

# STARCADIA QUEST

## FAQ & ERRATA

VERSION: 1.1  
LAST UPDATE: APRIL 1, 2020

### FAQ

#### EVENT CARDS

#### VICTORY TOKENS

**Q.1:** Do VP tokens carry over from map to map in Starcadia Quest or do they reset sort of like coins did in Arcadia Quest?

*Example: If I get 12 points in Map 1 does the 5 points after the badge carry over? So say in map 2 I get 9 points can I add the 5 and get 2 badges for map 2? The wording on page 29 implies there is a spot to track VP Tokens yet the picture shows no place to do so.*

**A.1:** VP tokens are not carried over from Scenario to Scenario. They reset with each Scenario. The mention on page 29: «On the right, a more detailed list allows players to record what happened during each scenario, indicating how many Victory tokens each Crew earned in the respective scenario» is meant to introduce players to the concept that their victory tokens matter in the campaign, but this is manifested through badges, rather than in a direct way as was the case with coins in Arcadia Quest.

#### EXPLORATION TOKENS

**Q.1:** When collecting Gadget and/or Victory Tokens from the board, do you take everything or choose one to pick up?

**A.1:** Players have to pick up all Exploration Tokens available on that Space. Pick up too much and you'll become a big target for other players!

**Q.1:** The term 'summon' on the event cards «Surprise Inspection» and «Reinforcements Have Arrived», does it work exactly like spawn adding the respective monster type to the board?

**A.1:** 'Summon' works exactly like normal Spawn - these terms are interchangeable.

**Q.2:** On Event cards like «Care Package» can you place multiple gadgets in a single Gadget Slot or can you only ever have one Gadget Token in each Gadget Slot?

**A.2:** Effects on Event cards, such as the one in 'Care Package', may allow you to have more than one Gadget in a Gadget slot. In the case of 'Care Package' note that the new Gadgets have to be in different Gadget slots.

**Q.3:** When you Activate a Monster as the result on the top part of an Event Card, are you allowed to attack and possibly kill one of your own Heroes as a means of delaying someone from completing your PVP quest? Even despite the Self-Sacrifice rule?

**A.3:** Yes you may, but bear in mind that getting your Hero killed by a Monster carries a consequence with it, as stated on page 19: «When a Monster kills a Hero, all the other Crews each gets 1 Victory token.»

**Q.4:** Does the event card "Asteroid Bump" trigger the Guard Reactions of Monsters?

**A.4:** They do not, all characters (which includes Monsters) are affected and simply move 1 Space in the chosen direction. We suggest moving all Monsters first, before moving all Heroes to make it simpler.

## TILES

**Q.1:** Does the Shuttle count as a separate Tile?

**A.1:** Yes it does. It is also not part of the Tile it is connected to.

## QUESTS

**Q.1:** When should players perform Setup instructions for Quests 2 onwards?

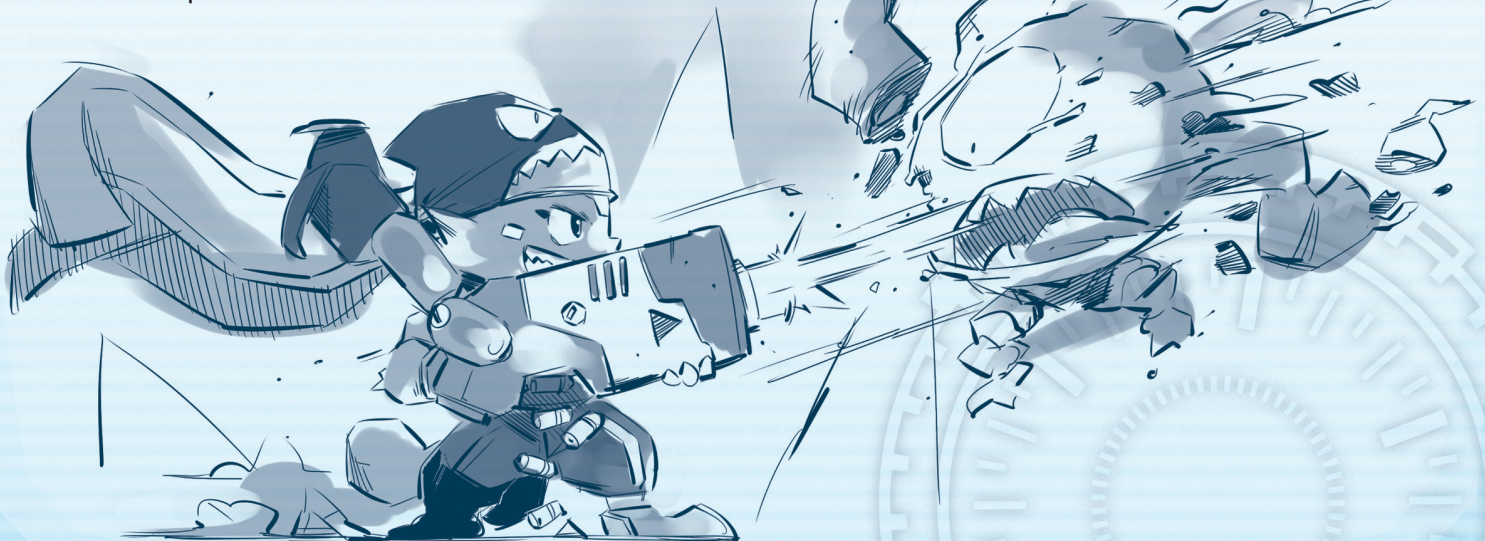
**A.1:** Players should perform the Setup instructions for Quests 2 onwards once the previous Quest is completed.

**Q.2:** Can you start working on Quest 2 while Quest 1 is the active quest?

**A.2:** Yes, players can start working on subsequent Quests (when applicable), they just can't complete them until the previous ones are completed.

**Q.3:** On some Quests and Abilities, what does the term Place mean?

**A.3:** Placing a figure requires the player to spawn the intended figure, or if there are none in the reserve, to choose an existing figure to be placed within the parameters of the Quest or Ability and fully heal it as if it were a new spawn.



## HERO ABILITIES

**Q.1:** Does Kylee's "Sharpshooter" ability work if my target is in a Shuttle?

**A.1:** Yes, please refer to Tiles Q1 regarding Shuttles. Her ability will also work if she is on a Shuttle while targeting other enemies in other Tiles (even the Tile the Shuttle is connected to, bearing in mind LoS rules).

# ERRATA

## QUEST CARDS

Scenario 3C 'Dress to Impress' the objective is to end the activation of a Hero on the Computer Terminal without any Enemies in their Space in **Tile 2** (not in Tile 3 as printed).