.
- When executing a special Build order, the active player receives a one-resource discount (either a gas or a mineral) off the regular cost of a single unit, base, transport, building, or module. (Note that this discount applies to **one** acquired object only).

Example: The Arcturus Mengsk player is executing a special Build order. He first builds a transport, paying its resource cost (one mineral) normally. Arcturus' current unit build limit is two, but he builds two Marines and one Goliath, which is allowed because the special Build order increases his unit build limit from two to three. The player pays a total of two minerals for the Marine, and decides to use the single special order discount to reduce the gas resource cost of purchasing the Goliath (its normal cost is two minerals and one gas, but the gas-starved Mengsk instead only pays two minerals).

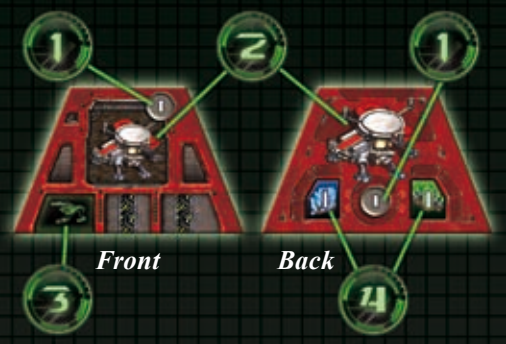
THE SPECIAL MOBILIZE ORDER



In addition to the capabilities of the standard Mobilize order, the special Mobilize order provides the following additional capability:

- When the active player starts a battle while executing a special Mobilize order, he may draw two additional Combat cards during Step 3 of battle resolution (for a total of five cards). In addition, he adds one to his final attack value in each skirmish of the battle.

BUILDING TOKEN ELEMENTS



1. **Level:** The building's level is displayed on the front and back. A building may not be constructed unless it is first level, or a building of the same type, that is one level lower, has already been constructed.
2. **Building Type:** Each type of building is differentiated by a unique image in the center of its face and back. A building's type tells you where the building should be placed on the faction sheet.
3. **Allowed Units:** The unit(s) that this building allows its owner to build. Any unit pictured in this area may be built on a future Build order.
4. **Building Cost:** The amount of minerals and gas that must be harvested in order to construct this building.

EXAMPLE OF CONSTRUCTING BUILDINGS AND MODULES



The indomitable Arcturus Mengsk player decides to expand his bases. As he has not purchased any buildings so far in the game, his Faction Sheet shows only the pre-printed first-level Barracks building and two empty building spaces. Thus, he may purchase a second-level Barracks, a first-level Factory, or a first-level Starport. He may also purchase a single module as part of the same Build order. He decides to purchase a first-level Starport and an Air Support module. He pays the resource costs of the building and module, then places them onto the appropriate spaces. When he executes his next Build order, his building options will be to build a second-level Barracks, a first-level Factory, or a second-level Starport.

THE SPECIAL RESEARCH ORDER



In addition to the capabilities of the standard Research order, the special Research order provides two distinct additional capabilities. The active player must choose **one or the other** of these additional capabilities after resolving the capabilities of a standard Research order (but before placing any acquired Technology cards into the Combat deck). The additional capabilities of a special Research order are:

- Draw an additional Event card.

  or

- If the player purchased a new technology to add to his Combat deck, he may place one of the corresponding Technology cards in his hand instead of shuffling it into his Combat deck (after which any remaining new Technology cards are shuffled into his Combat deck as normal).

Example: The Arcturus Mengsk player is executing a special Research order. He first draws three Combat cards (placing them in his hand) and one Event card (leaving it facedown and tucking it partway under his Faction Sheet without looking at it). Then, looking through his Technology deck, he decides to purchase the "Spider Mines" technology. He pays its resource cost (1 mineral and 1 gas) and takes both "Spider Mines" cards out of his Technology deck . At this point he must make a decision. He could either place one of the two "Spider Mines" cards directly into his hand and shuffle the other into his Combat deck, or instead draw an additional Event card. The Arcturus player decides to draw an additional Event card (tucking it facedown under his Faction Sheet without looking at it). He then shuffles both "Spider Mines" cards, his discarded Combat cards, and what remains of his Combat deck into a fresh Combat deck.

CONSTRUCTING BUILDINGS

Buildings are an integral part of *SCBG*. Each faction can build **buildings** of three different **building types**. When buildings are built, they are placed on a player's Faction Sheet in the building space with the corresponding illustration.

Each building in *SCBG* has a **level**; a building may be a first-level building, a second-level building, or a third-level building. Some building types are available in all three levels. Other building types have only first-level buildings, or only first- and second-level buildings.

The first time a player builds a building of a particular type, he must build its first-level version. Higher-level buildings of that building type may be built later as part of future Build orders. If and when these higher-level buildings are built, their tokens are placed directly on top of the

lower-level building tokens of their type in the same building space on the player's Faction Sheet. (Note that levels may not be "skipped." That is, a player may not cover a first-level building directly with a third-level building, without building the corresponding second-level building first.)

Each faction begins the game with a single first-level building pre-printed on its Faction Sheet, indicating that the faction starts the game with that building. If a player purchases the second-level building of that building type, he simply places the second-level token on top of the preprinted first-level "token."

"TECH-REQUIRED" UNITS

The Zerg Guardian and Protoss Archon require their controllers to acquire a certain technology before they may be built. Units with this prerequisite are called **tech-required units**, and can be easily identified because the words "tech required" appear next to their unit information on the Faction Sheet. Once the relevant technology has been acquired, these units may be built on **any** planet **(even one without a base)** during a Build order, as described on the relevant Technology card.

As these Technology cards state, to build tech-required units requires the active player to destroy existing, specific friendly unit(s) as an additional "cost" of building the new unit. "Existing" means that a player can only destroy a unit that **existed on the active planet** before the Build order was executed. Then, the new tech-required unit must be placed in the area that contained one of the units that was destroyed to build it.

Example: The Aldaris player wishes to build an Archon unit. He has already purchased the "Summon Archon" technology, which reads "You may now build Archon units by paying 1 gas and destroying 2 High Templar units on the active planet." While executing a Build order on a planet, he destroys two High Templar units (which he is free to choose from among any area or areas of the active planet) and pays one gas. He then receives one Archon unit, which he must place in an area where he destroyed a High Templar unit. After building the Archon, he continues with his Build order as normal.

EFFECTS AND ABILITIES

Many cards, units, buildings, and even factions, have special abilities. In most cases these abilities are self-explanatory, but the following rules also govern them.

Note that special abilities provided to units from Combat cards only last until the end of the skirmish. In other words, if a unit gained cloaking from a Combat card, it may only use this ability during the current skirmish.

KEYWORDS

In many instances, special abilities are described fully with text that appears directly on a component such as a card or Faction Sheet. However, some special abilities are also frequently abbreviated with a shorthand **symbol** or **keyword**. The effects of these symbols and keywords, and how to resolve these effects, are described below.

"CLOAKING"

When a unit with the **cloaking** keyword is destroyed in a skirmish, it is not actually removed from the game board (as a unit typically is when destroyed). Instead, at the end of the "Destroy Units and Discard Cards" step of skirmish resolution, the unit **withdraws**. This means that the controlling player may immediately remove the unit from the battle and move it to a friendly or empty area on the active planet. If no such area exists, or if he places the unit in an area such that it exceeds the area's unit limits, it is destroyed.

"DETECTOR"

The **detector** ability cancels the **cloaking** ability of enemy units in the same skirmish. In other words, if a player has either a front-line unit, or any supporting unit, with the **detector** ability, the **cloaking** ability of any opposing units in that same skirmish does not take effect.

"CANCEL"

Some cards instruct you to **cancel** an opponent's card. The **cancel** keyword means that the opponent's card is sent to its owner's discard pile, and its effects are ignored.

When special abilities of cards are resolved during a skirmish, players must resolve any **cancel** effects *before* other abilities are resolved. If both players have one or more **cancel** abilities, always resolve the attacker's abilities before the defender's.

*Example: The Arcturus Mengsk player has attacked Aldaris' Protoss faction. He plays the reinforcement card "EMP Shockwave" in addition to his standard Combat card. "EMP Shockwave" reads "**Cancel** your opponent's reinforcement card."*

*The Aldaris player, in addition to his standard Combat card, plays the "Hallucination" reinforcement card. "Hallucination" reads: "**Cancel** your opponent's standard Combat card. He must play a new one (from his choice of his hand or directly from his deck)."*

*Because the Arcturus player is the attacker, his **Cancel** ability is resolved before Aldaris' **Cancel** ability. Thus, Aldaris' "Hallucination" card is discarded before its ability is executed, leaving Arcturus' standard Combat card safe.*

"VS."

Many Combat cards contain the keyword "**vs.**" Any benefit preceding this keyword takes effect **only** if the opposing **front-line** unit matches the description that follows the "**vs.**" keyword. If the opposing front-line unit does not match the description, the special ability has no effect. For example, the card effect "Gain +1 attack **vs.** a flying unit" means "Gain +1 attack if your opponent's front-line unit is a flying unit."

"ASSIST"

When creating skirmish match-ups during Step 4 of the battle sequence, the attacker must create as many skirmish match-ups as possible. Normally, this means that the number of skirmishes in a battle will be equal to the number of units on the side with fewer units. For example, if the attacker has four units in a battle and the defender has two

units, there will normally be two skirmishes in the battle. Normally, the side with fewer units will not have any supporting units.

However, units with the **assist** keyword, which usually appears beneath the unit's unit summary on the Faction Sheet, may not be assigned as front-line units in a skirmish. They are always supporting units, and are left out of the attacker's initial skirmish match-ups.

Thus, if there are units with the assist keyword on both sides of the battle, both player will assign supporting units. When this occurs, the attacker assigns his supporting units to skirmishes first, followed by the defender.

Exception: If all of a player's units in a given battle have the assist keyword, that player chooses **one** of those units to be his front-line unit. Such a battle will therefore have only one skirmish. The rest of that player's assist units will be supporting units in that one skirmish.

"Gain"

Many Combat cards specify that a player should gain a specific number of attack and/or health. There is sometimes a requirement (such as the player's front-line unit being of a specific type) in order to gain the bonus.

For example, a Terran Combat card reads: "If your front-line unit is a Siege Tank, gain +1 attack." This means that if the player's front-line unit is a Siege Tank, then he adds 1 to his total attack strength (when resolving card abilities).

"Return to your Technology deck"

Some Technology cards specify they should be returned to their owner's Technology deck after use. This means that instead of placing the card in its owner's discard pile at the end of the skirmish, it is returned to the Technology deck. If its owner wishes to re-acquire this card later in the game, he must execute a Research order and follow the normal research rules.

"Place in your play area"

A handful of Technology cards specify that they should be placed in the player's play area. Upon being purchased, these cards are not shuffled into the player's Combat deck, as most Technology cards are, but are instead placed faceup in front of the player who purchased them. Cards that have been placed in a player's play area are powerful because the player does not have to wait until they are drawn from his Combat deck to benefit from their abilities. These abilities are instead triggered as specified on the card.

"Splash damage"

Some Combat cards have the **splash damage** keyword. Unlike most abilities, splash damage is not resolved during an individual skirmish, but instead accumulates across all the skirmishes of a battle and is then resolved at the end of the entire battle.

Triggering Splash Damage

Splash damage from a given card only takes effect if it is **triggered**. Splash damage is triggered when a side with a Combat card bearing the **splash damage** keyword destroys at least one opposing unit during the "Destroy Units" step of the skirmish to which the card was played. This is true even if some or all of the friendly units are also destroyed in the skirmish.

In other words, if an opposing unit is destroyed during a skirmish's resolution, each friendly card with the **splash damage** keyword is triggered. (So, if a player's standard Combat card *and* his reinforcement card both have **splash damage**, destroying a single opposing unit in the skirmish activates *both* **splash damage** cards.)

Triggered **splash damage** cards are placed faceup near the battle to keep count of how many times **splash damage** was triggered during the battle. (Splash damage cards that are not triggered should be discarded normally.)

*Example 1: Arcturus Mengsk is in a battle against the Overmind. In one of the battle's skirmishes, Arcturus fields a Siege Tank supported by a Marine against one of the Overmind's Ultralisks. The Arcturus player plays a Combat card with a matching Siege Tank icon that contains the **splash damage** keyword. During skirmish resolution, both the Terran and the Zerg attacks have sufficient strength, so both the Siege Tank and the Ultralisk are destroyed. Because the Arcturus player destroyed an opposing unit in the skirmish, his **splash damage** card is triggered and placed faceup on the table to be resolved at the end of the battle.*

*Note that if the Overmind had also played a **splash damage** card, the Zerg card would likewise have been triggered (because the Terran Siege Tank was destroyed). In this way, it is possible for both players to have splash damage cards triggered in the same skirmish.*

*Example 2: Aldaris is fielding a Reaver supported by a High Templar against one of the Overmind's Zerglings. The Aldaris player plays a standard Combat card with a unit icon matching his Reaver and having the **splash damage** keyword. In addition, the Aldaris player plays the "Psionic Storm" reinforcement card, which also has the **splash damage** keyword. In the skirmish, the Zergling is destroyed, so both of the Aldaris player's **splash damage** cards are triggered and placed faceup to be resolved at the end of the battle.*

Cloaking and Splash Damage

Destroying a cloaked unit in a skirmish **does** trigger splash damage normally, even though the cloaked unit withdraws from the battle instead of actually being destroyed.

*Example: A Terran Siege Tank is in a skirmish with an opponent's Hydralisk. The Terran player plays a Combat card that matches his Siege Tank and has the **splash damage** keyword. The Zerg player plays a "Burrow" Combat card, which gives his Hydralisk cloaking. During skirmish resolution, the Siege Tank destroys the Hydralisk, but because the Hydralisk has cloaking, the Zerg player withdraws it to a friendly area instead of destroying it. The Terran player's splash damage card is still triggered, however, and placed faceup to be resolved at the end of the battle.*

Remember that the cloaking ability only allows a unit to withdraw if it is destroyed during a skirmish. Cloaking therefore does not allow a unit to withdraw during the Resolve Splash Damage step of a battle.

Resolving Splash Damage

Splash damage is resolved during the "Resolve Splash Damage" step of the combat sequence. For each of a player's **splash damage** cards that is triggered, his opponent is forced to choose and destroy one of the enemy units that survived the battle's skirmishes. The attacker must choose and destroy units affected by splash damage first, followed by the defender.

The splash damage keyword is always preceded by either "ground," "flying," or "ground/flying," meaning that each splash damage card is restricted to destroying only that type of unit. Thus:

- For each triggered ground splash damage card, the opponent must destroy a ground unit of his choice.
- For each triggered flying splash damage card, the opponent must destroy a flying unit of his choice.
- For each triggered ground/flying splash damage card, the opponent may choose to destroy either a ground or a flying unit, as long as he chooses to destroy one or the other.

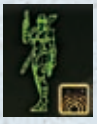
When choosing which of their units to be destroyed from splash damage, players must always destroy as many units as possible. That is, they must apply "ground splash damage" cards and "flying splash damage" cards before applying "ground/flying splash damage" cards.

Example: During the "Resolve Splash Damage" step of a battle, the attacking player has two ground units and one flying unit remaining. His opponent played two splash damage cards, one flying splash damage card, and one ground/flying splash damage card, both of which were triggered during the skirmishes. Thus, the attacking player must destroy one flying unit and one ground unit. He may not destroy his flying unit first to fulfill the ground/flying splash damage, as this would leave no units left for the flying splash damage card to destroy.

After each triggered **splash damage** card is resolved, it is placed it in its owner's discard pile.

Specialty Support Icon

This icon only appears on Reinforcement cards and will always be found in conjunction with one (or more) of the Unit Icons on the card. The presence of this icon simply indicates that the special ability of this reinforcement card can be used if the portrayed unit is the front-line unit *or* a supporting unit in that skirmish. For example, a reinforcement card displaying the image shown below may be used as long as its player has a Ghost unit present in the skirmish, either as the front-line unit or as a supporting unit.



A unit icon with the Specialty Support Icon

Module Effects

There are three types of modules in *SCBG*: **Supply** modules, **Research & Development** modules, and **Air Support** modules.

A player may only build as many modules as there are module spaces on his Faction Sheet (which varies by race). See the sidebar "The Faction Sheet" on page 13.

The Supply Module



Terran and Protoss supply modules (there are no Zerg supply modules).

Supply modules increase their owner's unit build limit. For each Supply module a player has built on his Faction Sheet, his unit build limit is increased by one.

Example: Arcturus Mengsk's starting unit build limit is two. Later during the game, he purchases two Supply modules. After building each module, his build limit is increased by one. Thus, after building the second Supply module, Arcturus' build limit is increased to four (meaning that he can build up to four units during each Build order).

The Zerg Unit Build Limit

Note that the two Zerg factions do not have Supply modules. Instead, as explained on the two Zerg Faction Sheets, the Zerg may increase their unit build limit by purchasing new building types. A Zerg player's unit build limit is equal to twice the number of building types on his Faction Sheet. (**Important:** This only applies to different **building types**; multiple levels of the same building type do not increase the Zerg unit build limit.) Like the others, the Zerg factions each begin with one building printed on their Faction Sheets, which makes the Zerg factions' starting build limit equal to two.

Should the Zerg player build all three available building types on his Faction Sheet, his build limit increases to six (two for each building type).

THE RESEARCH & DEVELOPMENT MODULE



Research & Development modules.

Research & Development modules allow players to use special orders. During the Planning Phase, a player may place a number of special orders equal to the number of Research & Development modules that he has built on his Faction Sheet (but remember that a player still may not place more than four total orders during each Planning Phase).

THE AIR SUPPORT MODULE



The three races' Air Support modules.

The Air Support module grants a player's bases three important benefits:



Cloaking Detector Icon

Cloaking Detector: All of that player's units in the same area as one of his bases gain the **detector** ability.



Anti-aircraft Defenses Icon

Anti-aircraft Defenses: When a battle occurs in an area containing one of the player's bases, the player receives +1 attack strength in each skirmish where the opposing front-line unit is a flying unit.



Limited Orbital Defense Icon

Limited Orbital Defense: Opponents may not transport units across navigation routes (from another planet) directly into an area containing one of the player's bases. Thematically, this represents the bases' ability to shoot down transports entering that player's airspace.

Opponents **may,** however, still transport units to other areas on the active planet. Furthermore any enemy units **already on** the active planet may be moved normally into an area containing a base with Limited Orbital Defense.



The Zerg player may not transport units to an area containing a base if the red Terran player has aquired an Air Support module. The Zerg player may, however, transport units to other areas on the active planet and any of his units already on the active planet may move into the base's area.

TIP

The Air Support module is a great way to prevent surprise attacks on your bases. Remember, however, that the module's Limited Orbital Defense capability only protects against attacks launched by units on adjacent planets, and not from units on the same planet as your base.

THE REFERENCE SHEET

The back of the order reference sheets lists all the *SCBG* units' average combat values. This gives players a sense of the capabilities of every unit in the game. This reference is an excellent tool for players making crucial decisions in a battle. See the "Average Unit Values" sidebar for a breakdown of the information found on the reference sheet.

AVERAGE UNIT VALUES



1. **Unit Name and Image:** The unit's name and image are used to denote which unit the information is pertaining to.
2. **Average Attack:** The unit's average attack is the average from all standard Combat cards that contain a matching icon. This average excludes reinforcement cards and Technology cards.
3. **Average Health:** The unit's average health is the average from all standard Combat cards that contain a matching icon. This average excludes reinforcement cards and Technology cards.
4. **Technology Types:** The number of different technologies affecting the unit type is listed here.
5. **Assist:** If a unit has the assist ability, it will be listed here. It is important to note that units with the assist ability do not have average attack or health values because they do not match with any standard Combat cards. Because of this, assist units that are front-line units in battle always use the minor values of a standard Combat card.

GAME VARIANTS

After mastering the basics of *StarCraft: The Board Game*, players can try the following advanced variants to add interesting new dimensions to their play.

GALACTIC CONQUEST VARIANT

This variant is intended for players who wish to play a long game that will only end when a single faction is left standing. In this variant, players do not acquire conquest points, and the only way to win is to achieve an elimination victory (see "Player Elimination" on page 18).

At the start of the game, before setting up the Event card deck, remove the three "The End Draws Near" Event cards and return them to the game box. Then, during play, if the last card of the Event deck is drawn, shuffle all the Stage III Event cards in the discard pile to form a new Event deck, and continue playing.

The Galactic Conquest variant can be combined with the Team Play variant discussed below. Simply play until only one team is left standing.

TEAM PLAY VARIANT

In games with either four or six players, the Team Play variant divides the players into teams of two players each. Each player still controls his own faction, but is allied with another player. In this way, the game is played with two or three teams (again, of two players each).

Determine which players will be teammates before beginning the game, and then randomly determine which faction each player will control in the game. (Obviously, this means that two players controlling factions of the same race will not necessarily be teammates.)

Players should seat themselves around the table so that teammates sit as far as possible from each other. In a four-player game, the seating order would be: Team 1 player, Team 2 player, Team 1 player, Team 2 player. In a six-player game, the seating order would be: Team 1 player, Team 2 player, Team 3 player, Team 1 player, Team 2 player, Team 3 player.

The following additional rules govern the Team Play variant:

- Players may not attack their teammates, nor move into areas controlled by their teammates.
- A player's teammate's areas are considered enemy areas for all game purposes.
- A player's teammate's units, bases, and areas do not count toward his own special victory objective. For example, the Overmind special victory objective requires the player to control bases on three different planets. The Overmind's teammate's bases do not count toward this objective.

The victory conditions in the Team Play variant are different than normal, and are described below.

TEAM PLAY -- SPECIAL VICTORY

The game ends when one or more players have achieved their special victory objectives during Step 6 of the Re-grouping Phase. If either member of a team achieves its special victory objective, the players win as a team. When discussing strategy, teammates may want decide which one of their special victory objectives they want to focus on and put all of their resources into achieving it.

If two or more teams qualify for a special victory at the same time, use each tying team's **total** conquest points (the sum of conquest point from both players on the team) as a tiebreaker. Should these players also be tied in conquest points, use the tiebreakers found listed under "Winning the Game" on page 17. For each tiebreaker, combine both team members' relevant elements (resources, territories, bases, or workers) for comparison against the other tying team(s).

TEAM PLAY -- END-GAME VICTORY

The game ends when two or more "The End Draws Near" Event cards are in the common play area at the end of Step 7 of a Regrouping Phase. The team with the most **total** conquest points (the sum of the conquest points from both players on the team) is the winner.

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

TEAM PLAY -- ELIMINATION VICTORY

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

TEAM PLAY -- NORMAL VICTORY

The game ends when one or more teams have accumulated a collective total of 30 or more conquest points. If playing with Aldaris' faction, then this number is increased to 40 (except the Aldaris team, which must only accumulate 30).

Should multiple teams have the same number of conquest points at the end of the game, use the tiebreakers listed under "Winning the Game" on page 17. For each tiebreaker, combine both team members' relevant elements (resources, territories, bases, or workers) for comparison against the other tying team(s).

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BUILDING REFERENCE

Each race has three different building types, each enabling them to build different units. Each building type has a unique illustration and is referred to by its name (listed below) in these rules.

BARRACKS



Enables Terran players to build Marines, Firebats, and Ghosts

FACTORY



Enables Terran players to build Vultures, Goliaths, and Siege Tanks

STARPORT



Enables Terran players to build Wraiths, Science Vessels, and Battlecruisers

GATEWAY



Enables Protoss players to build Zealots, Dragoons, and High Templars

ROBOTICS FACILITY



Enables Protoss players to build Reavers

STARGATE



Enables Protoss players to build Scouts, Arbiters, and Carriers

SPAWNING POOL



Enables Zerg players to build Zerglings, Hydralisks, and Ultralisks

QUEEN'S NEST



Enables Zerg players to build Queens and Defilers

SPIRE



Enables Zerg players to build Scourges and Mutalisks

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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 Tokens
6. Prepare the Event Deck
   5 players: Remove 5 cards from each of Stages I and II
   4 players: Remove 10 cards from each of Stages I and II
   3 players: Remove 15 cards from each of Stages I and II
   2 players: Remove 20 cards from each of Stages I and II
7. Galaxy Setup
8. Separate Technology Cards and Combat Cards
9. Draw Combat Cards

GALAXY SETUP

1. Receive Planets
2. Return Unused Components
3. First Round of Planet Placement
4. Second Round of Planet Placement
5. Place Z-axis Navigation Routes
6. Distribute Resource Cards
7. Place Starting Forces

BATTLE SEQUENCE

1. Place Order in Contested Area
2. Use Start of Battle Abilities
3. Draw Combat Cards
4. Attacker Designates Skirmishes
5. Assign Supporting Units
6. Place Combat Cards
7. Resolve Skirmishes
8. Resolve Splash Damage
9. Resolve Retreats

SKIRMISH RESOLUTION

1. Reveal Cards
2. Compare Attack and Health Values
   a) Observe Normal Combat Cards
   b) Observe Reinforcement Cards
   c) Observe Supporting Units
3. Destroy Units and Discard Cards

REGROUPING PHASE

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

FREQUENTLY OVERLOOKED RULES

The following rules are often overlooked or misunderstood by new *SCBG* players.

- Players may not look at Event cards until the Step 7 of the Regrouping Phase.
- Mobilize orders allow players to move units **to** (or on) the planet the order is assigned to (and not **from** that planet).
- In order to gain conquest points from an area, a player must have a base and/or units in that area.
- When a player loses control of a Resource card (during Step 2 of the Regrouping Phase), all workers on the card are destroyed.
- If a player has units present in an area containing an enemy base, that base is destroyed in Step 1 of the Regrouping Phase (and not before then).
- Players may force mine Resource cards in order to gain one additional resource from the card (at the cost of partially depleting or depleting the card).
- When executing a Build order, a player may build units on any friendly or empty area on the active planet (as long as he has a base on the active planet).
- The active player may choose to draw an Event card instead of executing the order he just revealed.
- Z-axis navigation routes may be used by any player regardless of their player color.