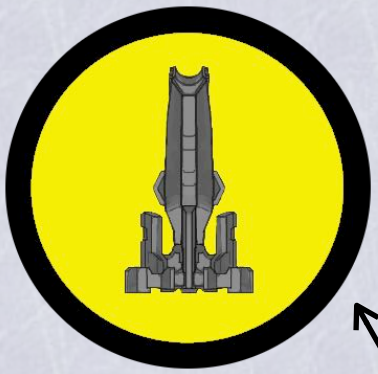
Centauri Rift
2-6 Players
Ages 12+
15 min/ship/player

Quick Reference Sheet

Rhino

Mines: 1

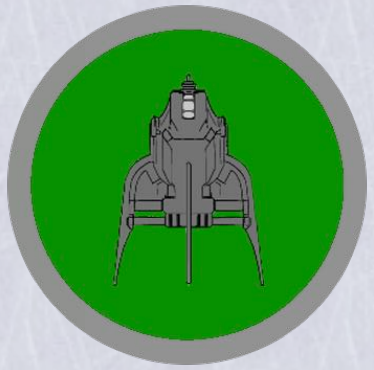
*Movement Cost: 1E



Screech

Mines: 0

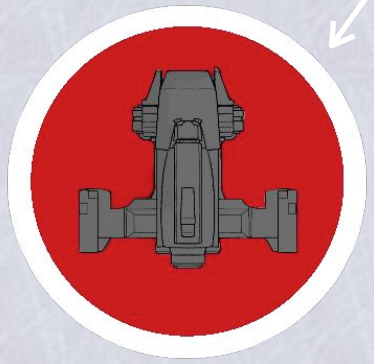
*Movement Cost: 1E



Hammer

Mines: 3

*Movement Cost: 2E



Vertical Planes:

- Black: -1
- Grey: 0
- White: +1

Weapon Range:

- Laser: 4 spaces
- Ion Canon: 4 spaces
- Torpedo: 3 spaces
- Mines: Up to 2 spaces (in 3D space)

Weapon Cost:

- Laser: 1E each
- Ion Canon: 2E to fire; 1E to charge
- Torpedo: 0E; only torpedoes on torpedo track
- Mines: 0E; only mine tokens

Weapon Damage:

- Laser: 1 hit point
- Uncharged Ion Canon: 3 hit points
- Charged Ion Canon: 5 hit points
- Torpedo: 3 hit points
- Mine:
  6 damage for distance = 1
  3 damage for distance = 2

***Movements include**:

- Accelerating or decelerating by one point
- Changing vertical planes by one point
- Changing orientation by one unit (i.e. each 45°)

Designed by: Jacques Boulet
Illustration by: Daniel Allen

Centauri Rift

The Rift

"It took some time after the discovery of the first habitable planets in the Centauri systems to make proper surveys and establish colonies. Much has changed since then. I can remember a time when there were only six colonies in the Centaur's heel. Now, it is different. Now space itself is crawling with merchant vessels and rogues who cross the expanse from colony to colony, each one striving to remain one step ahead of the other. Yesterday our job was simple: arrest the pirates and keep the peace. However, the sudden attack on the deep space station Chiron by those rabble rousers has put a fear of flying in the hearts of the people, honest and dishonest alike.

It remains to be seen what will happen. The movement is gaining momentum and it seems that every day another colony declares its independence. Nothing has been heard from Commander Marcoux. Either she is dead or she is among the traitors. I pray that it is the former. Our only hope on this tiny outpost is that the admiral's fleet reaches us before they do. We may console ourselves with the knowledge that their technology, being in fact our technology, is well known to us. Curse this rift, anyway; war is a young soldier's game."

— From the log of Commander Jordan Fiorez

"You break your back in the mines, and they tell you "The minerals are ours, pay the tax." You build your home with your bare hands, and they tell you "The land is ours, pay the tax." You risk your life to transport your goods to the next colony, and they tell you "Space is ours, pay the tax." For how long, my brothers? How long will you endure such injustice? How long until your back collapses under the strain?

Do you think they will give up their soft perch to feed your children? Not a chance. If you want to live like human beings you will have to fight for the right to stand upright. Freedom is there, it is close at hand. Rise up and take it!"

— From a speech to the free folk of New Kenya

Game Briefing

Welcome, Captain, to the Centauri Rift, a bitter war between the Centauri colonies and their motherworld, Earth. As the conflict escalates in the Centauri systems we have increasing need for skilled officers like you. It will be up to you to outsmart and outfly enemy captains while protecting our precious ships and limited crews.

At its heart, Centauri Rift is a game of energy management. The reactor of every ship produces a certain amount of energy per turn that can be used to move, defend, and attack. Each player, representing a ship's captain, will seek to outmaneuver his or her opponents by making tactical decisions under the constraints of limited energy and ammunition. The goal of the game is to destroy enemy ships by reducing their hull integrity to zero. A team wins when all opponents have been eliminated and when one or more members of that team are the only ships left.

Game Components

12 double-sided space mats

6 double-sided player boards

18 mine tokens

12 ship ID tokens in 6 colors

10 planet tokens

6 Rhino ship token sets in 6 colors

3 Screech ship token sets in 3 colors

3 Hammer ship token sets in 3 colors

48 green wooden shield cubes

15 blue wooden power cylinders

6 red wooden speed bars

6 black wooden torpedo bars

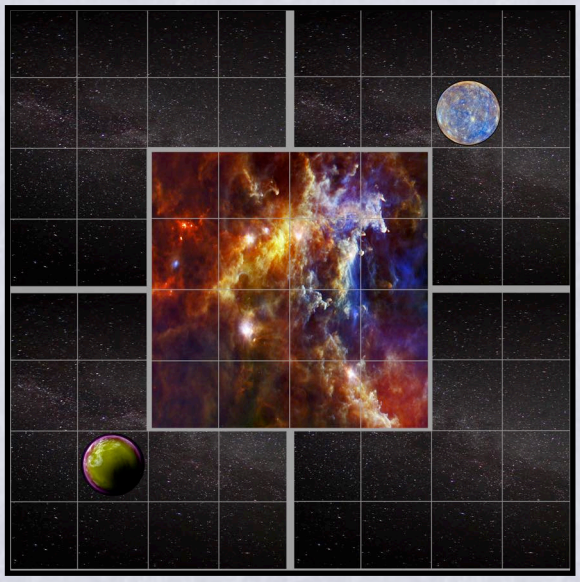
6 red wooden hull cubes

Set Up

Playing Space

Begin by choosing the dimensions of the playing space. For 2-4 ships, construct an 8 by 8 playing space with 4 of the playing mats. For 5-6 ships build a 12 by 12 space with 9 playing mats.

Next, choose the fixed features of the playing space. For the first game or two it may be best to keep it simple and play without obstacles. Asteroids, planets, stars, and nebulae change the tactical decisions that captains have to make, rendering each game different. To customize the playing space, use the planet tokens and the reverse side of the playing mats.



Example 8 by 8 playing space

Ships

Begin by choosing teams (individual play is also possible; see more under Winning the Game). Next, players choose the model, number, and color of their ship(s). Players may fly more than one ship; the length of the game increases with the number of ships in the game. (See below under Multiple Ships per Player for instructions on flying more than one ship.) In a 3 or 5 player game, one player flies 2 ships to even out the teams.

For each ship players take the 3 round tokens in their color so that they have one for each vertical plane color (black, grey, and white rings). Players also take the ship ID tokens in the appropriate color for each ship. For the first time playing, it is recommended that players fly a single ship each. The Rhino is designed to be the most balanced ship; when in doubt start with that.

Once the ships and teams are chosen, each player places their ship(s) on the playing space. All players place the ship token with the grey ring on the board to represent the 0 plane (see below for more on the vertical planes). The recommended layouts are as follows:

2 Ships: Opposite corners, facing each other

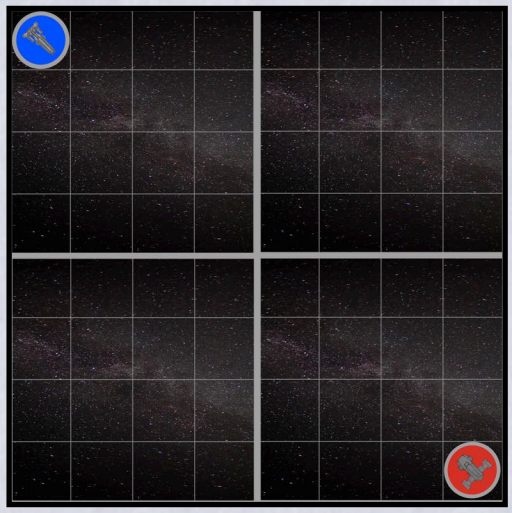
3 Ships: Any 3 of the 4 corners, facing the center

4 Ships - Individual: In the corners, facing the center

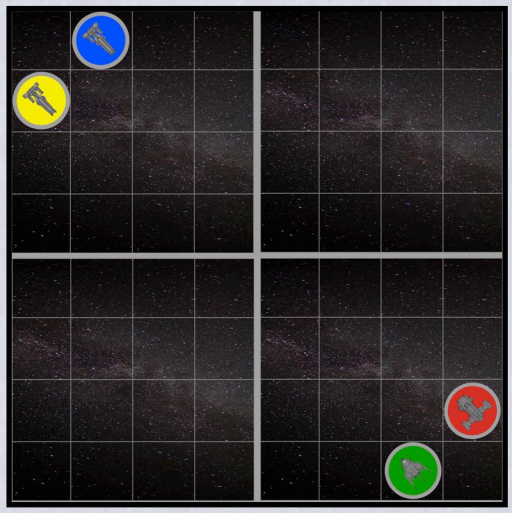
4 Ships - Team Play: A) As above or B) in two groups in opposite corners facing their opponents

5 or 6 Ships - Individual: Place a large planet in the center of the playing space and arrange the ships around the planet facing outwards.

5 or 6 Ships - Team Play: In two groups in opposite corners



Starting Position: 2 Ships

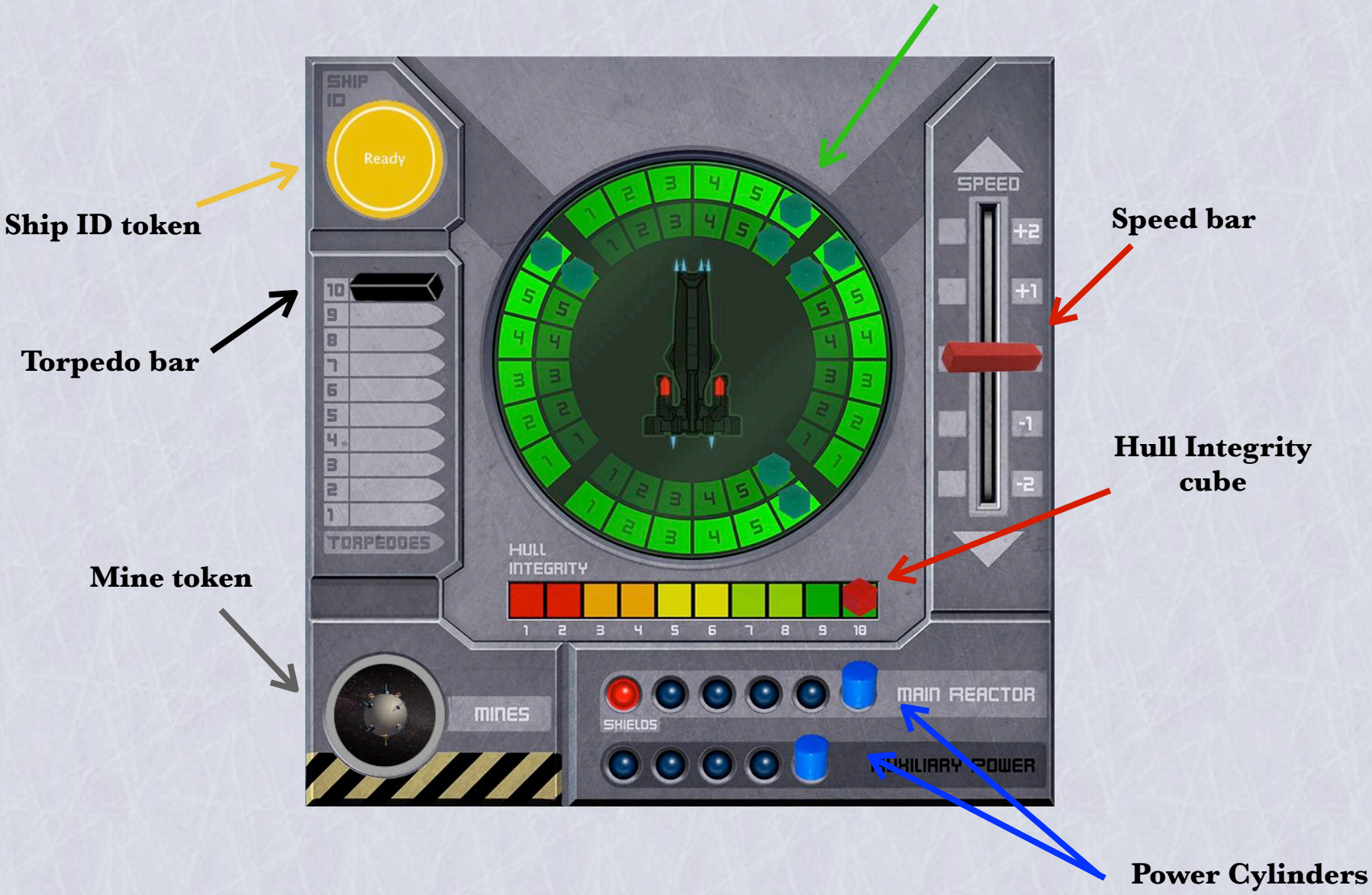


Starting Position:
4 Ships - Team Play (B)

Ship Consoles

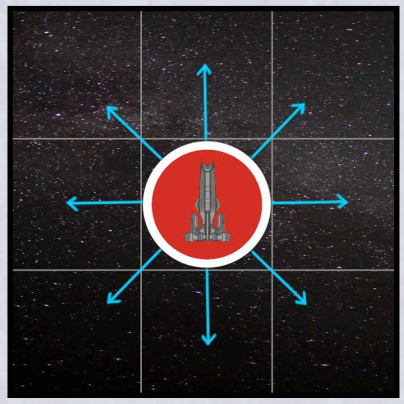
To set up the ship consoles, collect the appropriate tokens and wooden markers and place them on their respective tracks as follows (refer to the picture below):

- 1 Ship ID token in the same color as the player's ship placed with 'Ready' facing upwards
- 8 Green cubes, placing one on the space numbered 6 on each of the 8 shield bars
- 1 Red bar, placed on the space numbered 0 on the speed track
- 1 Red cube, placed on the maximum space (10 for the Rhino and Screech; 12 for the Hammer) of the hull integrity track
- 1 Black bar (for Rhino and Hammer), placed on the maximum space of the torpedo track, 10 for the Rhino and 12 for the Hammer.
- Mine tokens in the appropriate amount (1 for Rhino, 3 for Hammer, 0 for Screech).
- 2 Blue power cylinders, one each on the maximum setting (i.e. far right) of the main reactor and auxiliary power tracks. Players using the Screech take a 3rd cylinder and set it beside the ship's console for later (see more under Charging and Firing the Ion Canon).



How to Play

The Playing Space

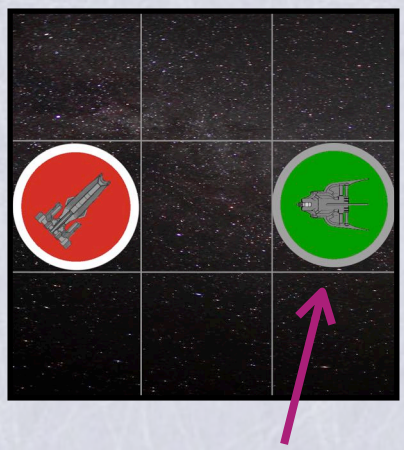


8 Possible Directions

In Centauri Rift, some of the information about the ships is stored on the playing space itself while some is stored on the ship consoles. The playing space keeps track of all the information relating to positioning in 3D space. First of all, the ships move from square to square on the 2D grid. Ships are allowed to move from their current square into any of the 8 surrounding squares in the plane as long as there is no obstacle occupying that space (in the same plane; see below), such as another ship or an asteroid. Ships may not move beyond the border of the game board. The border is treated as an obstacle.

Second, there are three possible planes in vertical space: -1 (lowest plane), 0 (middle plane), and +1 (highest plane). As a consequence, ships may appear to occupy the same space on the board but may actually pass below or above one another. For this reason, each ship token has a colored ring to indicate what plane the ship is in. A black ring represents the -1 plane, a grey ring represents the 0 plane, and a white ring represents the +1 plane. Two or more ships in different vertical planes may occupy the same square; simply stack the ship tokens in the bottom to top order (black, grey, white). Ships may occupy the same square as an asteroid (in a different plane), but tokens will always lie on top.

The third piece of information tracked on the playing space is the direction the ship is facing. It is important to know which direction a ship is facing because that tells captains which side of the ship is exposed to the enemy and which weapon systems are available for an attack. Direction is tracked in increments of 45° so that there are always 8 possible directions for a ship in any given square. Players must make clear whether a ship is facing a flat face of the square or one of its corners.



This green Screech (0 plane) is facing the direction of the red Rhino (+1 plane), but is below it.

The Ship Consoles

The rest of the information pertaining to the status of a ship is stored on the individual ship consoles. For any given ship this may include the:

- Arrangement of the available weapon systems — colored pointers on central ship schematic
- Speed at which the ship is moving — marked by a red bar
- Integrity of the hull — marked by a red cube
- Condition of the various shield systems — each bar marked by its own green cube
- Energy produced by the ship's main reactor and stored in auxiliary power— each marked by a blue cylinder
- Number of torpedoes left in the torpedo bay — marked by a black bar
- Number of mines left — marked by a round token
- For the Screech model, status of the ion canon (uncharged, charging, or charged). See below for details.

Turns

Turn Order

Choose a player to begin. Subsequent turns pass from one team to the next team. Teams may designate which 'Ready' ship plays. When a ship is chosen, its Ship ID token is flipped to the 'Activated' side and it plays out its turn. After all ships have been activated, the round is over and all Ship ID tokens are flipped back to 'Ready.' Play continues to pass to the next team in the new round.

Turn Summary

In Centauri Rift, each player's turn represents a short moment in time in which the captain must make crucial decisions. A round is considered to be the time it takes for all of the captains to take a turn.

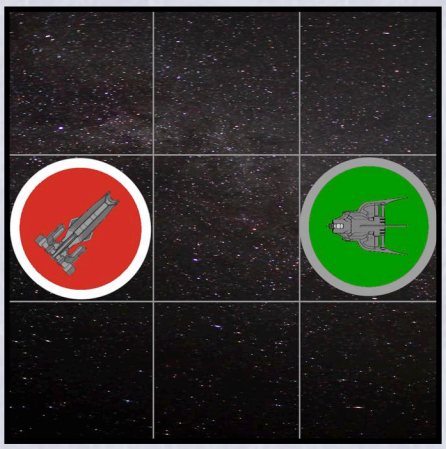
On a ship's first turn it begins with full reactor energy and auxiliary energy, but will need to spend some of this energy to get started. Every subsequent turn begins with a player restoring the energy marker on the main reactor track to maximum energy (Note that the auxiliary power track is not changed at this time).

In each of his/her turns, a captain may give as few or as many commands as he or she desires, provided that the ship has enough energy to fulfill those commands. For this reason it is important to manage energy usage and to store up energy in the auxiliary systems for those turns when much energy will be required.

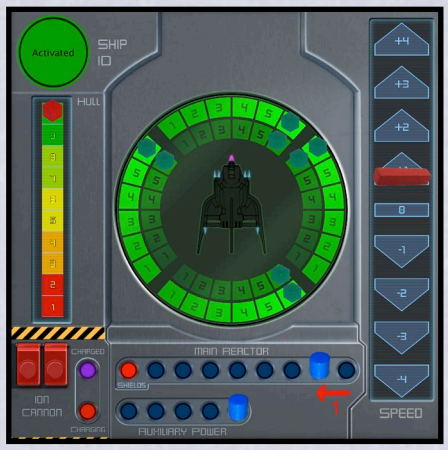
Most commands cost energy, which is abbreviated below by using the unit E. When a command is given, the player reduces the energy track by the corresponding amount (e.g. 1E to fire a laser), starting from the right side of the main reactor track and moving leftward to zero. The last circle on the main reactor track represents the energy it takes to power the shield systems every turn. Be careful! If you spend this last energy on something else, your shields will be down until your next turn, making your ship vulnerable to direct attacks on the hull. If a captain has used up the energy produced by the reactor on a turn and wants to issue more commands, then the energy cylinder is moved on the auxiliary power track in exactly the same way.

Example Turn

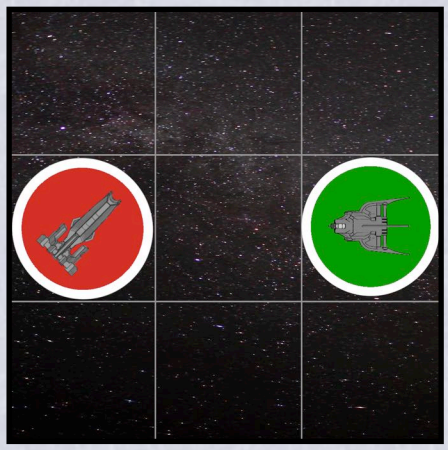
The green Screech pictured below begins its turn with +1 speed on plane 0. To attack the red Rhino the Screech first spends 1E to move up to the +1 plane. The 1E is taken from the main reactor track by moving the power token one space and the Screech's ship token is exchanged for one with a white (+1) ring.



Beginning of Screech's Turn

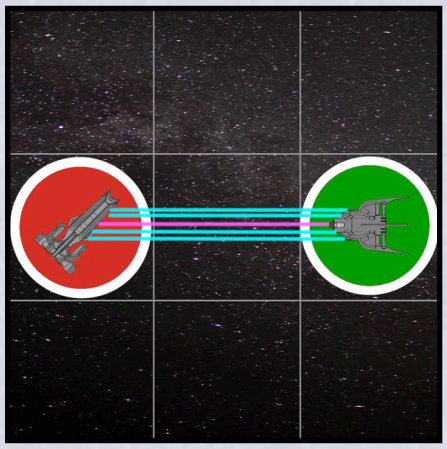


1E from Main Reactor

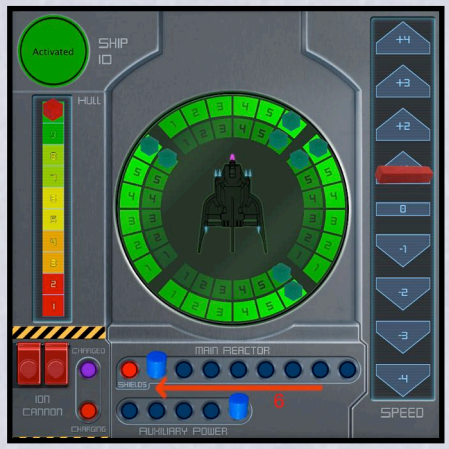


Screech Rises to +1 Plane

Now that the Screech is on the same plane as the Rhino, it fires all of its forward facing weapons: 4 lasers and 1 uncharged ion canon. This attack costs 6E from the main reactor track (1E for each laser and 2E for the ion canon). Since the Screech is at 45° relative to the Rhino it can see the front and right side of the Rhino equally well. This time the Screech chooses to fire all weapons at the right side, causing 7 total points of damage (1 each for the lasers and 3 for the uncharged ion canon; see 'Attacks and Hits').

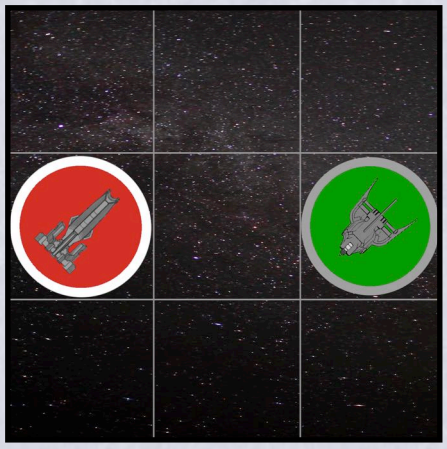


Screech Fires at Rhino's Right

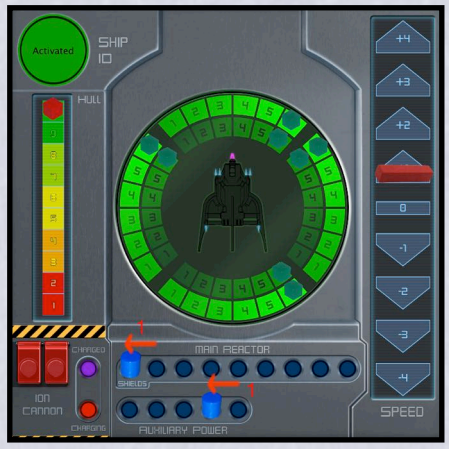


6E from Main Reactor

After attacking the Screech begins a getaway. It rotates 45° to the left for 1E, which it takes from the main reactor track. Then it goes down one plane to the 0 plane for 1E. Not wanting to take the last energy unit from the main reactor track, which would turn off the shields, the Screech uses 1E from the auxiliary.

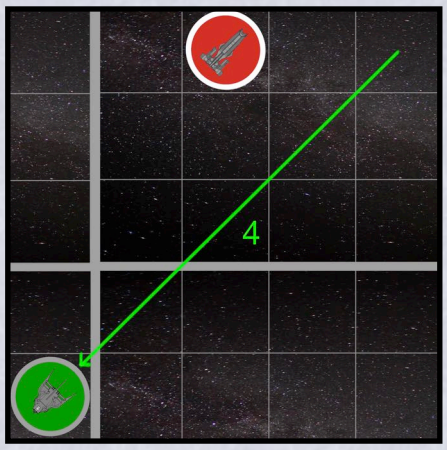


Screech Rotates 45° and Goes Down to 0 Plane

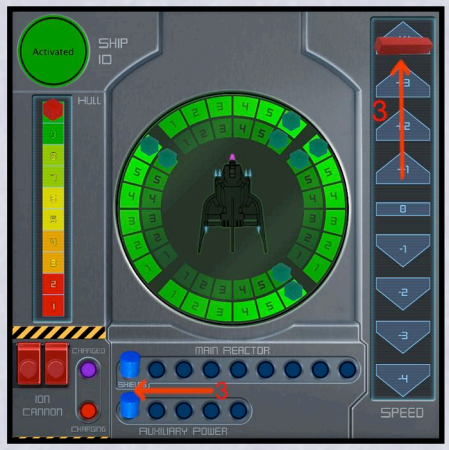


1E Each from Reactor and Auxiliary

Finally, the Screech needs to move at least 1 space or change speed because of its starting +1 speed. It spends 3E from the auxiliary power track to accelerate from +1 speed to +4 speed and then moves the corresponding 4 spaces. The total energy spent on this turn is 12E (8E from the main reactor and 4E from auxiliary power).



Screech Moves 4 Spaces

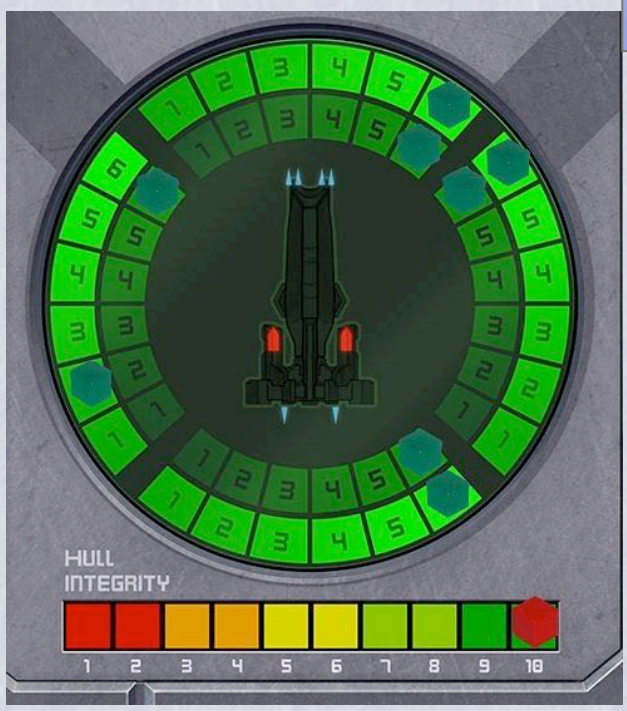


3E from Auxiliary and Speed up to +4

Attacks and Hits

All shots fired within range and with clear line of sight are hits. Since each turn in Centauri Rift represents a captain's decision to take a course of action, attacks are simple. There is no rolling of dice or counterattack. Captains rely on their advanced electronic targeting systems for sure hits. The attacked ship may only retaliate on its captain's next turn.

All attacks made using a ship's weapon systems must be made in the same plane as the intended target and the target must be in range of the weapons. In addition, all attacks must have an uninhibited line of sight; no weapon can fire through a ship, mine, asteroid, planet or star.

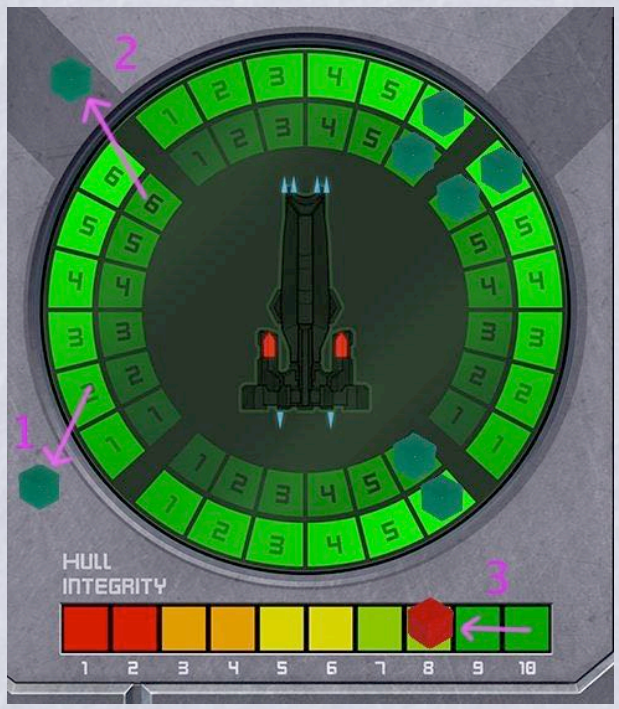


Ship B Before Attack

No weapon system may fire more than once in any one turn. Lasers must be given time to cool down and torpedo tubes must be reloaded. If a Rhino captain were to fire all the weapons on a single turn, the maximum number of shots would be 4 lasers and 2 torpedoes straight ahead, and 2 lasers backward.

Any hits inflicted on a ship are received on the side that is visible to the attacking ship. If the opponent's ship presents two sides to the attacker by being at a 45° angle, the attacker can decide which side to direct his or her fire. In this case, the attacking captain may choose how to distribute the shots fired, whether to one side only or to both. Individual torpedoes or an ion canon shot must be assigned to one side only.

Hit damages are recorded starting from the outside layer of shields and working inward towards the hull. It is necessary to destroy both outer shield bars before making any hits on the hull itself. The cumulative damage caused by the weapon systems fired on a given side of a ship is subtracted from the total defenses.



Ship B After Attack

So, for example: if 2 torpedoes and 4 lasers are fired by ship A against the left side of ship B, which is protected by one partial outer shield with strength 2 and one full inner shield with strength 6, then the cumulative damage ((2 x 3) + 4 = 10) is subtracted from the total defenses (2 + 6 = 8). The result is that the remaining shield bars on this left side are destroyed and 2 damage is inflicted to the hull (see before and after images). See below for information on weapons and shields.

Line of Sight

Line of sight is simple. Since all weapons fire only straight outward from the side they are on, all players have to do is verify the path leading straight away from the weapon to the target. If anything at all is between the weapon and the target, then the target is blocked. Weapons could still be fired (at a mine for instance) to first clear the line of sight. (See weapon descriptions for range.)

Commands

Acceleration

There is no friction in space, so ship speed remains constant. On Earth, if you release the gas pedal on your vehicle it will immediately begin to slow down. In space, however, once your ship has reached a given speed it will continue to travel at that speed without using any more energy until some force is applied. This means that whatever speed your ship has when it ends a turn is maintained in the next turn. A ship will continue to move at its chosen speed, until the captain fires thrusters to accelerate or decelerate. The speed of the ship represents how many squares the ship must move in the 2D plane during the turn (Movements from one plane to another plane do not count here.). The maximum number of spaces a ship can move on a turn is equal to the maximum speed a ship can travel. The Rhino can travel at most 2 spaces on a turn, as also the Hammer. The Screech can travel up to 4 spaces on a single turn.

Every incremental change of one speed unit costs either 1E (Rhino and Screech) or 2E (Hammer). A ship may speed up or slow down as much as desired on a turn as long as the required energy is available.

All the ships have the ability to fly in reverse, indicated by a negative speed. With a speed of -1 a ship would have to travel one space on its turn in the direction opposite to the one the ship is facing.

Changing Course

Speed is measured in positive and negative numbers to indicate the direction of movement relative to the main axis of the ship (i.e., forwards and backwards; not sideways). To know which direction a ship is moving in on the playing space it is important to know the orientation of the ship.

Every change of the orientation of a ship (in 45° increments) costs either 1E (Rhino and Screech) or 2E (Hammer). As with speed, a ship may change course as many times on a turn as desired as long as there is available energy.

Changing Vertical Planes

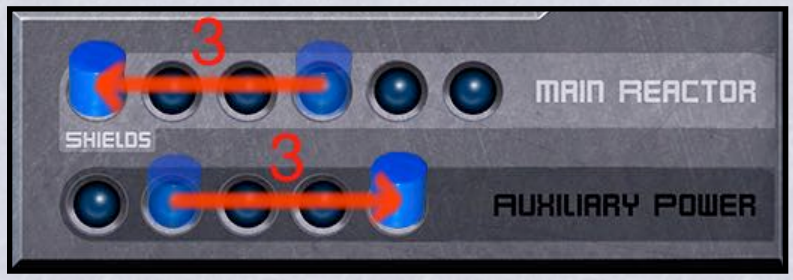
Ships always occupy one of three planes in 3D space: +1 (highest), 0 (middle), and -1 (lowest). Since it might be an advantage to pass over or under an obstacle or even to put some distance between oneself and the enemy, it is possible for ships to move up or down into the adjacent planes. Moving from one plane to an adjacent plane costs either 1E (Rhino and Screech) or 2E (Hammer). As with other movements, it is possible to make as many changes in vertical plane on a turn as can be paid for with energy.

When changing planes, in addition to reducing the energy marker on the appropriate power track(s), it is necessary to switch out the ship token on the playing space to the one with the right color ring. Each ship token has a colored ring to represent the plane the ship is flying in: black (-1), grey (0), or white (+1).

Charging the Auxiliary

Auxiliary power systems are like batteries which store energy so that it can be used when it is most needed. Some turns will be very simple and cost little energy, but some turns will require a lot of energy. Having a supply of auxiliary power for these big turns will be to a captain's advantage.

Auxiliary power is treated just like power from the main reactor track. The only difference is that reactor power is restored at the beginning of every turn, while auxiliary power is not.



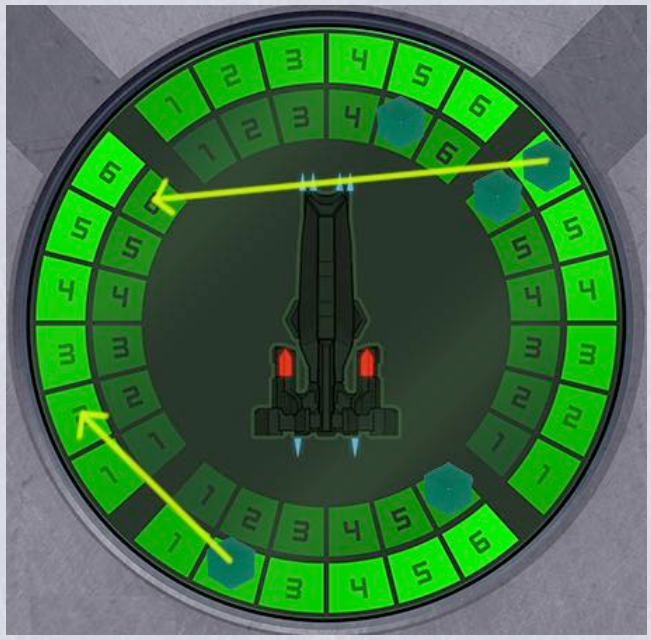
Example: 3E Transferred from main reactor to auxiliary

In order to restore the energy marker on the auxiliary power track to a higher amount, a captain must give the order to charge the auxiliary. This means that energy which is produced by the reactor on a turn, but not used for movement or weapons, is transferred to the auxiliary system for storage. Practically, this means that the main reactor marker is moved down one or more spaces and then the auxiliary power marker is moved up the corresponding number of spaces.

Under no circumstance can more energy be stored in the auxiliary power systems than the number of spaces pictured on the auxiliary power track. If the auxiliary systems are full and the captain does not make use of some energy from the main reactor, then that energy is 'lost,' meaning that it isn't used and cannot be saved.

Adjusting the Shields

At the beginning of a game, every ship starts with eight full shield bars distributed so that each of the four sides (front, back, right, and left) has two shield bars. Each side can support a maximum of two shield bars and every shield bar can absorb up to 6 hits before dissolving. Shields are very important because they are the difference between hits that are absorbed by defensive systems and hits that do damage to the hull. When the hull is breached (i.e., when hull integrity reaches 0) a ship is destroyed.



Example: 2 Shield bars moved for 1E each

In order to better protect the ship, a captain may decide to redistribute the shield bars electro-magnetically. Shield bars cannot be restored, but they can be moved around to cover weak spots. When this is done, entire shield bars must be moved as one unit, whether they are full or only partial. In other words, it is not possible to split up a full shield bar into two half-filled shield bars or to add two partial bars together.

Any shield bar may be relocated, whether from the inner or outer shields. For each shield bar moved from one side of the ship to another side, the cost is always 1E. This can be done as many times as can be paid for in energy. It is also possible to swap shields so that each of two bars takes the place of the other. The cost for a swap is 1E per bar, so 2E in total.

Making a Warp Jump

There is one exception to the rule that a ship's movement in a single turn is restricted by the maximum speed of that ship. The three fighting ships (Rhino, Screech, and Hammer) are equipped with a warp booster. When the warp booster is activated, a ship can jump forward any number of spaces up to and including ten spaces. The warp jump must be forward (i.e., the direction the front of the ship is facing) and no change of course or plane is allowed during the jump. No weapons can be fired and no mines can be released while in warp. Weapons can be fired after making a warp jump.

A warp jump may be ordered regardless of the ship's current speed. The cost for every warp jump is 6E. When the jump is over, the speed of the ship is adjusted to its maximum positive speed (e.g. +2 for Rhino or +4 for Screech). Before warp, a ship may move under its conserved momentum or even adjust its speed by spending energy as normal. However, once the warp jump is ordered and carried out, the ship may not move in the 2D plane anymore or change speed. After warp it is still allowed to change direction or to change plane as normal.

Firing Lasers

Lasers are low damage energy weapons. The advantage of the lasers is that a ship never runs out of them. Lasers fire straight ahead and have a range of 4 spaces. Each laser can be fired once, and only once, per turn. Each laser costs 1E to fire and each laser hit does 1 hit point of damage.

Consult the ship's console (or the ship descriptions below) for the positioning of the lasers systems on each ship.

Firing Torpedoes

Torpedoes are more powerful explosive weapons. The advantage of the torpedoes is that they require no reactor energy to fire — their propulsion is powered by rocket fuel included inside the torpedo itself. Torpedoes fire straight ahead and have a range of 3 spaces. Each torpedo tube can be fired once, and only once, per turn by adjusting the torpedo count on the ship console. Ships begin with a limited number of torpedoes (10 for the Rhino; 12 for the Hammer; the Screech has no torpedoes). For every torpedo fired the torpedo counter is reduced by one. Every torpedo hit does 3 hit points of damage.

Consult the ship's console (or the ship descriptions below) for the positioning of the torpedoes on each ship.

Charging and Firing the Ion Canon

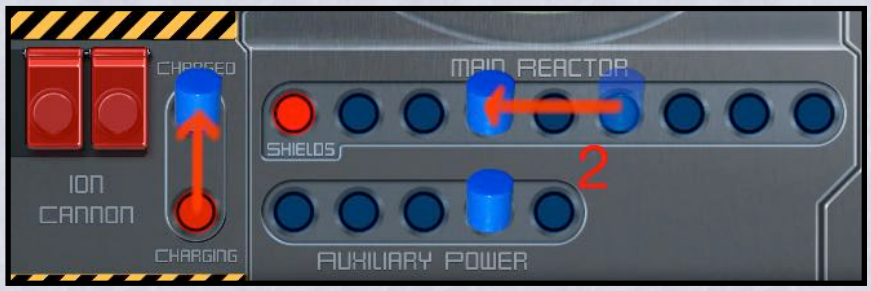
The ion canon is a high damage energy weapon which is more efficient than the laser systems. For example, an uncharged ion canon does 3 hit points of damage for only 2E. The ion canon, like the lasers, fires straight ahead and has a range of 4 spaces. The ion canon can be fired once, and only once, per turn

and can be fired in a charged or uncharged mode. Like lasers, the ion canon does not rely on ammunition and can be fired on every turn without depletion.

The cost of activating the ion canon is always 2E (1E for each red switch in the picture). However, a captain who thinks ahead to a future attack may use 1E to charge the ion canon. When the ion canon is charged, it can be fired for the activation cost of 2E on a future turn to do a total of 5 hit points of damage.

In order to charge the ion canon, the player places the spare energy cylinder on the 'charging' space on the console (In this way the ion canon charging space functions like one more means of dedicated energy storage, similar to the auxiliary). Then, at the start of the next turn (at the same time that the main reactor track is restored), the cylinder is moved from the 'charging' space to the 'charged' space. When firing the ion canon a player will reduce one or both of the energy tracks by a total of 2E. Note that a charged ion canon can remain charged for any number of turns until the captain fires it.

Turn 1: Spend 1E to charge the ion canon and place spare cylinder on 'charging'



Turn 2: Move cylinder from 'charging' to 'charged' at start of turn. Spend 2E to fire when ready

If the canon is charged at the end of a turn or has fired that turn in charged mode, it is not possible to have a cylinder in the charging space. This means that an ion canon cannot be fired in charged mode two turns in a row. (It is recommended not to clear off the cylinder used to show the ion canon was in the 'charged' state until the turn is over in order to remind players that the canon cannot be charged.)

Consult the Screech's console (or the ship descriptions below) for the positioning of the ion canon.

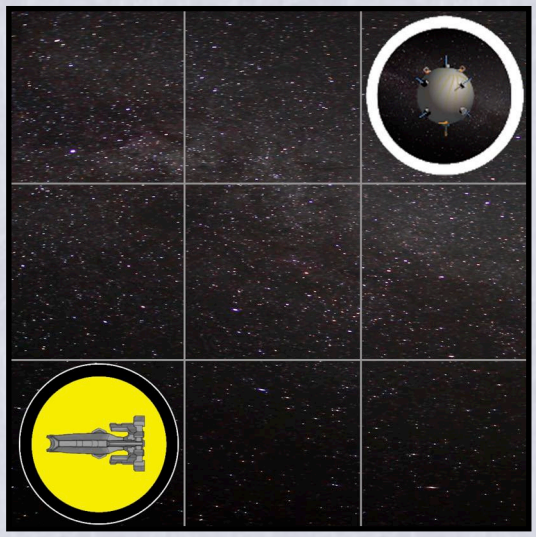
Dropping and Activating Mines

Some of the ships in Centauri Rift carry space mines. The Rhino carries 1 mine and the Hammer carries 3. Mines are the only weapon in the game that can do damage to a ship in another plane. If a ship runs into a mine by entering the same space as the mine, the ship will suffer 12 hit points to the front of the ship or rear, depending on the direction in which it is flying. When a mine is detonated, it does 6 hit points of damage to any ship that is within one space from the mine (in 3D space) and 3 hit points of damage to any ship that is two spaces away (See the images below for a guide). This also applies to ships only partially blocked by an obstacle. If a ship is 100% blocked from the mine by an obstacle (i.e. directly behind), then it suffers no damage from the detonated mine. When two sides of a ship are equally facing the direction of the mine, the player commanding that ship may choose where to allocate damage. All 6 hit points must be assigned to the same side.

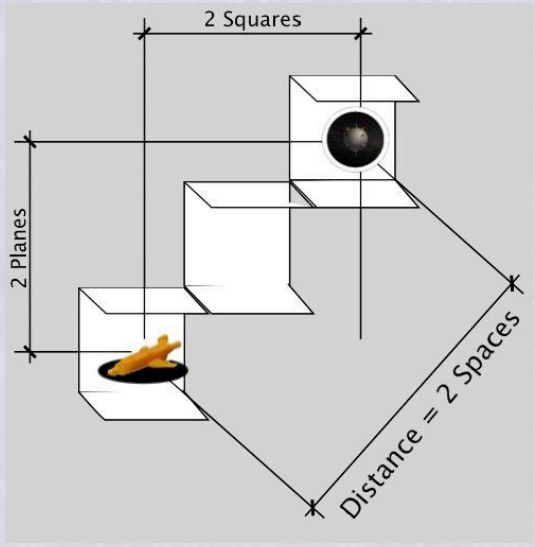
Mines are detonated either by being struck by a ship or by being shot with a weapon. It takes only 1 hit point to set off a mine. Although a mine may do damage to ships in another plane, a captain desiring to detonate a mine must be in the same plane as the mine with normal line of sight rules to make the shot.

Releasing a mine is simple. A ship may leave a mine behind inside a space as it moves from that space to another space. This ship cannot finish the round in the same space as the newly dropped mine without suffering 12 hit points to the rear of the ship.

It costs no energy to release a mine. All that must be done is to take a mine token from the ship's console and place it on the grid, making sure to mark the mine with the appropriate color ring to represent what plane it was left on (Players may exchange it with a token from the box to make sure it has the right color ring.). Mines are stationary and cannot be moved at any time.

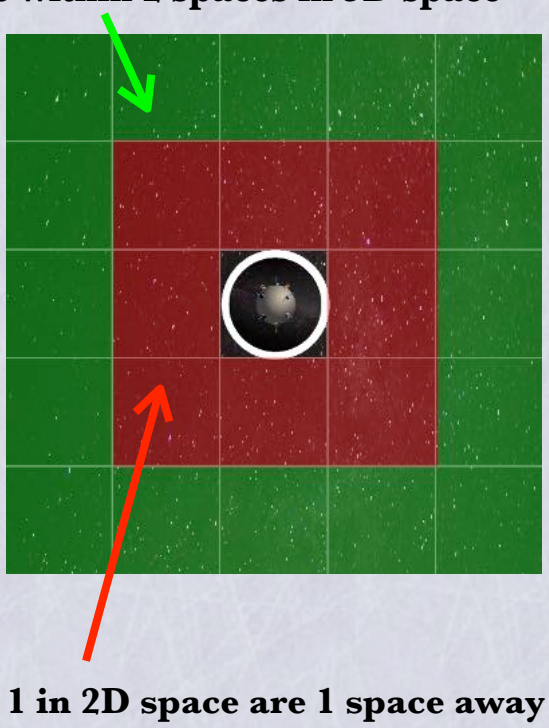


Distance of 2 in 2D



Distance of 2 in 3D

All ships of distance 2 in 2D space are within 2 spaces in 3D space



Ships of distance 1 in 2D space are 1 space away in 3D space if the difference between planes is 1 and 2 spaces away in 3D space if the difference between planes is 2.

Order of Commands

Commands can be given in any order, as seems best to the captain. For example, a captain may choose to move his/her ship one space under the initial speed +1, fire the lasers, change course, and then speed up to +2 and move a final space. Or, she may instead choose to speed up to +2 and move the two spaces, go up one plane to the +1 plane, fire torpedoes, change orientation, adjust the shields, and go back down two planes to settle on the -1 plane.

Commands are only restricted by available energy.

Timing Turns

For the first game or two, players may want to take their time making turns. For experienced captains, the game is more exciting when turns are kept to 2 minutes or less. Not only does this more closely match the situation represented by the game (in which a captain is under pressure to outthink and outfly the enemy), but it also increases the action and shortens the game (allowing for more games in an evening!).

For a timed game, set a timer at the start of each turn. If the timer runs out before a captain has thought out his or her plan, then the ship stays as it is and the next player goes. It is alright for the player to try a plan quickly and then take it back and try something else as long as it is within the time limit. Another time limit can be set, for example 3 minutes or else 90 or 60 seconds, as long as all the players agree at the start of the game.

Multiple Ships per Player

Players may control more than one ship. If players are controlling more than one ship (this may be in one or more colors depending on the ships controlled and number of players in the game), then they will get more than one turn in every round – one turn for each ship controlled. A turn is one player moving one ship; a round is all the ships taking one turn.

Every round a player gets to decide the order of play for their ships. On a player's turn, the player takes one of the ship ID tokens from one of his/her ship consoles and flips it over from "Ready" to "Activated" to show which ship is being controlled for this turn. The turn occurs as normal and then the play turns to the next team.

Once all the players have had one turn, then players with more than one ship continue for a second turn following the same turn rules. This process is repeated until all ships have played. Once all ships have been played, the round is over and the players turn all the ship ID tokens back to the "Ready" side to begin a new round.

Winning the Game

Standard Game: Team Play

The standard team play rules apply for 2-6 players, whether players fly one ship or more each. At the beginning of the game each player receives a limited number of ships, all active at the start of the match. Decide how many ships each player controls and what the teams will be. In this scenario, destroyed ships (i.e. whose hull integrity is reduced to 0) are eliminated until a new match can begin. A team wins when all opponents have been eliminated and when one or more members of that team are the only ships left. If the last attack destroys all remaining ships, then the game is a draw.

Centaur Ace: Individual Play

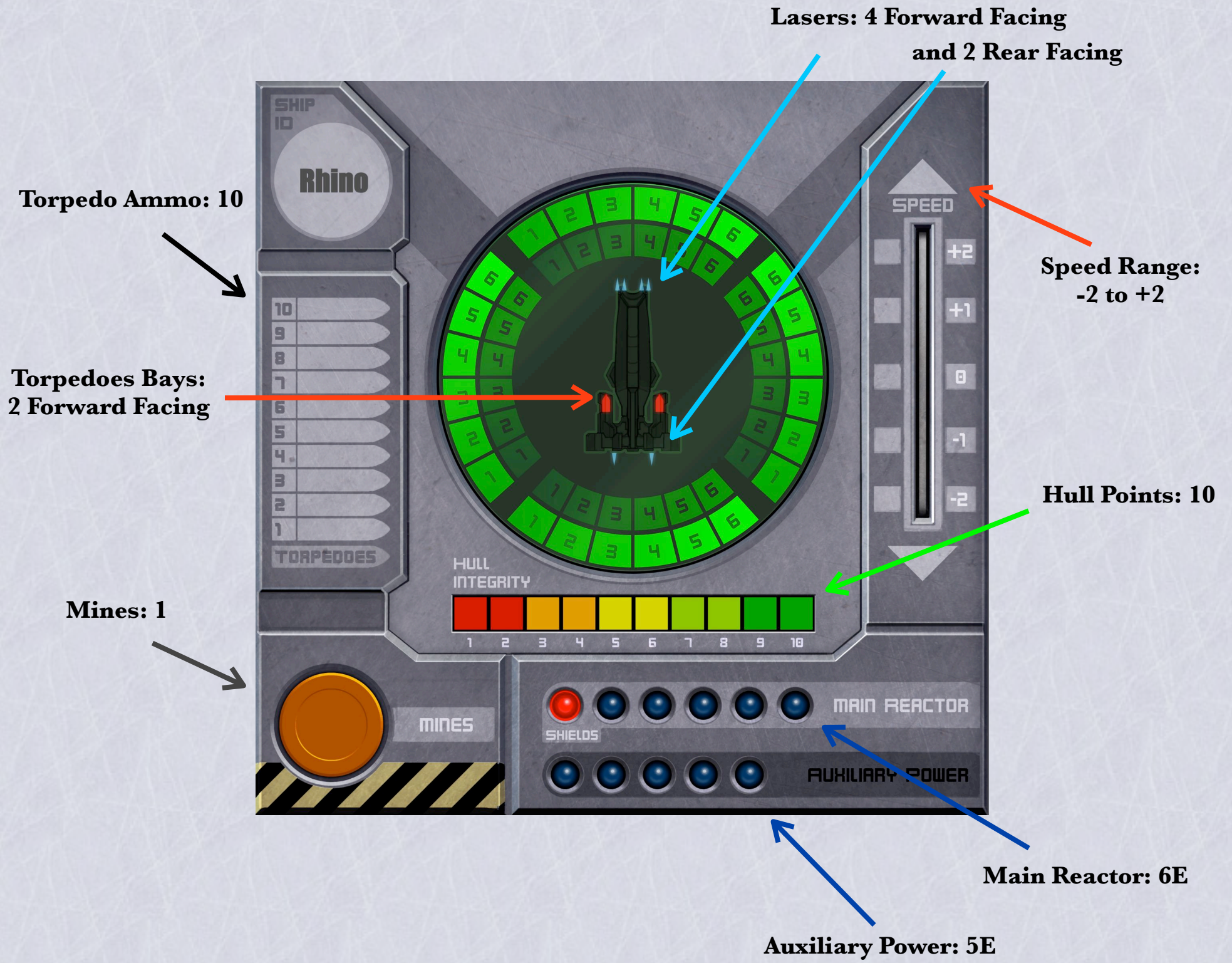
As an alternate to elimination, players can play for points to earn the title of Centaur Ace. If players want a game in which they can stay involved to the end, play for points. Each player receives one ship of their choice to begin the game and turn order proceeds according to seating order around the table. When a ship is destroyed it is removed from the playing space and a brand new one of the same model is placed in one of the outer corners of the playing space and joins the fray on its next turn.

Players earn 1 point for every enemy ship destroyed and earn a negative point if they destroy themselves in an attack. The recommended goal is 3 points. First player to earn 3 points wins immediately. This suggested goal is not binding. Players may decide on the target number of points by agreement at the start of the game.

The Ships

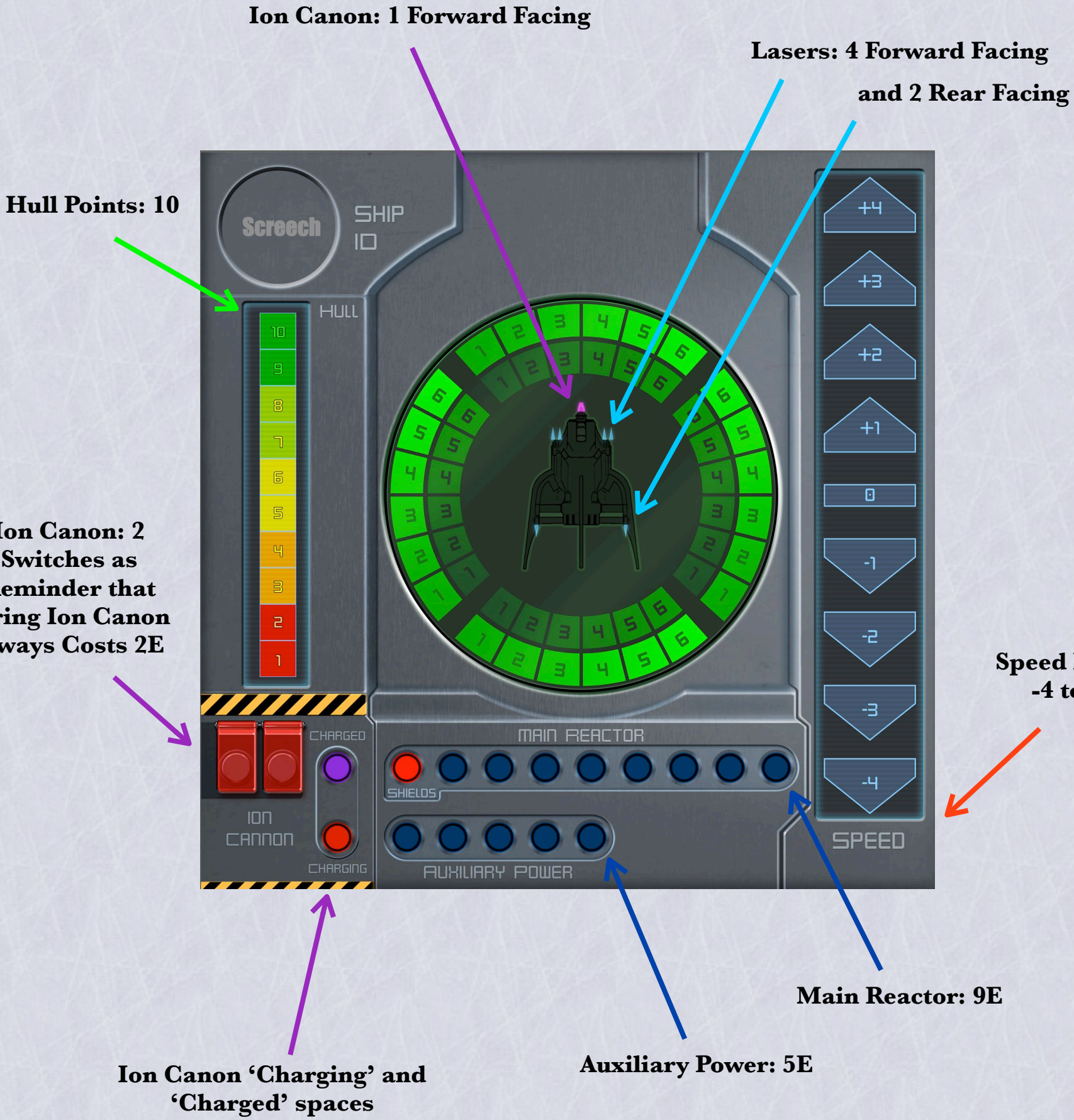
Rhino

Brief Description: The Rhino is the fleet standard for good reason. Whether you want solid weapons or reliable maneuverability, you can count on the Rhino. All movement commands cost 1E.



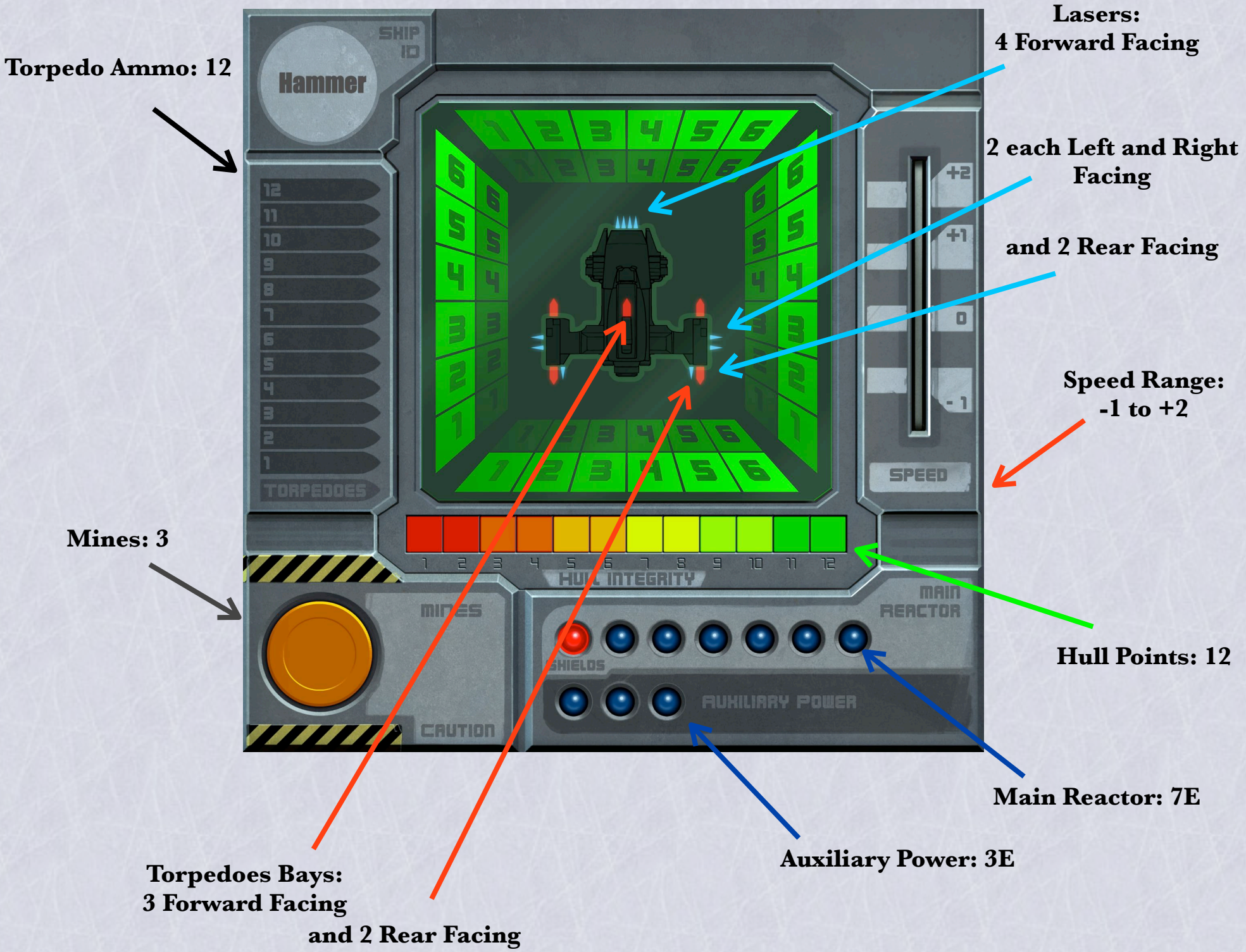
Screech

Brief Description: The Screech model is known for its great maneuverability and speed. With a powerful reactor and potent thrusters the Screech is able to keep one step ahead of its enemies. Instead of torpedoes the Screech boasts an ion canon. It might not be able to do as much damage in a turn as the other ships, but when the torpedoes have run out the Screech is still ready for battle. All movement commands cost 1E.



Hammer

Brief Description: The Hammer is a heavily armed threat. It boasts a thick hull and five torpedo tubes. But you can't have everything. This beast is as slow as it is heavy. The cost of all movement related commands are double. Changing planes, changing speed, and changing directions all cost 2E per unit.



Game Variations

Custom Playing Spaces (& Nebulae)

The easiest way to vary the game is by customizing the playing space using different sized maps and adding obstacles such as asteroids, planets, stars, or nebulae. Because the playing mats are double sided and modular, there are numerous possibilities. In addition, it is easy to put planet tokens or 4 by 4 planet and nebula mats on top of the playing space to further customize it. Be creative.

The key difference between asteroids on the one hand and planets and stars on the other hand for the purpose of the game is that asteroids only block movement in a single plane, while planets and stars, being larger, will block movement in all three planes. At no point can a ship enter a space occupied by an asteroid or planet and both block line of sight so that no attacks can be made through the squares containing them.

Nebulae take up all three planes. Unlike planets and asteroids, however, they do not block passage. The key difference is that the electro-magnetic energy of the nebula messes with shield and targeting systems. At any time that a ship is inside a nebula the shields are down and the ship will be vulnerable to attacks on the hull. However, a ship inside a nebula cannot be targeted by a ship outside the nebula (and vice versa) because the electro-magnetics also affect the targeting computer sensors at the barrier of the nebula.

Epic Battles

Centauri Rift is a flexible gaming experience. It is up to players to decide what kind of game they want to play: how long, how difficult, and how exciting. One set of Centauri Rift provides 6 ship consoles for a maximum of 6 ships. However, it is very simple to put two sets (or more) of Centauri Rift together for even larger battles. The size and scope of the battle is up to you.

Credits

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Grace Dueck

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Mark Dueck

Other Art

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