

Nova-Raiders

A fast paced
competitive space
adventure by:

Roger Meloche



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



Nova Raiders

Risk your neck racing to collect valuable Energy Shards surrounding an expanding star. 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, to bring them back to your Star Base. Unload your Shards to your Cargo Bays to score points and enable special abilities.

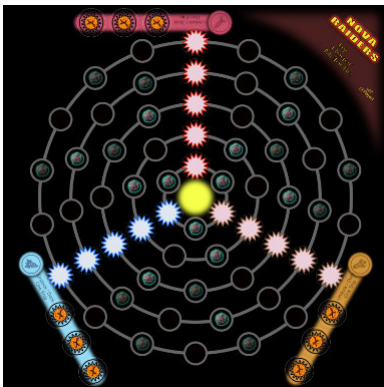
The star is constantly expanding, consuming everything in its path, including you. Do you have what it takes to become the greatest Nova-Raider?

Winning

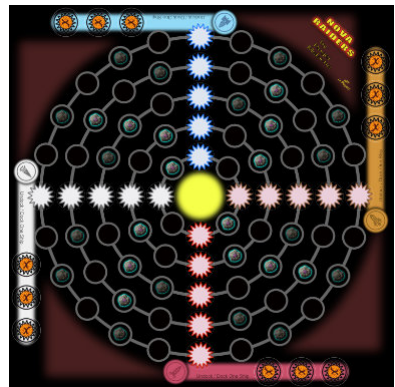
You must acquire the the most valuable collection of Energy Shards and Special ability cards before the Star goes Supernova, immediately the game.

Components

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

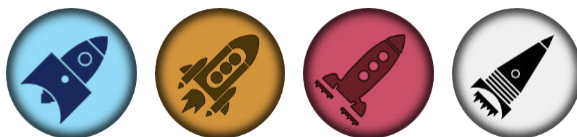


Two/Three Players



Four Players

Each player has
three ships



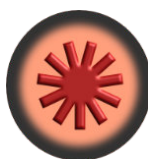
Each player has an 11 card deck of basic action cards



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



Black Energy
(Manipulation)

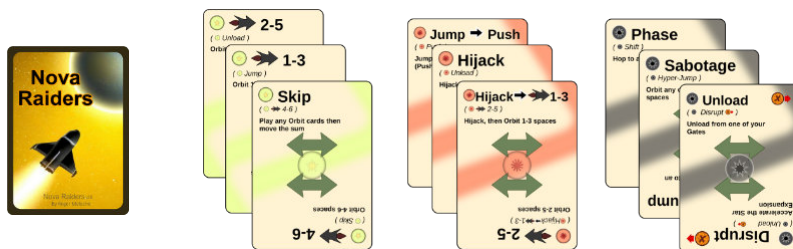


Red Energy
(Aggression)



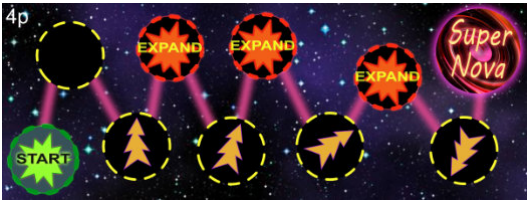
Yellow Energy
(Agility)

There are 24 Special action cards matching the three
different Shard types.

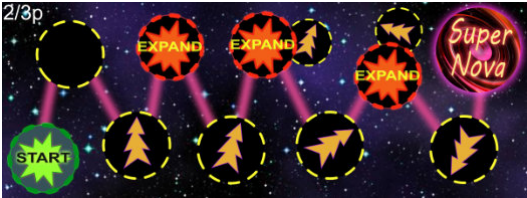


See page 16 for description of each card.

Expansion
Track - 4 Player



Expansion
Track - 2/3 Player



Time
Tracker
Token



Expansion Overlays



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

Set-up

- Select the player board for the current player count.
- Select the Timer Track for the correct player count
- **Refer to the Set-Up reference card for further instructions**

Taking Your Turn

Each turn, you will start out with **5 cards** in your hand and play them, on the table in front of you, to perform Actions on the board. Each Action is used to manipulate any one of your ships, in orbit, on the Main Board. Action Cards can be chained together, enabling you to perform multiple actions on your turn. The Action is immediately resolved when the Card is played.

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

When you decide to end your turn, collect the cards which were played in front of you and discard them face-up onto a Discard pile.

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

You then draw new cards from your Draw pile, into your hand, until you have reached five cards. If the draw pile is ever exhausted, the discard pile is picked up, shuffled and placed face down as the new Draw pile.

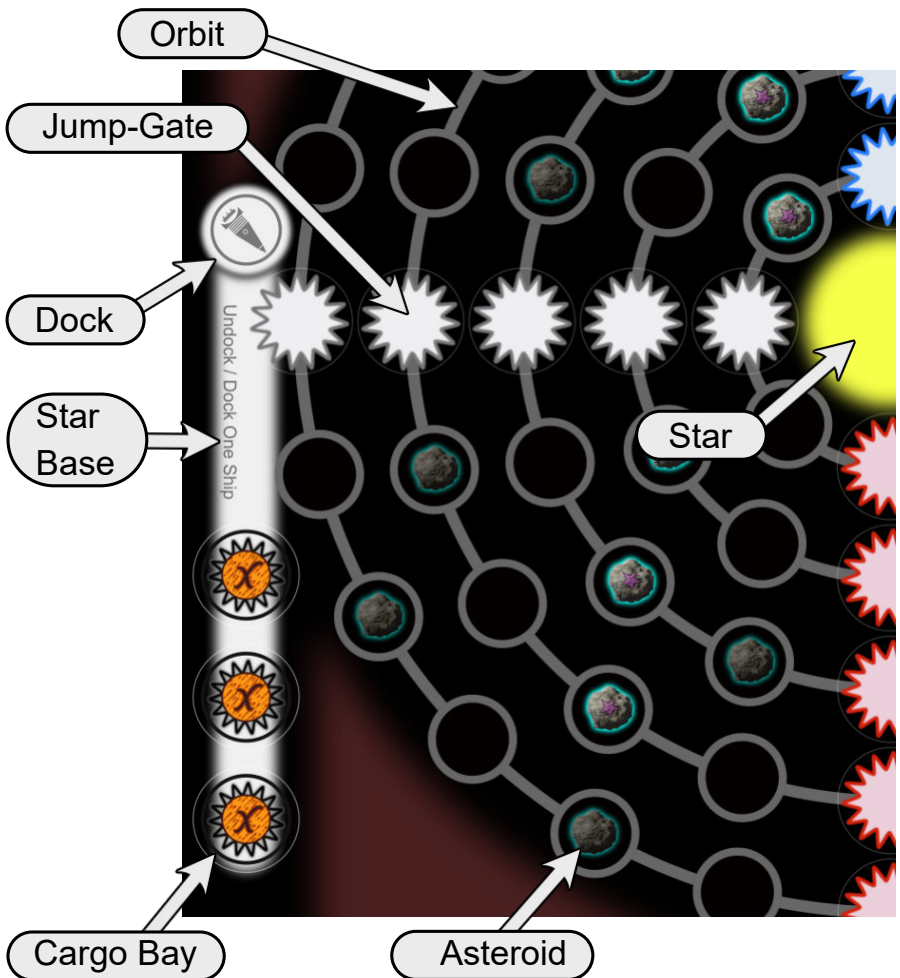
You will always start your turn with 5 cards, and can play some of them or all of them on your turn.

Main Board

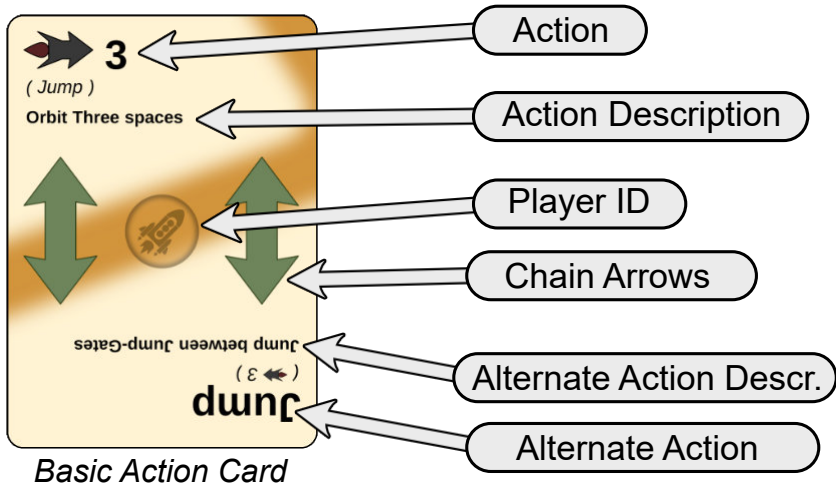
The star, in the center of the board, is surrounded by orbital rings on which the ships travel. Special spaces on these rings called Jump-Gates, are aligned with each player's orbiting Star Base on the outer edges of the board.

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.



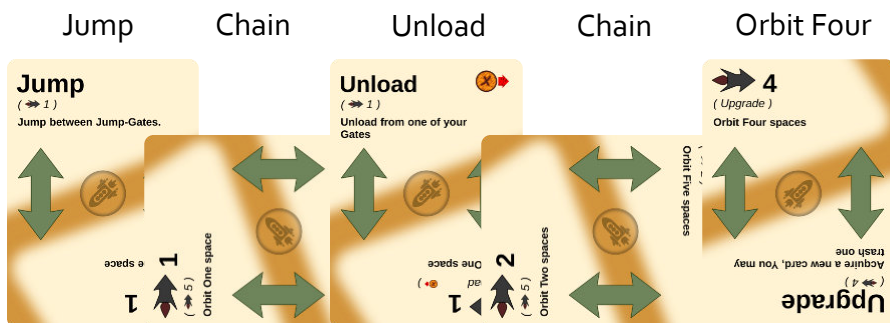
Basic Action Cards



Each card has two main actions. They are played vertically in front of you to perform the action shown on the top of the card. They can, also, be rotated 180° to perform the alternate action on the bottom of the card instead of the top action.

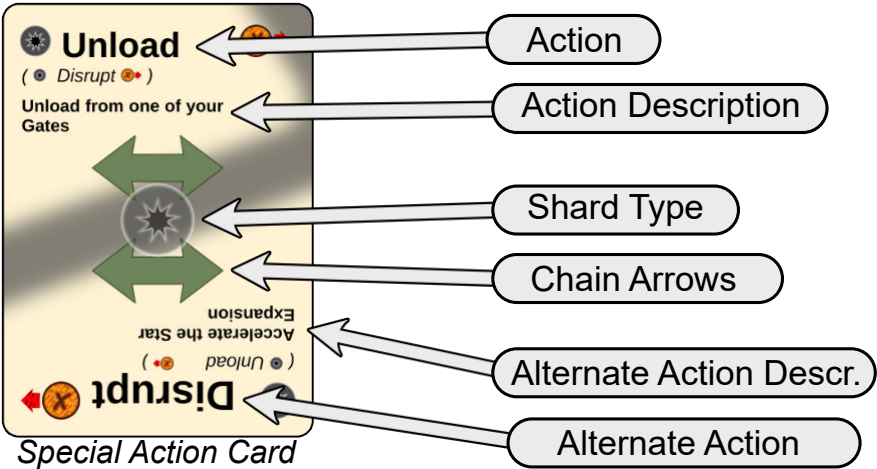
Each card has a third function as well. They can be played so that the arrows are pointing sideways to Chain together another action. The Basic Action cards are rotated 90° to Chain together additional actions. This way it is possible to play up to three actions on a turn with the Basic cards.

Card play Example



Just remember to connect each Action with horizontal arrows. Multiple cards with horizontal arrows can also be played next to each other without an Action in between.

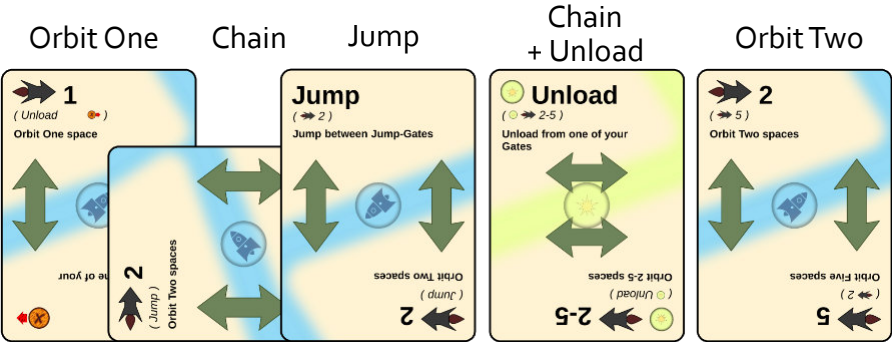
Special Action Cards



The Special Action cards have Horizontal arrows on them. They can always be played vertically to Chain together action cards, and may also enable you to perform a Special Action.

If you have an Energy Shard stored in your cargo Bay, matching the symbol on the Special Action card, you can perform the action shown on the top of the card in addition to the Chain Action. It is possible to perform 5 or even 6 actions on a turn using these Special cards.

Card play Example



The Fourth, Special Action, card is played vertically to Chain another action. (Arrows Sideways) Since the player has a Yellow Shard in their Cargo Bay, they can also perform an Unload action.

See page 16 for a full description of each Special Action

Basic Actions

Orbit ➡ - move one of your Ships a number of spaces along an orbit, forward or backward.

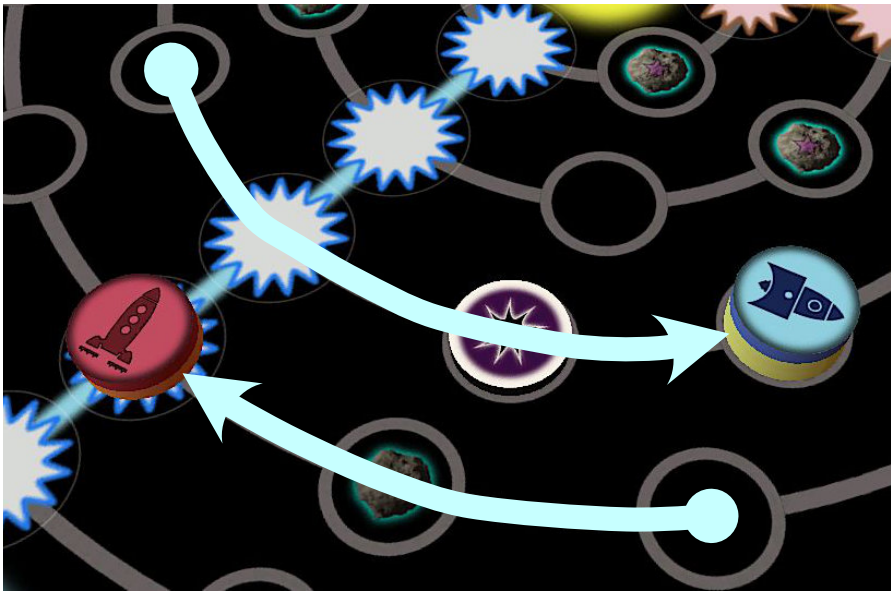
Carry along any Shards that have accumulated under your ship in prior moves. Once a Ship has items under it, it becomes a **Stack**.

You cannot land on any other ship.

You can, however, land on top of Energy Shards.

If you land on a Shard at the end of your move, it is added to the bottom of the **Stack** under your ship.

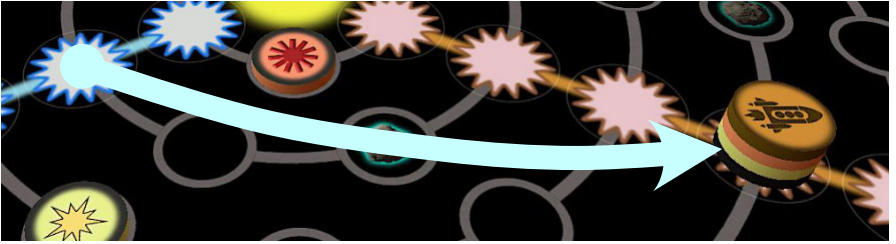
You may leave any number of Shards behind when you move.



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

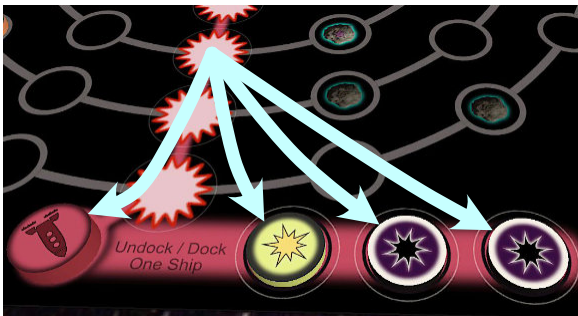
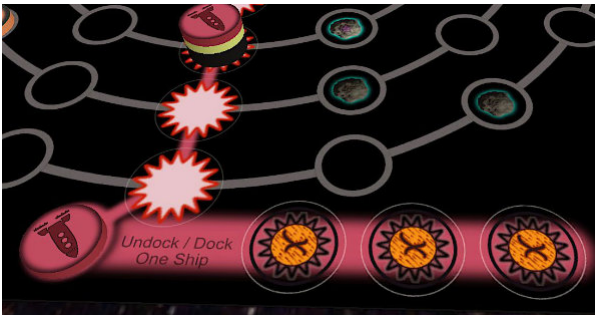
Blue Orbits THREE spaces, passing over the Black Energy Shard and landing on top of the Yellow Energy Shard. The Yellow Shard is now part of the stack under the Blue ship.

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 move.



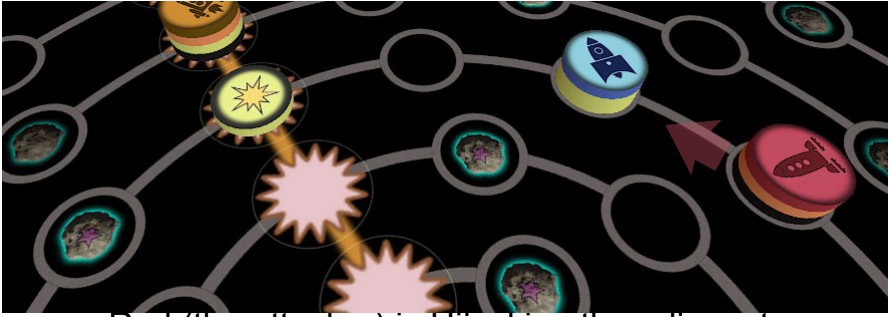
Unload - Unload a Shard or Stack of Shards from one of your own Jump-Gates to your Cargo Bays.

- Place the Ship in your dock. (*This is not a dock action*)
- Unload the stack of Shards, One at a time from the top down.
- Place them in any Cargo Bay as you unload them.

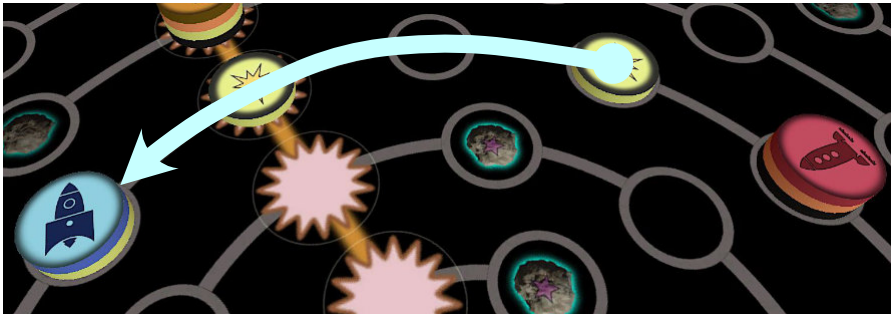


Remember to Unload Shards in each bay in the proper order to gain the most points.

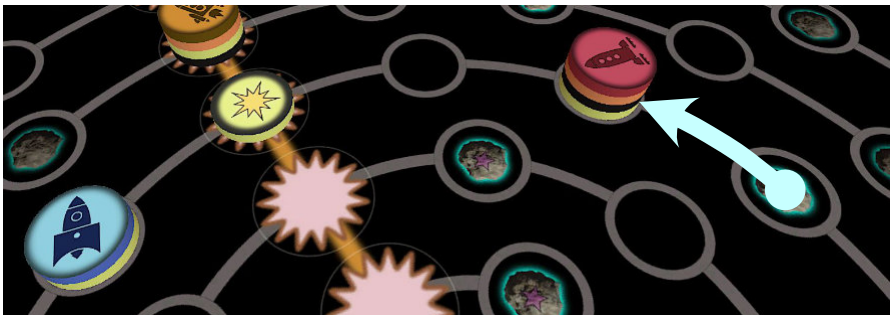
Hijack - Push an adjacent opponent away, a number of spaces equal to your Stack Height. *(If the destination space is occupied, keep moving to the first open spot in that direction.)* The opponent's bottom Shard is left behind. Orbit on top of the Shard.



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.



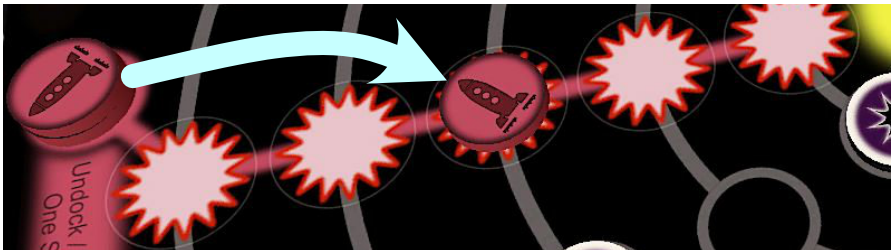
Red Orbits on to the the Yellow Shard, Claiming it.

Upgrade - Take a card from the Space Academy into your hand, then immediately refill the empty space from the Academy Deck. 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.



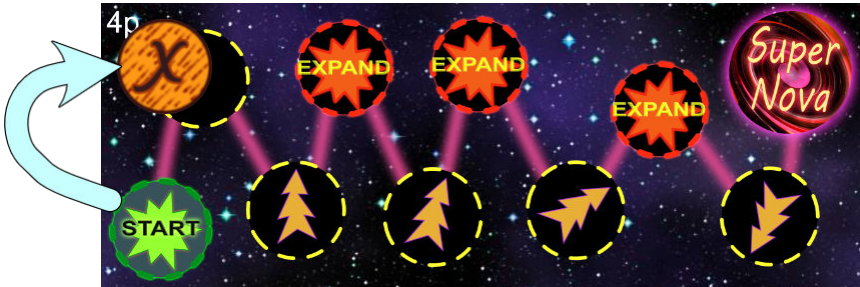
Launch

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



Star Expansions

Each time any player performs an **Unload** action the Time track token will advance one space on the Expansion Track. This may trigger certain events on the board.



Blank - No effect



Spawn Energy - Each player draws an Energy Shard from the bag and adds it to any space on the board containing an Asteroid. This can be done Simultaneously or in turn order starting with the player who triggered the expansion.



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



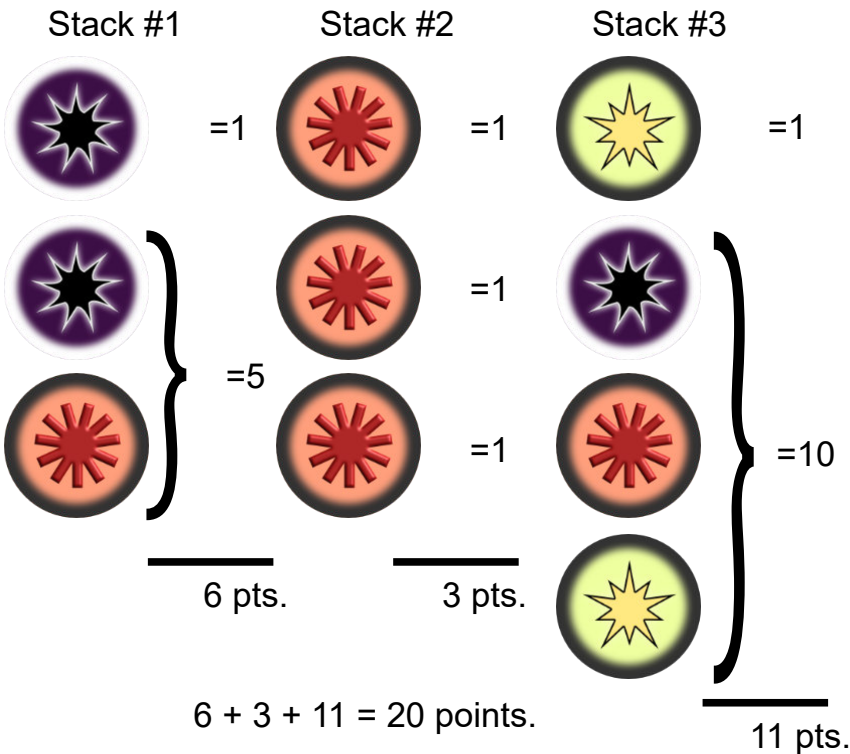
Super-Nova - Once this space is reached, the game ends immediately. Players count their points to determine the winner.

End Game Scoring

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.

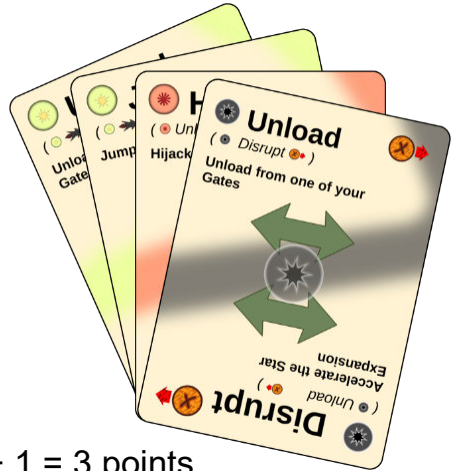
1 point for each individual Symbol

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.

Special Actions

These cards can be played any time to chain together actions. You must have a matching Shard in your Cargo Bay to perform the Special Action as well.



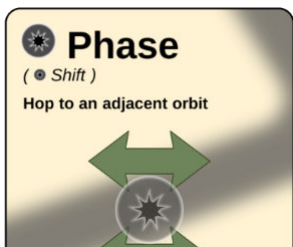
Accelerate the Star Expansion by moving the tracker ahead one space on the Expansion Track.



Select the top Shard from each stack in your Cargo Bay and re-arrange them.

Or

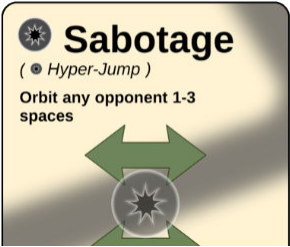
Select a single stack and re-order the complete stack.



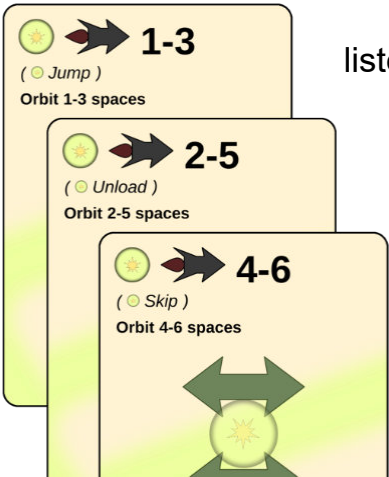
Hop to the next Orbit, onto one of the four adjacent spaces.



Jump from an Orbit space to any open Jump-Gate



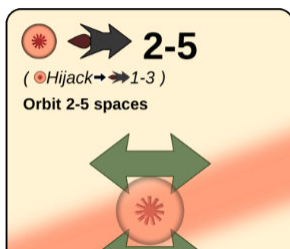
Take control of an opponent's ship or stack and Orbit it 1-3 spaces



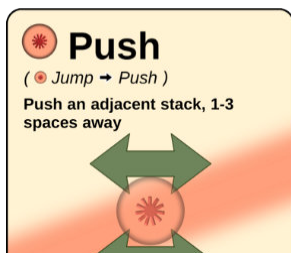
Orbit any number of spaces listed on the card.



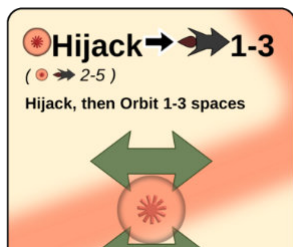
Play any number of Orbit cards without chaining them, then move the Sum of the distances.



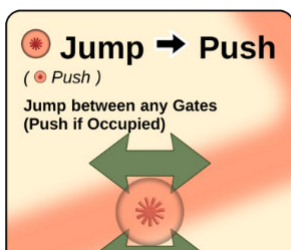
Orbit any number of spaces listed on the card.



Push an adjacent opponent "x" spaces away.
(x = Stack Ht.)



Hijack an opponent, then orbit 1-3 spaces



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

Final Note: This game is currently under development. The Special Action Cards should change for the better with newer more balanced actions. New Secret Mission cards may be introduced to give players optional hidden objectives. Stay tuned more more fun.

[Nova-Raiders Support Page](#) at rogerdogergames.com