



# BATTALIA

## THE COLLECTION



### STARSMUGGLER MORGENSTERN - RULES

Say hello to the deal of the century! This guy, known as Starsmuggler Morgenstern, is really ubiquitous. He operates almost like a genie in a bottle, being everywhere and yet nowhere at the same time. He lets you exchange old artefacts for new ones at the best possible rate :) .... and for now he is one of the few who have access to the most precious substance in the universe, called **STARDUST**. It's a cosmic substance from a fallen crystal meteor, which provides bio-energy similar to food but with double efficiency ... and it's pretty addictive! People who claim to know him, spread the word that Morgenstern is always to be found around the Gates, strolling from one to another. Catch him if you can....!



**Attention:** In order to play with this mini-expansion you will need the **Stardust** and the **Stormgates** cards, which are part of our BATTALIA: The Stormgates BIG!Expansion. **Alternative:** you'll have to renounce one of the two main abilities of the Starsmuggler - the **trade** with the Stardust cards and also establish a custom border path (like infinite loop) for the movement of Morgenstern without the Stormgates cards (see below).



#### APPEARANCE

**WHEN:** This NPC **enters** the game at the **first check-point** (this is a general rule for all NPCs that are not hired through a card combination). Check-points (CPs) are phases in the game between two weeks, when certain actions are performed. There is a check-point at the **end** of every week (standard 7 days or a full Oracle wheel rotation) and the first of them is at the end of week one (before first player's turn of day 1 of the 2nd week - for more details about CPs please refer to the Stormgates rule book). **Attention:** The Starsmuggler **doesn't** move when he appears for the first time on the map, so that players can prepare for his presence. His first movement is after day 1 of the 2nd week and then **continuously after each day**. Please interrupt the game shortly after the announcement of a new day and turning the Oracle wheel - then move the NPC (in any order if more than one are in play).

**WHERE:** Morgenstern always **enters** the map through a **random Stormgate** (this is a general rule for most of the NPCs). **Roll** a D6 die. Place the NPC figure on the Stormgate with the **number** that **matches** the **result** of the die. **Reroll** if the result indicates a Stormgate that is not currently in play (e.g. in a game with less than 6 players). **Alternative:** place the miniature in a random corner of the map if you don't own the Stormgates BIG!Expansion (you can certainly play this mini-expansion without it, but it's a kind of a compromise, since you will miss the board extension, the Stormgates and the Stardust cards).

#### MOVEMENT

The Starsmuggler Morgenstern **always** moves from one **Stormgate** to another following the **border paths** in a **clockwise direction** - the **circle of outer cards** on the edge of the game board. At the end of each day he moves **two squares away**, until he **reaches** the **next Gate** on his way. On the **following day** he **disappears** through this Stormgate, only to come out on a new location. This is what we call **smuggler movement** - random appearance and quick disappearance all the time - his movement is **only partially predictable**, so the players could catch him only for a short period of time while he moves between 2 Stormgates. Depending on the player count and the initial map setup this period varies from 3 to 5 days. Then he disappears and possibly changes his operating zone (but due to the die roll it's possible to come out through the gate he previously appeared and repeat the same path or to just remain on the same spot).

**Attention:** When Morgenstern reaches a new Stormgate, he **remains** on that card till the end of the day. At the beginning of the next day repeat the procedure for his first appearance: **Roll** a D6 die. Place the NPC figure on the Stormgate with the **number** that **matches** the **result** of the die. **Reroll** if the result indicates a Stormgate that is not currently in play. The smuggler remains on this spot until the next day and then he starts his double-step movement on the new piece of the border path. Unlike the heroes Morgenstern can freely **move on empty squares without any cards** on them (for sure he knows all hidden paths).

#### EFFECT

If at least **one** of your heroes is standing on the **same square** as **Morgenstern**, you can **trade with him**. He is able to offer the **best possible exchange rates** for goods on the market (better than the **trade posts** from the Stormgates expansion), though he is always on the move and respectively a little bit more difficult to find. **Only heroes** are able to **interact** with the smuggler (no direct trade with the cities - he avoids staying there for long anyway, as the townsfolk always rumor that his business is questionably legal...).

When a player performs a **trade action**, he returns certain cards **from his hand** to the **common card pool** and takes new cards **from there** which are added **directly to his hand** and **may** be used in the **same turn**. All returned cards are placed under the corresponding decks in the card pool. There are **3 trading options** with Morgenstern:

- You may exchange **any artefact** in your hand for **another artefact** from the common card pool (i.e. the bottomless saddlebags of the smuggler). In order to do so, return an artefact under its corresponding deck and take the topmost card of any other artefact deck of your choice. As always if the symbol of the chosen artefact **matches** on the vanes of the Oracle wheel, you don't have to take the topmost card and can **search** the deck in order to **choose** the **faction/color** of the new one.
- You may exchange **one supply card** in your hand for **one Stardust card** from the common card pool (this insane **1:1 exchange rate** is only offered by the Starsmuggler). In order to do so, return 1 supply card under its corresponding deck and take 1 Stardust card from their deck (you need the Stormgates BIG!Expansion in order to play with these Stardust cards and use their functionality).
- Morgenstern is the only guy in the whole Battalia universe who would **"buy" back** some Stardust from you. He is able to aid you overcome the addiction, so you could **return any number** of Stardust cards **to him** (i.e. to the corresponding deck in the card pool), but you will **gain nothing** in return. He just helps you out to get rid of this "burden". Maybe that's the reason why the smuggler offers the Stardust at this crazy favorable exchange rate ... or maybe he has direct access to the source meteor? Who knows?!

**IMPORTANT:** a card that has just been received in a trade **cannot** be traded back in the same turn ("re-trade" is not allowed). Apart from that special restriction, players can trade as many cards as they want and are able to during a single turn.

#### THE STARDUST

The 12 Stardust cards are **neutral cards** (their symbol has the same background color as supply cards). This means that they **don't** count towards any cohorts.



A **Stardust card** in an action line counts as **2 supply cards**. This means that it can always be played **instead** of up to 2 **supply cards**. *Note: these supply cards cannot be used in two separate actions lines.*

**IMPORTANT:** Stardust is **addictive**. Once you add a stardust card to your deck, you **cannot** get rid of it. It may not be traded back (besides using the Starsmuggler, see above), nor may it be suspended to the limbo. Choose wisely, in any other mode (i.e. without Morgenstern) it is yours till the end of the game!

#### TIPS & TRICKS

- This figure has **NO** impact on the movement or effects of any other NPC if both are played simultaneously, besides on Unbound Buff when the mercenary is hired by a certain player as a third hero. Then he also could trade with Morgenstern.
- Avoid adding too many NPCs to the game. In general we recommend max 3 at once.
- When playing with NCBC miniatures we recommend to use our set of 6 custom engraved faction dice (sold separately) due to increased amount of personalized dice rolls.



- Getting the BIG!Expansion **BATTALIA: The Stormgates** is also highly recommended. Most of the NCBC minis can be played only with the base game, though with small compromises (but in the case of the Starsmuggler you'll have to deal with some bigger ones).



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