

# Nova- Raiders

A fast paced  
competitive space  
adventure by:

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## Two Player Duel

**Guidelines for a two person  
competition in Space!**



# Two Player Duel

It's bad enough competing with your arch nemesis (opponent), but you have to deal with a slightly dysfunctional AI as well. The Nova-Raiders have managed to hack into the H.R.L module (Heuristic Realizer Logic) but it still causes chaos now and then.

## Taking Your Turn

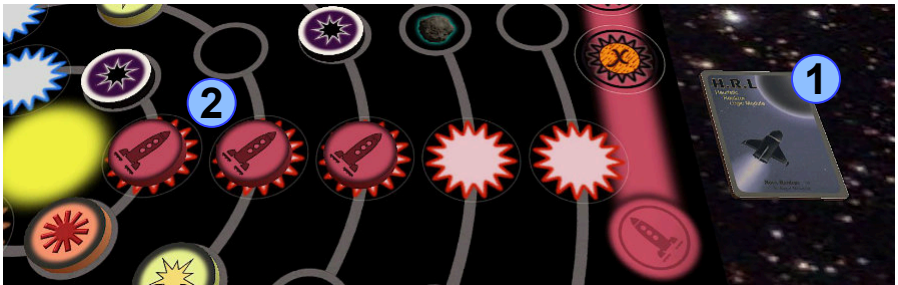
Before you take their turn, you must reveal a H.R.L card and follow the instructions. Any decisions like movement direction and position are decided by you revealing the card. This tends to work in your favor but sometimes it backfires.

You will then take your turn as usual.

## Two Player Set-Up

The standard 3-player set-up is used, with the following exceptions:

- 1 The Red action deck is replaced with the H.R.L deck.
- 2 The three red ships start out on the three innermost red Jump-gates. (*Remove the White Hijack card from the H.R.L deck.*)



- Refer to the Set-Up Reference Cards for further Two Player set-up instructions.

## Managing H.R.L

The H.R.L card will usually refer to the **Inner, Middle** or **Outer** Orbits. The Inner orbit is the one closest to the Star. The H.R.L ship on the specified Orbit will activate as per the instructions on the card. If “Any” orbit is specified, then any one of the three ships can perform the action.



When a **Star Expansion** occurs, the H.R.L ship, or Stack, in the innermost orbit is moved to its home Jump-Gate on the third Orbit away from the Star. When there are only two Orbits left, the innermost H.R.L Ship/Stack is moved to the Dock. (*Out of play.*)

During a **Spawning** Event, the player who didn't trigger the Event will draw a third energy Shard from the bag and place it after the first two have been placed.

## H.R.L Actions



**Orbit** - You must move the H.R.L ship or Stack in either direction, any number of spaces, along the specified Orbit onto any empty space. (*or Jump-Gate*). Remember, you can leave any number of Shards behind when Orbiting. If there are no empty spaces, then the the ship doesn't move.



**Acquire** - You must move the H.R.L Ship, or Stack, in either direction, any number of spaces, along the specified Orbit, landing on top of a Shard. If there are no Shards, then the ship doesn't move.



**Unload** - You must remove any stack controlled by the Red H.R.L player. The Shards are removed from the game and the ship is placed back onto the Red Jump-Gate on the Orbit from which it came. If there are no Red Stacks, then the Unload action is not performed.



**Hijack** - You must perform a Hijack action to the specified color ship. The target will be a Stack (*With at least one shard under the ship*) on any one of the three innermost rings. The H.R.L ship can move any number of spaces and approach from either direction. If a Hijack is not possible, then no ship moves.