

Nova-Raiders

A fast paced
competitive space
adventure by:

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Basic Mission Training

**Become a Space Buccaneer and
be the master of your own destiny
...or your own Destruction!**



Becoming a Nova Raider

You risk your neck racing to collect valuable Energy Shards surrounding expanding stars. Outrunning Supernovas and Hijacking an opponent's cargo is all in a day's work for the space buccaneers known as Nova-Raiders.

Orbit around the Star, gathering the Shards under your ships. Hop between Jump-Gates, and bring them back to your Star Base. Unload your Shards to your Cargo Bays to score points and enable special abilities.

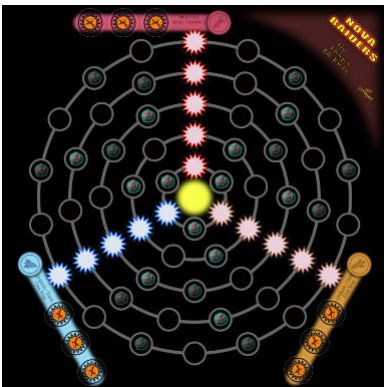
The star is constantly expanding, consuming everything in its path, including you. Do you have what it takes to become the greatest Nova-Raider?

Winning

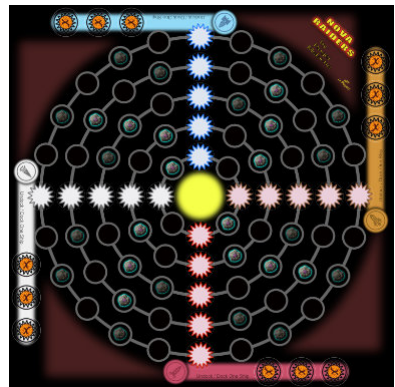
You must acquire the the most valuable collection of Energy Shards and Special ability cards before the Star goes Supernova, immediately ending the game.

Parts List

Main Board - The board is double sided. One side for two or three players and the other for four.

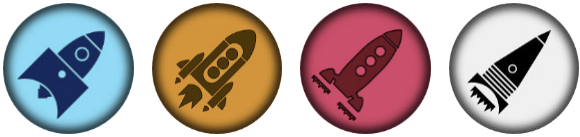


Two/Three Players



Four Players

Each player has three ships in their colour.



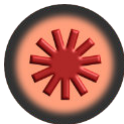
Each player has an 11 card deck of basic action cards
(See the Pilot Training Manual)



There are three types of Energy Shards (10 of each type)



Black Energy

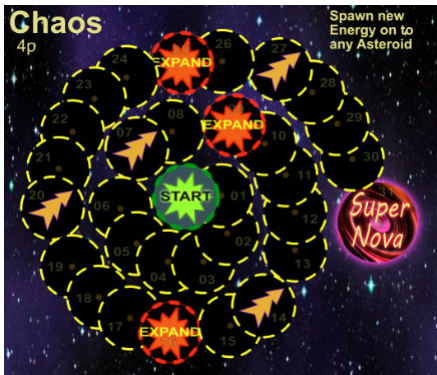


Red Energy

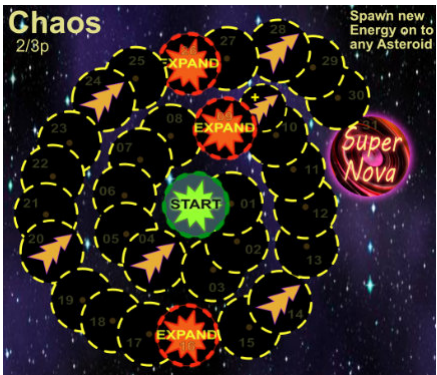


Yellow Energy

Time Track Side 1
4 Player

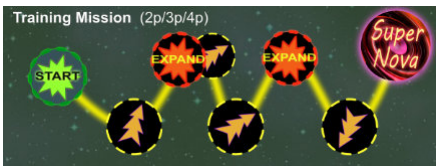


Time Track Side 2
2/3 Player

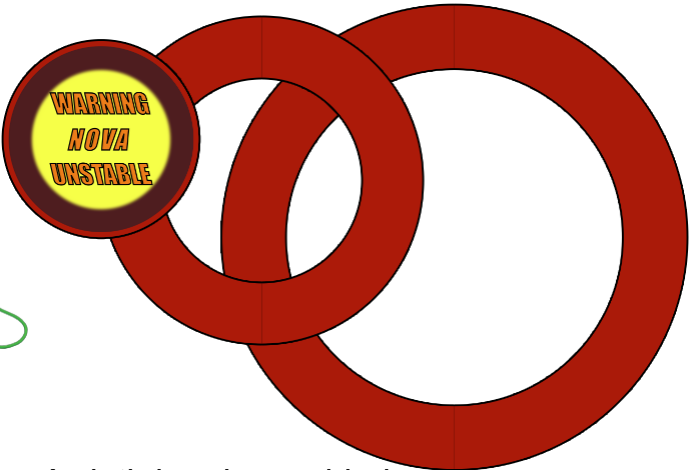


Time Tracker Token

Time Track (2/3/4p)
Training Mission



Expansion
Overlays

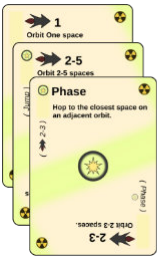


Shard Bag - A cloth bag is provided to store the Energy Shard disks.

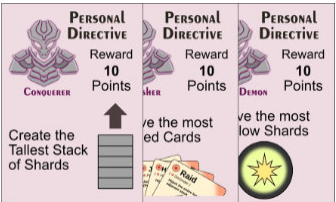
A deck of 10 H.R.L cards used in the Two Player variant.
(See *Two Player Duel*)



24 Special action cards matching the three different Shard types.
(See the *Pilot Training Manual*)



10 Personal Directive Cards
(See page #9)



Set-up

- Select the player board and Timer Track for the current player count.
- **Refer to the Set-Up Reference Cards for further set-up instructions.**
- **See the Pilot Training Manual to learn to fly your ship.**
- **See the Two Player Duel reference for the Two Player guidelines.**
- **See page #10 for your first Training Mission**

Taking Your Turn

You can “**Launch**” a Ship any time during your turn if you wish. *(This does not require an action card.)*

Play cards in front of you to perform **Actions** and manipulate your ships. Resolve each Action as the Cards are played. *(Actions are described in detail in your Piloting Training Manual.)*

You can perform multiple actions on your turn as long as you have cards to play. When you decide to end your turn, place the cards you’ve played onto the **Discard** pile. You can also discard additional cards from your hand.

The next player can start their turn immediately after you have discarded your cards, in order to keep the game moving quickly.

Draw back up to 5 cards into your hand from your Draw Pile. If your Draw Pile is ever exhausted, your discard pile is picked up, shuffled and placed face down, forming a new Draw pile.

After the first round, you will always start your turn with 5 cards, and can play some or all of them on your turn.

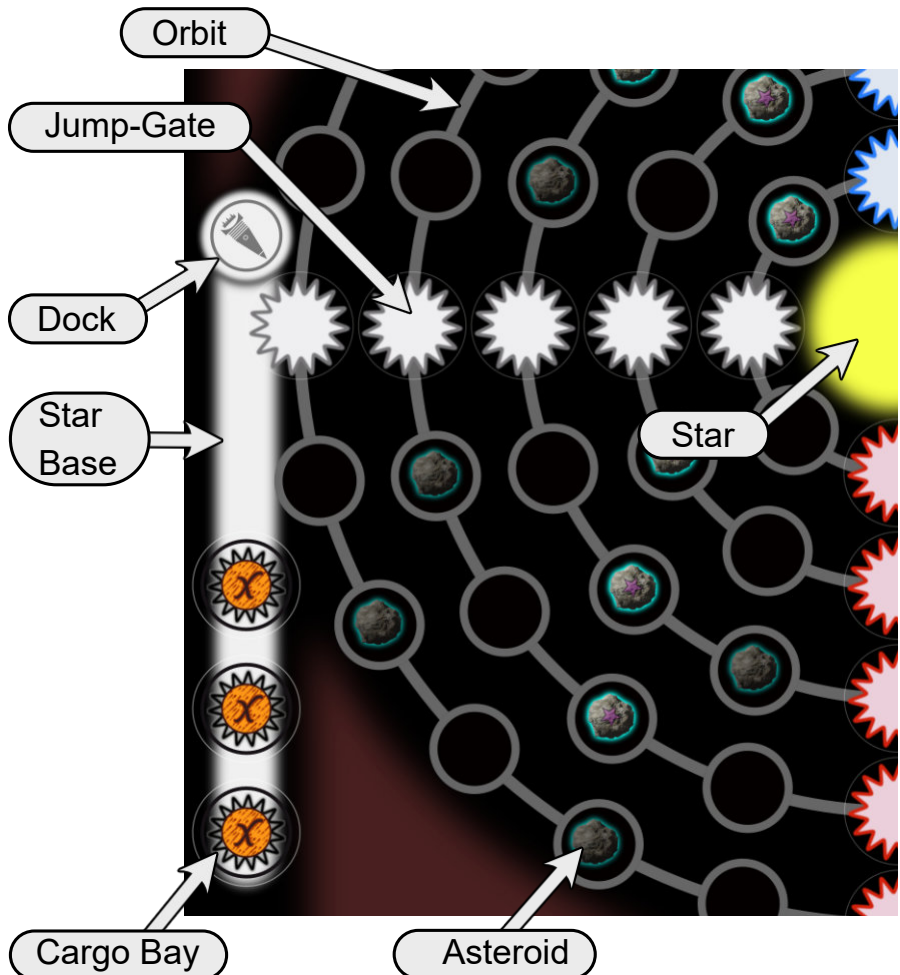
(Newly acquired cards go directly on top of your Draw Pile.)

Main Board

The star, in the center of the board, is surrounded by orbital rings on which the ships travel. Special spaces on these rings called Jump-Gates, are aligned with each player's orbiting Star Base on the outer edges of the board.

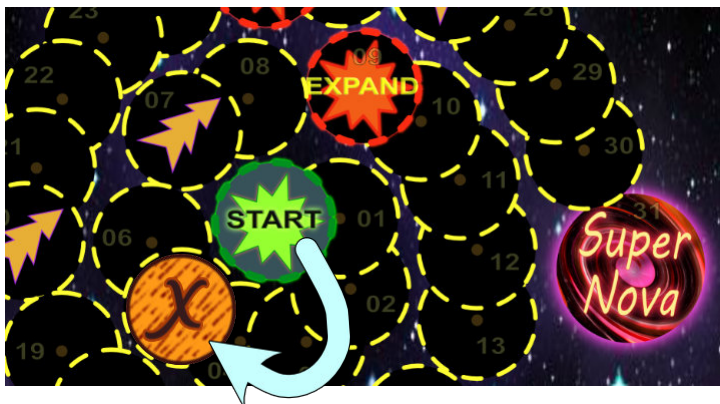
The Star Bases contain a Dock to store your ships and three Cargo Bays which hold the Energy Shards which you have collected.

Some of the Orbit spaces contain Asteroids on which the new Energy Shards will spawn throughout the game.



Time Track / Star Expansions

Each time any player performs an **Unload** action the Time Track Token will advance a number of spaces equal to the stack height, including the Ship. Ant Events passed or landed on will then be resolved.



Spawn Energy - Each player draws an Energy Shard from the bag and places it on to any open space on the board containing an Asteroid. Placement starts with the player to the left of the player who triggered the expansion and continues in turn order. *(This can also be done Simultaneously)*



Star Expansion - The smallest available Expansion Overlay is placed on the centre of the board covering the inner-most Orbital ring. Any Ships or Energy Shards on this Ring are consumed and removed from the game. *(There are three Overlays.)*





Super-Nova - Once this space is reached, the game ends immediately. Players count their points to determine the winner.

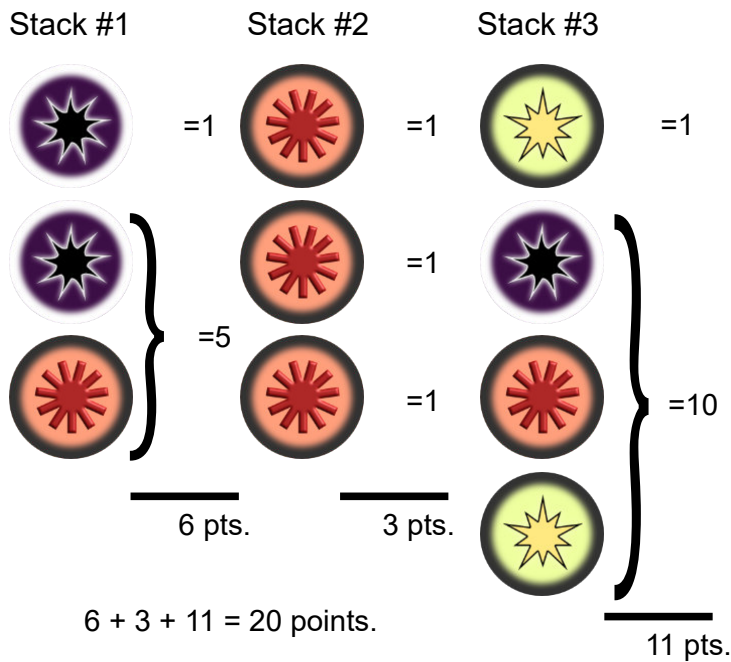
End Game Scoring

Immediately after the Supernova occurs, all players will count their points. You will score the Shards you've collected in your Cargo Bays as well as the Special Action cards you have collected throughout the game.

Spread out each stack of Shards from your Cargo Bays, without changing the order in which they were placed. Score unique sets as follows:

- 10 points for each set of three unique Shards**
- 5 points for each pair of different Shards.**
- 1 point for each individual Shard**

Shard Scoring Example



Collect all the Special Action cards from your hand, Draw Deck and Discard pile. Sort them by type then score points based on the Shard Symbols on the cards.

- 6 points for each set of three Matching Symbols
- 3 points for each pair of Matching Symbols.
- 1 point for each individual Symbol

Special Action Card Scoring Examples

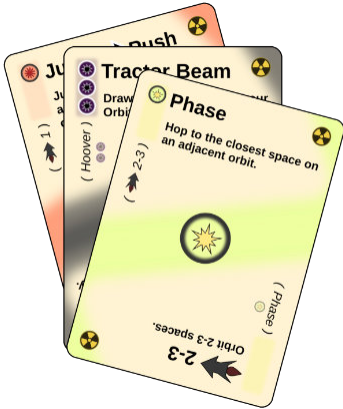
6 points.



3 + 1 + 1 = 5 points.



1 + 1 + 1 = 3 points.



** Four of the same card will score 10 points for a set of Three plus One point for the individual fourth card.*

Personal Directives



These nine cards may be added to the game to give each player a unique way to earn more points.

During set-up, you will be given two random Directive cards. You will keep one and discard the other.

If you complete your objective before the end of the game, you will score the additional points shown on the card.

Here are a few examples:



One of your stacks in your Cargo Bays must be higher than anybody else.



You must have more yellow cards than any other player. *(No ties)*



You must have more red Shards than any other player. *(No ties)*



You must destroy an enemy ship by triggering an expansion or pushing them into the Star.

Training Mission

OK Rookie, this is your basic training. You will be using the standard, 11 card action deck and only One ship. Ignore the Upgrade action for now, and start the game after the first star expansion.

This will be a quick, down and dirty mission, to see if you can cut it as a Nova-Raider. Survive this mission to become a veteran Raider, and collect the most valuable collection of Energy Shards to become the "Top Dog".

- Set up the game as outlined in the Training Mission set-up sheet for the appropriate player count.
- Be sure to place the first expansion disk on the board, covering up the innermost orbit ring.
- Use the Basic Training Expansion Track and advance the Time Tracker Token one space each time somebody performs an Unload action.

On your next game use the full size Time Track. You can also add the Personal Directives and, if you wish, Advanced Actions with the Space Academy.

Final Note: This game is currently under development. Stay tuned for more fun. You are welcome to try it out or read the latest rules. Just scan the link on the right or Visit rogerdogergames.com



Turn

- **Launch** (*Any Time*)
 - **Perform actions**
 - **Draw back up to 5 cards**
-
- **Launch-** Move a ship from your Dock to any one of your own Jump-Gates. (*Any time during your turn.*)

Basic Actions:

- **Action** - Play a card face up to perform an action. (*Pay any activation costs.*)
 - ▶ **Orbit** - move one of your ships a number of spaces around an orbit (*forward or backward*) onto an open space or a Shard.
 - ▶ **Jump** - Jump from one Gate to any other unoccupied Gate on the board. (*No ships or shards*)
 - ▶ **Unload** - Unload a Stack of Shards from one of your own Jump-Gates to your Cargo Bays.
 - ▶ **Hijack** - Push an adjacent opponent forward “X” spaces onto an open space. The bottom Shard is left behind. Move on on top the Shard. (*“X” = Stack Height.*)
 - ▶ **Upgrade** - Take a card from the Market, and place it on top of your Draw Pile.

Special Action Cards

- You must have the required shards stored in your cargo bay matching the symbol on the card to use the action.



Time Track

Each time a player performs an Unload action, the Time track will advance:



No effect



Spawn Energy



The star Expands, consuming everything on the innermost orbit.



Supernova ends the game immediately.