

Nova- Raiders

A fast paced
competitive space
adventure by:

Roger Meloche



Pilot Training Manual

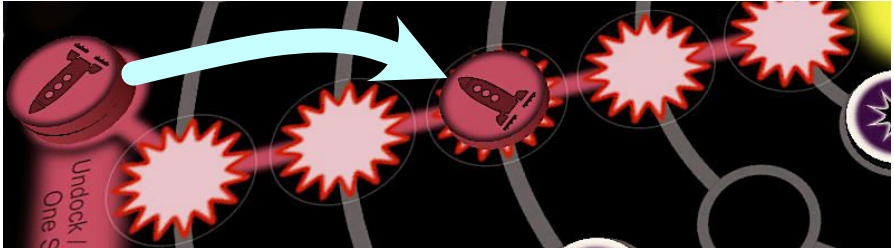
Fly your way to Glory!



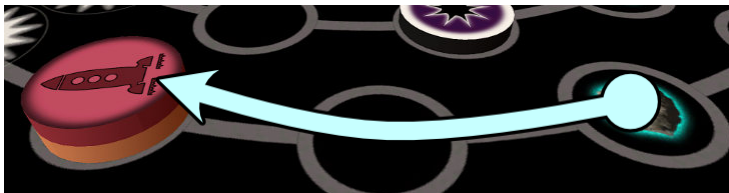
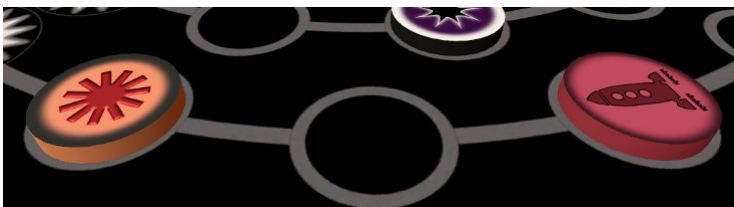
Piloting Your Ships

Launch your Ships and use your action cards to pilot them, once they are on the board.

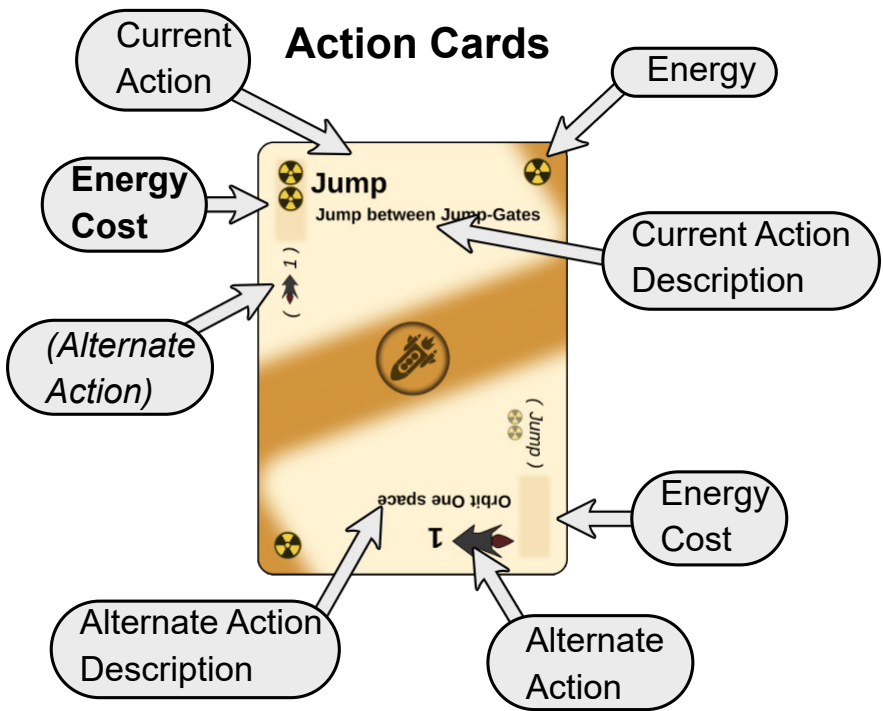
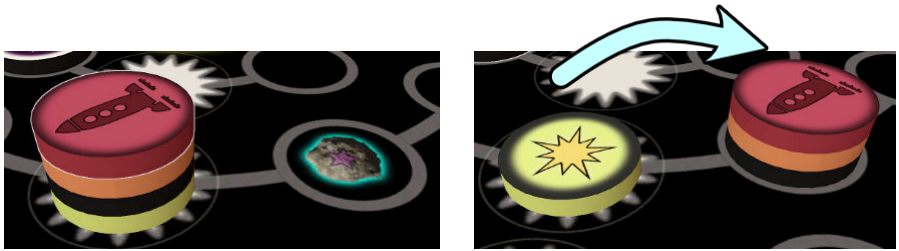
Launch - Any time during your turn, you can move a ship from your Dock to any of your own unoccupied Jump-Gates. *(No ships or Shards)* You can do this more than once during your turn. **This is a free action, and requires no card.**



Ship Movement When your ship ends its move on top of an energy Shard, it can be carried along with the ship on subsequent moves. A ship with one or more Shards under it is called a **Stack**. The total height of the Stack, including the Ship affects certain actions. "X"



You can also leave behind any number of Shards as you move. This is sometimes a good strategy.



Performing Actions

Each card has two possible actions. Rotate the card to choose which one you wish to take then place it in front of you to perform the action shown on the top of the card.

You must pay any energy costs if required to perform the action. You can tuck additional cards behind your action card to do this.

Action Card play Example



Brown plays an Orbit 3 card, tucking another card under it to provide enough energy for the Action. Brown then plays an Orbit 1 card. This requires no additional cards. Finally, Brown plays an Upgrade Card to acquire a new card and pays the energy cost, tucking a second card under it. *(Brown ends their turn.)*

Special Action Cards

Some cards (*Upgrades*) require a player to have certain Energy Shards stored in their Cargo Bay in order to perform the Action.

The Sabotage card for example would require the player to have at least Two Black Energy Shards in any of their Cargo Bays in order to use it. The Raid card would require three Red Energy Shards.

Either of these cards could be tucked under another action card to provide additional Energy if the player doesn't have the Shards yet.

(See Page 8)

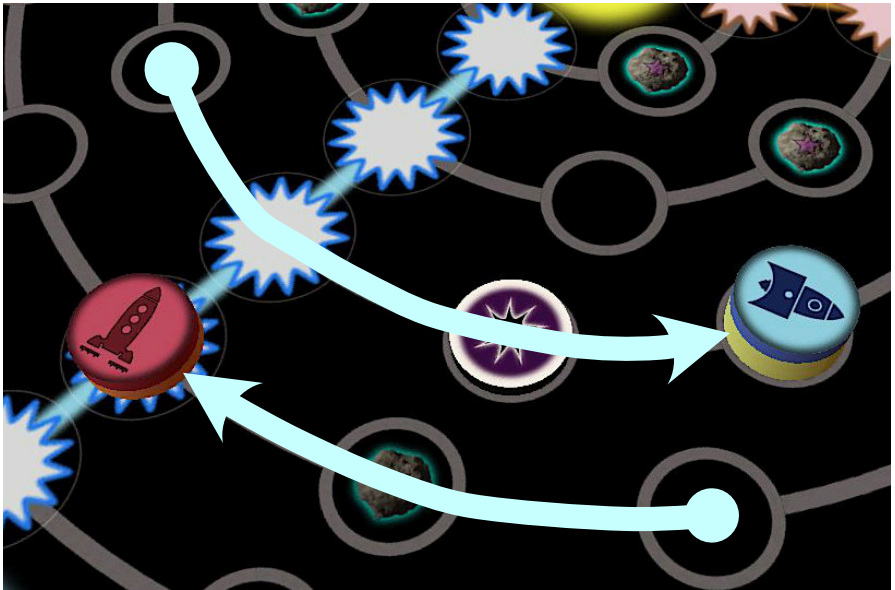


Basic Actions

Orbit  - move one of your Ships forward or backward the specified number of spaces around an orbit.

- You cannot land on any other ship.
- You can land on top of Energy Shards.
- You can carry along any Shards that have accumulated under your ship as you move.
- If you land on a Shard at the end of your move, it is added to the bottom of the **Stack** under your ship.

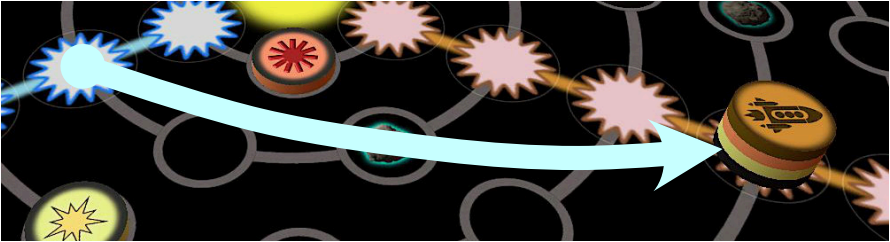
You may leave any number of Shards behind when you move.



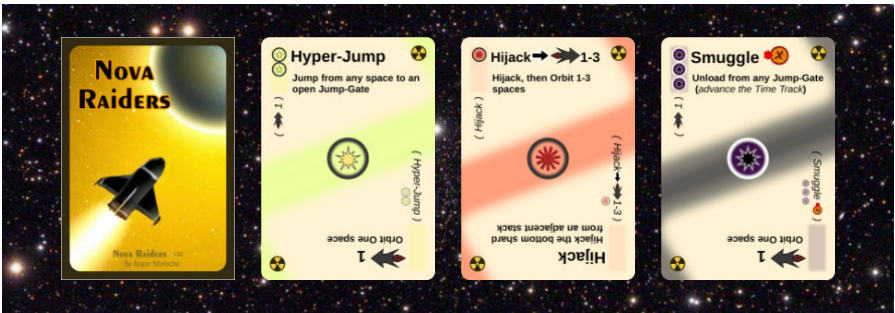
In this example: the Red Stack Orbits TWO spaces, landing on the Blue Jump-Gate.

Blue Orbits THREE spaces, passing over the Black Energy Shard and landing on top of the Yellow Energy Shard. The Yellow Shard is now part of the stack under the Blue ship.

Jump - Move your ship and any Shards accumulated under it from one Jump-Gate to any other unoccupied Jump-Gate on the board (*No ships or Shards*). You may leave any number of Shards behind when you Jump.

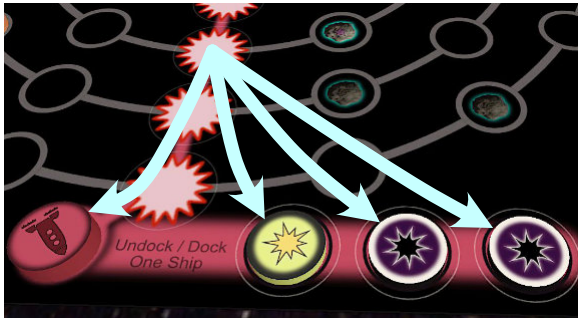
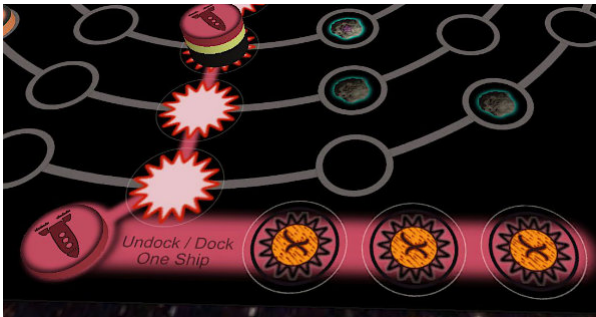


Upgrade - Take a card from the Space Academy and place it on top of your Draw Deck, then immediately refill the empty space in the Academy. You can also draw the top card from Deck, then replace the three face-up cards, discarding the old ones to the bottom of the Academy Deck.



Unload - Unload your Stack of Shards from one of your own Jump-Gates to your Cargo Bays.

- Place the Ship in your dock.
- Unload the shard or stack of Shards, One at a time from the top down.
- Place them in any Cargo Bay as you unload them.

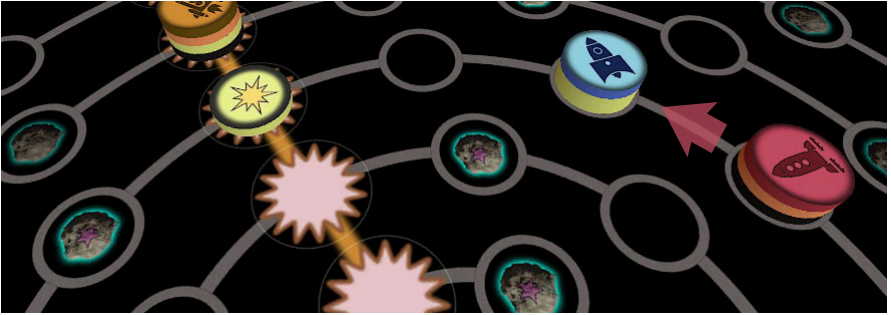


Remember to Unload Shards in each bay in the proper order to gain the most points.

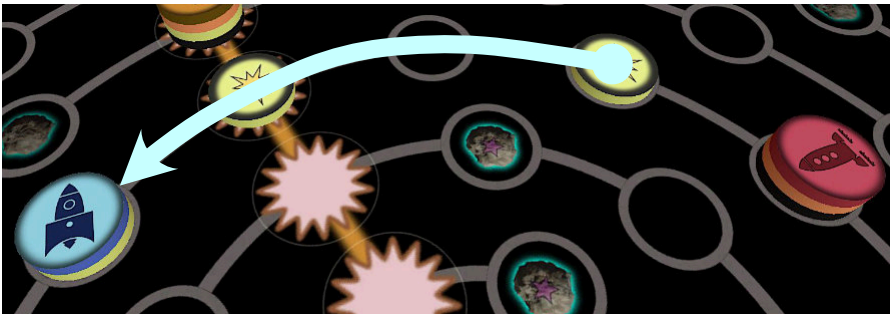
Time Track / Star Expansions

Each time any player performs an **Unload** action or a Disrupt Action the Time Track Token will advance on the Time Track. (See *Basic Mission Training Manual*)

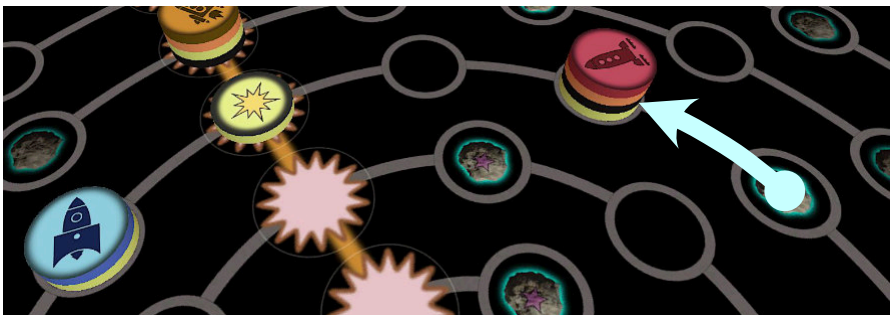
Hijack - Push an adjacent opponent away, a number of spaces equal to your Stack Height. “X” (*If the destination space is occupied, keep moving to the first open spot in that direction.*) The opponent’s bottom Shard is left behind. Orbit on top of the Shard.



Red (the attacker) is Hijacking the adjacent Blue stack with a Three High Stack. (*Including the ship*)



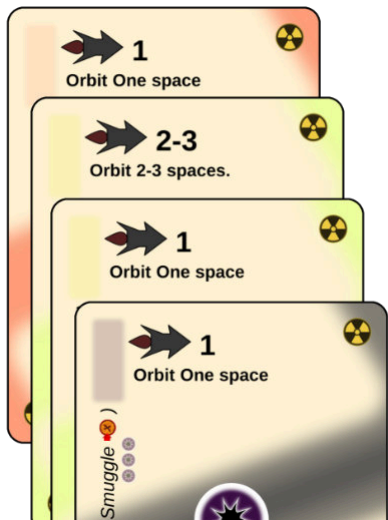
Blue is pushed Three spaces. The bottom Shard of Blue’s Stack (The Yellow Shard) is left behind.



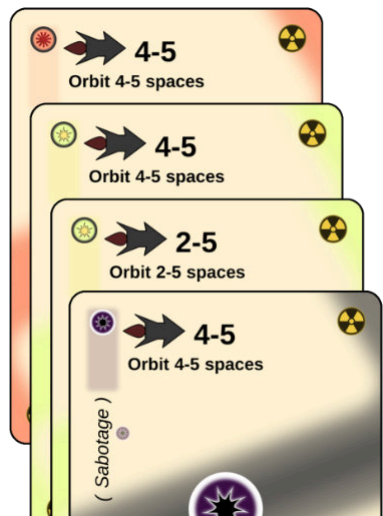
Red Orbits on to the the Yellow Shard, Claiming it.

Special Action Cards

These cards are acquired from the Space Academy. With most of these cards, you must have a matching Shard or Shards in your Cargo Bay to perform the Action.



These Orbit actions can be used at any time without any additional cost. The Yellow “Orbit 2-3” can be used as an orbit of Two or Three spaces.

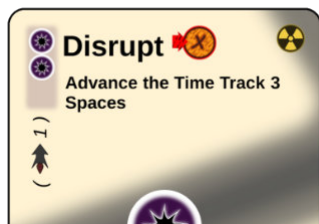


In order to use these Orbit actions, you must have the corresponding shard stored in your Cargo Bay.

The Shard stays in your Cargo bay, It simply must be present to perform the action.

These actions allow a range of possible Orbit actions in a single move.

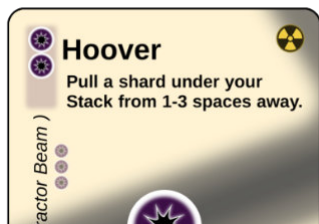
(The Yellow “Orbit 2-5” can be a 2,3,4 or 5 Orbit, but not a combination of more than one Orbit.)



Advance the Time Tracker Token Three spaces on the Time Track.

(Only One space in a Training Mission)

(Two Black Shards Req'd)



Pull a Shard, on your current Orbit, under your ship or Stack from up to Three spaces away.

(Two Black Shards Req'd)



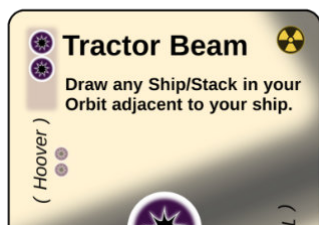
Take control of an opponent's ship on any Orbit and move it 1-3 spaces.

(Two Black Shards Req'd)



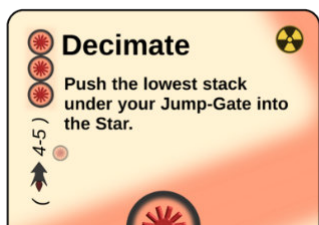
Unload from any Jump-Gate on the board and advance the Time Tracker.

(Three Black Shards Req'd)



Draw any Ship or Stack, on the same Orbit as you, to a space adjacent to your ship.

(Two Black Shards Req'd)



When on a Jump-Gate, Push the innermost Ship, on the same column of Jump-Gates, into the Star.

(Three Red Shards Req'd)



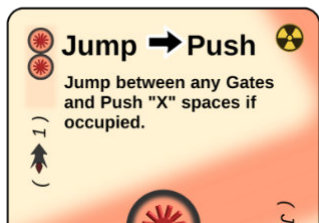
Hijack an opponent.

(No additional energy costs req'd)



Hijack an opponent, then Orbit 1-3 spaces.

(One Red Shard Req'd)



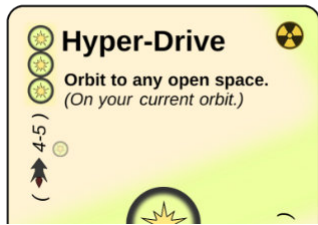
Jump between any Jump-Gates. If the Gate is occupied, Push the opponent "X" spaces away. ($x = \text{Stack Ht.}$) in either direction.

(Two Red Shards Req'd)

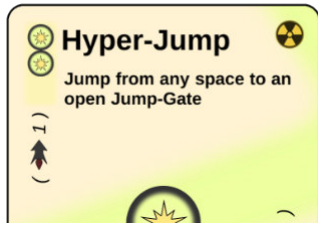


Hijack an adjacent Stack, taking **all** of the opponent's Shards.

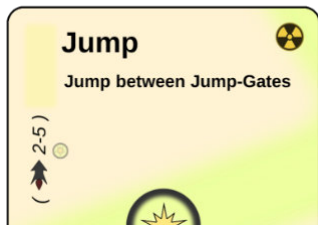
(Three Red Shards Req'd)



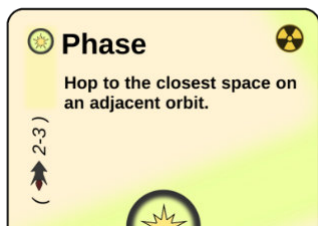
Move to any open space on the current Orbit.
(Three Yellow Shards Req'd)



Jump from any space to any open Jump-Gate in the current Orbit.
(Two Yellow Shards Req'd)



Jump between Jump-Gates.
(No additional energy costs req'd)



Hop onto the closest adjacent space on the next orbit.
(One Yellow Shard Req'd)