

Starcadia Quest

My rules summary rev 1

Base game + Space Marauders, ARRRmada, Build-a-Robot (with Extras, Companion Pack), Thornetroopers, Zenith Invasion, Plastic Token Pack, Terrain Pack, CMON Comics Vol 1 Promos

From official rulebooks, [FAQ & Errata 1.1](#) & most BGG rulz forum clarifications of [base game](#) + expansions I have thru **24-Sep-2023**



Objective = Have the most  to win a Scenario & the most cumulative Badges to win the Campaign.

Setup (see contents inventory at <https://docs.google.com/spreadsheets/d/195pjcM7e1m3NNqzrhvgAWbblvW2b228rJM2yJ8WSzLI/edit>)

Decide if...



- New Campaign (choose a **Campaign** & play **Scenario 1**)
- Continue Existing Campaign (play **next Scenario** of current **Campaign**; prior Scenario's winner picks which, per Campaign's unique flowchart [which if branching will be in its rulebook e.g. for base game flow on rulebook p7])
- Episodic Mode (choose any **Campaign**, any **Scenario**)

Choose Expansions:

- Quantities below may only be for base game .. see Content Inventory.

1. Gather the 99+0+22+18+0+0+0+0+0+4 **Upgrade tokens** (noting types  **Weapons**,  **Boosts**,  **Passives** (both sides active),  **Reactions** &  **Melee**,  **Ranged**,  **Special**) & sort by token ID prefixes below:
 - a. S = **Starter Deck** (used only with New Campaign & Episodic Mode).
 - b. A = **Armory Deck** (used only if Game tile w/  in play; all of these are *Infinity Ring*).
 - c. R = **Scenario Reward Deck** (used only after fulfilling certain Quests).
 - d. 1,2,3 = **Level 1/2/3 Decks** (used only @ end Scenario)
2. Setup 2-4 **Players**, each controlling a **Crew** of 2 **Heroes**.
 - a. If Continue Existing Campaign, Players use same Crew as last time. **First Player** = prior Scenario's winner. **Turn Order** is clockwise from 1st Player.
 - b. Else...
 - i. **First Player** = random. **Turn Order** is clockwise from 1st Player.
 - ii. Each Player picks a color     & takes matching  **Crew Dashboard w/ Plastic Dashboard Tray** (noting slots for Hero cards, Crew Stack / common area &  **Inventory**),  **Shuttle tile** &  2 big **Counter Bases** (for Heroes).
 - iii. Take the 8+23+2+2+0+0+2+1+0+0+0  **Hero cards**. Each Player picks 2 (optionally via **Advanced Drafting** base rulebook p8) and....

1. Slots into top corners of Crew Dashboard & note **Ability** text & icons for  **Defense**,  **Life**).
 2. Also takes matching **Hero minis** (gray except for 7 Monsters/Villains playable as Heroes .. see Monster Guide at end ... use their blue expansion minis), slotting them into **Counter Bases**.
 3. Hero choice is locked for rest of Campaign/Scenario(s).
- iv. Each Player gains their Upgrade tiles:
1. **Starter Deck Upgrade tiles** (32, 4 of ea. unique type for 1/P):
 - a. Take a set of 8 tiles, token ID's starting with S, 1 of each unique type below:
 - i. 7 from Base game: *Blaster Rifle*, *Iron Fists*, *Kitty Primed*, *Pulse Blade*, *Red Dot Sight*, *Red Shirt*, *Repeater Pistol*
 - ii. 1 from ARRMada: *Sparkplug Cutlass*
 - b. Choose & **Equip** 7 tiles from above, distributing among their Crew's 2 Heroes, discarding any unused.
 2. If **Episodic Mode**, also gain **Level Deck Upgrade tiles**:
 - a. Take all **Level (1 thru Scenario#-1) Decks**. E.g. for Scenario #2B, just take Level 1 Deck. For Scenario #3A, take Level 1 & Level 2 Decks.
 - b. Randomly deal Upgrade tiles as evenly as possible (**discarding leftovers?**) to form initial hand.
 - c. Each Player takes 2 tiles from hand then passes hand clockwise.
 - d. Each Player again takes 2 tiles from hand then discard leftover tiles to supply.
- v. If **using Robots** (may in any Campaign)...

1. Each Player takes 1  **Robot Dashboard** & a  **Robot Level token** (placed on Dashboard's Level 1).
2. Take & separately shuffle facedown 0+0+0+6+4+3  **Robot Head** & 0+0+0+6+4+3  **Robot Body** cards. Deal 1 of each to each Player.
3. Each Player takes  1 **small Counter Base** of their color, **Robot Head** & **Robot Body mini parts** matching their cards, & assembles all.
4. Shuffle together leftover **Robot Body** & **Robot Head** cards facedown into a single combined **Robot Part card** deck. Reshuffle if ever runs out.

3. Setup **Scenario**.

- a. Take the 30  **Event cards** & shuffle facedown, placing nearby. If ever run out, reshuffle discards.
- b. Take & place nearby 10 **dice**.
- c. Take the 31+21+22+22+0+0+11+14+0+0+12  **Quest cards** & separate out the 4  **PvP Quest cards**. For the Campaign/Scenario in play, take all **Quest cards** & find the **Setup card**.
 - i. Take the 10+0+3+3+0+0+0+0+0+0+0  **Game tiles** & shuffle facedown. Check Setup card's diagram, draw that many random tiles & orient per diagram, ensuring correct orientation/alignment of **Hatches** (highlighted corridor openings w/ , "off center of tile edge" to help determine proper orientation).
 1. Note **Spaces** (faint dots in center, if no dot then **Blocking**), **Walls** (solid black, white-outlined, **Blocking**) &  **Spawn Points** for later.
 2. Check each Game tile for...
 - a. **Terminal** icon ; put one of the 0+0+0+0+0+0+0+0+6+0 **Terminal Scenery minis** there.
 - b. **Armory Slot Space** ; take an *Infinity Ring* **Armory Deck Upgrade tile** & place there. Once taken, gone for rest of Scenario.
 - ii. Setup **Monsters**:

1. Choose a **Dashboard**: If Campaign = ARRRMada, *must* be 0+0+1+0+0+0+0+0+0+0  **Pirate Ship Dashboard**. Else may choose either (default)  **Monster Dashboard** or (higher difficulty)  **Pirate Ship Dashboard**.
2. Setup Dashboard...

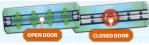
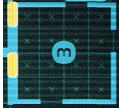
- a. If Pirate Ship Dashboard in play, also take the 0+0+10+0+0+0+0+0+0+0  **Pirate Assault cards** & shuffle facedown.
- b. Place Dashboard nearby & note **Designations** = Monster types ... **Troopers**   , **Officers**   & **Villain** ;
- Troopers/Officers** use stats on Dashboard ( Life,  Overkill,  Move,  Reward; **Villain** uses stats on its card).
- c. Setup **Designations**.
 - i. Check back of Setup card for (by default) which **Designations** will be used, how many of each & which are specified vs. ? = random = shuffle facedown all cards of that type & draw 1.
 - ii. If Pirate Ship Dashboard is in play, some/all Designations on Setup card will be changed:
 1. If Campaign = ARRRMada, *all* Designations are per ARRRMada rulebook p5 (i.e. all ARRRMada Monsters).
 2. Else Designations are as per ARRRMada rulebook p7 (Trooper 1-3, Officer 1 are replaced + Wet Willy is always placed in addition to any Villain required by Setup).
- d. For each Designation in play...

- i. Take matching  **Monster card** & place on its Monster Dashboard slot.
 - ii. Also take all matching **Monster minis** & place nearby. Check front of Setup card for any to place now.
- iii. Take the following **tokens** & place nearby as a supply:

1. **Exploration tokens** (Gadget, Victory & Quest)

- a. 30 **Gadget** ( Stimpack,  Hoverboard,  Recharge). Check each Game tile for **Gadget slots**    & put a matching token on each, boxing unused.
- b. 40 **Victory**. Check each Game tile for **Victory slots**  & put a matching token on each.
- c. 11 **Quest** & place any indicated by bullets on front of Setup card.

2. If using Robots, 12  **Robot Part tokens**. Check each Game tile for **Robot Part slots**  & put a matching token on each. Place unused nearby as a supply.

3. 10  **Doors** (or *six 2-piece Door Scenery minis*). Check Setup card map diagram for **yellow highlight**  & put Door(s) where indicated (**Closed** unless otherwise indicated). Box any unused.

4. 6  **Portal** nearby. These tokens AND/OR Game tile art are Portals.

5. 30  **Wound** nearby.

6. 4 Turret tokens  (or 6 Turret Scenery minis). If Campaign is Build-a-Robot, place as indicated by bullets on front of Scenario card). Else you may optionally put Turrets on any (1/some/all) spaces with printed Blue Portals. <<does that make these covered-up blue Portals out of play?>>

- iv. **Place Shuttles, Heroes & Robots:** In Turn Order, each Player checks the Setup card's diagram and picks an empty  **Shuttle slot**, placing their **Shuttle tile** there. Then for each of their Hero minis, place in any space on the Shuttle (see **Movement**). If using Robots, also place their Robot mini in any space on the Shuttle.
- v. **Setup Quests:**
1. Fish out the Scenarios's  **PvE Quest cards** & place nearby faceup in ascending order (must fulfill in order).
 2. For each Crew in play, also take & placeup their matching  **PvP Quest card**, boxing unused (may fulfill PvP at any time / in any order; note you can NOT target your Ally Heroes for PvP).
- vi. Take a sheet from Campaign's matching  **Campaign Sheet Pad** & set aside for later.

Round & Turn Sequence

In Turn Order, each Player takes a **Turn**:

1. For their Crew, resolve in any order **Activate Robot** and {either **ACTIVATE** Hero or **REST** entire Crew}:
 1. **ACTIVATE** *any one* Hero in their Crew, who becomes the **Active Hero**.
 - i. Activating same Hero on successive Turns ok.
 - ii. If an Ability allows Activating an extra Hero, that extra one must *not yet have been Activated*.
 2. **REST** *both* Heroes (& any Robot) in your Crew.
2. Then draw & resolve an **Event card**:
 1. Check Monster **Designation** in top half () & *only* if that Designation in play ...
 - i. If matching Monster mini(s) on board, *Active Player* picks one & resolves an **Activation**.
 - ii. Else Spawn?
 1. If Campaign = ARRRMada then lookup Designation on Setup card NOT Dashboard.
 - a. If Setup card is blank for Designation on Event card, don't Spawn anything (even if Dashboard has something there).
 - b. Else **Spawn** a Monster of Event card's Designation (w/o **Activating**).
 2. Else **Spawn** a Monster of Event card's Designation (w/o **Activating**).
 2. Then *Active Player* reads & resolves FX text in bottom half, then discards. Might require **Place** vs. **Summon** = **Spawn** as above.

Thru-out, at any time during their Turn...

1. If Active Hero ever moves thru or ends move in...
 1. Space w/ **Exploration / Robot Part tokens** & no Enemies, *must* pick up *all* for free. If moved by other game FX while NOT Active Hero, do NOT pickup.
 - i. **Gadget tokens**  & **Quest tokens**  are taken to *Hero card*.
 - ii. **Victory tokens**  & **Robot Part tokens**  are taken to *Crew Stack*.
 2. Space w/ **Armory Slot icon**  & no Enemies, then *may* take the Upgrade Tile there (does not replenish; max 1/Scenario).
2. Active Hero *may* discard any # of the following **Gadgets**...
 1.  (if not resolving Enemy Attack or self-Attack) to fully **Heal** = discard all .
 2.  to un-Exhaust all **Upgrade tokens**.
 3.  to grant an **Ally 4 Movement Points** (as defined in **Movement**). Reminder the buffed Ally is NOT the Active Hero, so can't pick up Exploration tokens with these moves! Treated as voluntary move so DOES trigger **Guard Reactions**.
3. If 3  in Crew stack, *must* discard & ...
 1. **Level their Robot** (move  & note stats/FX increases).
 2. Draw topmost **Robot Part card**, and *may* immediately rebuild their Robot (card+mini part).
 3. If only using Build-a-Robot base box, discard leftover card/mini part to supply. Else if using other robot expansions too, keep unused card/part.
4. If Active Hero **Fulfilled conditions of a PvE Quest**... immediately pause, resolve, then resume:
 1. If **Pirate Ship Dashboard is in play** AND **ARRRMada Monsters are on the Board**... reveal the top **Pirate Assault card** & resolve.
 2. Only the lowest #d faceup PvE is fulfillable. You can work on later quests, but they are only Fulfillable after prior Quest(s) are Fulfilled.
 3. **Fulfilled** = immediately take any Rewards indicated on Quest card, then facedown card & unavailable to other Crews.
 4. If this was final PvE Quest of current Scenario & at least one PvP Quest fulfilled by some/any Player... **Endgame**.
 5. Else immediately goto & Setup next Quest of current Scenario (which might change Board state via things like **Place**).

ACTIVATE any one Hero in your Crew: in any order, one optional **Movement** & one optional (pick 1) **Attack** or **Use Turret**.

Movement = may use up to 4 **Movement Points** per Activation, each of which allows one of:

- **Move 1 Space**
 - MAY move into **Close**, thru touching Hatches or Open Door. May NOT move diag or thru **Blocked**. If a Space is **Full**, MAY move thru but may NOT end move there.
 - If you **EXIT** a Space that's **Close** to Monster(s), interrupt, resolve a **Guard Reaction** for each Monster, then resume move.
 - Special FX that "place" you are not **Movement**, so do NOT trigger this.
- **Use a Portal** in your Space (token or tile art) that is not Deactivated.
 - Pick any Space with same color of Portal and teleport there. If **that Space is Full**, you must be able to end move in a free Space.
 - Exiting a sp via Portal does NOT trigger **Guard Reaction** from a **Close** Monster.
- **Open/Close a Door** on edge of your Space.
 - Flip token or slide out/in 2-piece mini.
 - Does NOT trigger Guard Reaction from a **Close** Monster.

Attack = target an **Enemy**. May not interleave Attack & Move.

- Pick an **Unexhausted Weapon Upgrade** token. Optionally pick any # of **Unexhausted Boost Upgrade** token(s). Boost Type must match Weapon Type (  ).
- Check Range & LOS:  must be **Close**.  must have LOS = dot-to-dot w/o **Blocked**; ok if diag skims a corner.
- **Attacker** Exhausts Upgrade tokens used & rolls # dice = Wpn+Boost values for **Hits**. **Target** rolls # dice =  Defense + **Reactions/Passives** Upgrade tokens for **Saves**.
 - If has **Multiattack / multi-target**, roll Attack ONCE and it applies to all Targets, who each get their own Defense.
 -  = Att Melee Hit.  Att Melee Hit or Def Save.  Att Ranged Hit.  CRIT = Att Hit or Def Save + **explodes**.
 - Target suffers #  Wounds = #**Hits** - #**Saves**. If Monster & ≥  Overkill (regardless of any  they might already have), it is **Overkilled**.
- If **Monster was Attacked** & **not OverKilled**, then resolve a **Payback Reaction**.
- If Target 0 Life left, **Killed**.

Use a Turret

- Must be in a space with a **Terminal**. Choose any Turret on Board & 1 **Enemy** in Turret's LOS.
- Resolve a 5 dice Ranged **Attack**. MAY use Reroll Pool. May NOT Boost. Does NOT trigger a **Payback Reaction**. DO get credit for any Kill.

REST both Heroes in your Crew: NONE of your Heroes may Move or Attack. Instead BOTH of your Heroes do ALL of the following:

- **Unexhaust** (faceup) all     Upgrade tokens (both live + Resurrected Heroes in your Crew do this).
- **Reorganize** all     Upgrade tokens &    Gadget tokens (but NOT    Quest tokens) between your Heroes.
- **Resurrect** any of your **Killed** Heroes: discard all  & place mini either ...
 - anywhere in your **Shuttle**
 - or **Close** to any other Allied Hero that was already on board at beginning of your Turn.
 - If Res'd by non-**Rest** FX, also **Unexhaust** all Upgrade tokens.
- **Resurrect** any **Killed** Robot (may not **Activate** when it comes back, otherwise as Hero).

Thru-out:

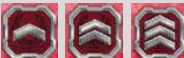
- **Character** = Hero or Monster.
 - **Ally** of Active Hero is their Crew's **other Hero** or **Robot**, NOT the Active Hero.
 - **Ally** of **Monster** is any other **Monster**.
 - **Enemy** of **Hero** is any **Monster** AND any **Hero/Robot** from **other Crew**.
 - **Enemy** of **Monster** is any **Hero**.
 - Note **Turrets** are neither Ally nor Enemy; they may not be **Attacked** (they have no Lives, can not suffer Wounds).
- **Space** statuses:
 - **Blocked** = a **Space w/o a center dot**, or a **Wall** or **Closed Door**, or table area off the board. **Characters** don't Block.
 - **Close** = same Space or ortho adjacent Space that isn't **Blocked**.
 - **Full** = a Space containing
 - 1 **Huge Character** (Huge = mini with large base)
 - 2 not-**Huge Characters**
 - 1 not-**Huge Character** & a **Turret**.
 - **Robots** don't count (they're Small!).
 - **Empty** = no Hero/Monster/Turret minis. Ignore Robots, Portal tokens, etc.
 - **Turrets** may NOT **Move** (voluntarily or involuntarily).
- **Inventory** = **Equip** max 6 Upgrade tokens per Hero. If get a 7th, must immediately discard any back down to 6. Duplicates/multiples of same item/type ok (e.g. 2 Armors or 2 of same exact item). Newly rx'd Upgrades (e.g. PvP Rewards) *must* be immediately **Equipped**.
- **Rerolls:**  = +1 to **Reroll Pool**. EVERY Ability + (un)Exhausted Upgrade contributes. Replenishes for EACH roll of Hero. On each new dice pool roll (Attack or Defense), each grants 1 Reroll of any 1 die *after* roll, new value replaces old value.
- **Killed Character**
 - **Monster**
 - Discard mini.
 - Killing Crew gains Monster's  Reward.
 - If Overkilled, also gain 1  to Crew stack.
 - **Hero**
 - Drop all  **Gadget tokens** &  **Quest tokens** to mini's Space (keep  which are Crew's not Hero's).
 - Move Killed mini to their Hero card.
 - If Killed by **Enemy Crew**.
 - If **Close**, Enemy Crew may take 1 dropped **Gadget or Quest token** for free.
 - Also take 1  to Crew stack.
 - **Enemy Crew** gains 1 .
 - **PvP Quest** able to be fulfilled?
 - If available, **Enemy Crew** also takes & fulfills matching **PvP Quest card** which has extra Reward.
 - 1st Player to complete such a PvP Quest gains a **Reward Deck Upgrade token**. *Immediately* take & **Equip** (as Unexhausted). <<any restrictions on which Hero?>>
 - Else if Killed by **Monster / other non-Hero-FX**, all **Enemy** Crews of Killed Hero gain 1 .
- **Place** =

- If Event card, try to **Spawn** from supply.
- If Quest card, if indicated sp is **Full**, place **Close** (Active Player picks where).
- This is not **Movement!**
- **Spawn = Summon:**
 - If none of that mini's Designation in supply, pick an existing on Board, fully Heal it, and relocate it (this is not **Movement**).
 - Else take a mini from supply & put on any non-**Full**  Spawn Point (if all are **Full**, place **Close** to any  Spawn Point).
- **Endgame**
 - End current Scenario...
 - Grab the sheet from  **Campaign Sheet Pad**. Mark which Scenario # was just finished.
 - **Scenario Winner** = hi-est #  (tiebreaker = roll a die until someone rolls CRIT & other doesn't). **Gain Badges:**
 - +1 for Scenarios 1-3, +3 for Scenario 4/final.
 - +1 per 7 .
 - Mark Campaign Sheet with #**Badges** (the 6 sp) and #  (blank line below) of each Crew.
 - If was (final) Scenario 4, then end Campaign (winner = most Badges)! Else resolve an **Upgrade Phase** ...
 - **Upwards!**
 - For Scenario 1/2/3 take matching Level 1/2/3 Deck of Upgrade tokens & faceup all in play area.
 - If Pirate Ship Dashboard was in play, then for each **Pirate Assault card** drawn, remove 1 random Level x Upgrade token.
 - Each Player gains 4 Upgrade tokens, picked in this order:
 - Starting with Scenario Winner then in order of descending # , each Player picks any 2 Upgrade tokens.
 - Repeat in reverse order so everybody gets 2 more Upgrade tokens for 4 total.
 - Player(s) with 1+ Badges get extra Upgrade tokens. Use same orders as above, but 1 token at a time until either out of Badges or out of Upgrade tiles.
 - Players then **Reorganize** Upgrade tokens. If >12, must discard excess.
 - Flip Campaign Sheet & log Heroes & Upgrade tokens of each. Also log **Robot's** name & Level.
 - **Onwards**
 - All Heroes heal up (discard any  Wound tokens)
 - All Heroes discard leftover **Exploration tokens** (     ).
 - All Heroes KEEP  & **Robot Part cards/mini parts**. These carryover to next Scenario. Before next Scenario starts, may rebuild Robot.
 - Scenario Winner will choose next Scenario to play (per Campaign flowchart). Scenario 4's first Quest # must match which Scenario 3 was played (e.g. Scenario 3B means Scenario 4 starts with PvE Quest 1B).
 - **Misc. Clarifications/Errata**
 - Can't drop .
 - **Triggering order:** rulebook: p19 If two effects would happen simultaneously, the Active Player decides the order in which they are executed.
 - **Shuttle tiles** are considered separate 1x2sp Board tiles. Only enter/exit thru connecting Hatch. **Payback Reactions** can be triggered. **Enemy** Characters can enter.
 - **Scenarios**
 - **1A Peeky Blunders:** <https://boardgamegeek.com/thread/2410569/article/35789010#35789010>

- **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).
- **4 1A Rig the Beacon:** **if only 2P, only require 2 tokens?**
- **Event cards**
 - **Hunting Season:** good reminder is put a  on the Monster card.
- **Upgrade tokens**
 - **Clearshot Rifle:** “clear” means no Characters in your sp or along your LOS.
 - **Nanobot Surprise:** token ID = 2-2B-AR is typo... should be R-2B-AR.
 - **Radioactive Cell & Mob Boss:** +’s stack so regular base upgrade AND the conditional upgrade.
 - **Ultra Red Visor:** halve FINAL dice pool.
- **Character Abilities**
 - **Barb:** resolve another Attack action (requiring different unexhausted Weapon/Boosts), max 1 / Turn.
 - **Dazed:** side the Dazed mini. While Dazed, no Defense dice but otherwise moves/attacks normally. Heroes un-Daze on **Rest**. Monsters NEVER un-Daze.
 - **Mel:** if no Portal tokens in supply, relocate one already on the Board.
 - **Nixie:** CAN reduce Saves to 0.
 - **Self-Sacrifice:** must suffer indicated #  to resolve Ability. Not allowed if would self-Kill, or if being kept alive via Upgrade token extra Life (and may not xfer this token to different Ally).
 - **Shove:** the Shoving Char chooses a **Close** space & pushes the Shoved Char there (if no free sp, don’t push but still considered Shoved). Shoved is involuntary Move so does NOT trigger **Guard Reactions**. **Turrets** may NOT be Shoved.

Monster Guide

**may be played as a Hero instead of a Monster (just use the blue mini with a Counter Base).*

	Octos	Peeks	Pirates	Robots	Thorne	Zenith	Misc.
Villains 		Mountain Peek	Wet Willy*	Bulldozer	Lord Dusk* Thorne*	Zenith Queen	
Officers 	Octo Bow Wow Octocruel	Peek-a-Round Peek-Axe Twin-Peeks	Crabby Meg Dog Watch	Omega Launcher Praetor* Z-500*	Johnny Jet* Lt. Plasma* Thorne Commando Uber Transport	Zenith Guard*	Bohron Boom Box Crackin’ Jim Gobbly* Iceheart*
Troopers 	Octocold Octomucky	Peek-a-Boom Weeble	Bonehead Jolly Jock	Y-Crush Y-Shot	Thornetrooper	Zenith Drone Zenith Grub	Goobly Scuttlebutt

MONSTER ACTIVATION: triggered by one of:

Activation from Event card

- Controlled by **Active Player**.
- In any order, one optional **Movement** (using ) & one optional **Attack** (using  ).
 - MAY move, use Portals, open/close Doors. IGNORE Upgrade tokens & Exploration tokens.
 - Monsters don't **REST** & don't trigger other Monsters' Reactions.
 - You MAY Attack your own Hero, but remember if **Killed** you benefit your opponents.

Guard Reaction (from Hero **Movement**)

- Controlled by *Player to right of Active Player*.
- Triggered Monster(s) resolve an **Attack** (may NOT **Move** first). An individual Monster could be triggered multiple times depending on move path.
- NOT triggered by involuntary movement or special FX (like Asteroid Bump Event card or Use Portal).

Payback Reaction (from Hero **Attack** if not Overkilled).

- Controlled by *Player to right of Active Player*.
- If multi-Monsters were attacked, *only one* is triggered.
- Triggered Monster may either Attack-no-Move, or Move-then-Attack. May only target the triggering Hero.

ROBOT ACTIVATION

Thru-out ...*At any time, on anyone's Turn* ...if trigger met, may use Robot's Ability.

May **Move** just like a Hero, except..

- *Small* - does NOT contribute to a space for **Full** & may end move in a **Full** space.
- *Sneaky* - ignored by Monsters, do NOT trigger **Guard Reactions**. Only **Attack**-able by Heroes.
- *Sidekick* - can't pickup or use       .
- *Pacifist* - may NOT **Attack** like a Hero.