

# Nova-Raiders

A fast paced  
competitive space  
adventure by:

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**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, and bring them back to your Star Base. Unload your Shards to your Cargo Bays to score points and enable special abilities.

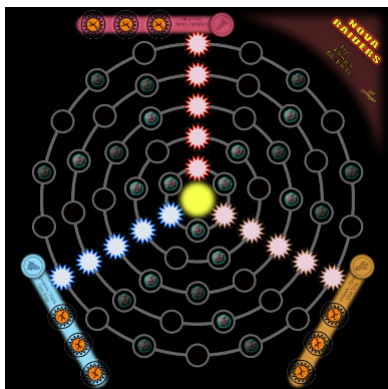
The star is constantly expanding, consuming everything in its path, including you. Do you have what it takes to become the greatest Nova-Raider?

## 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.

## Components

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



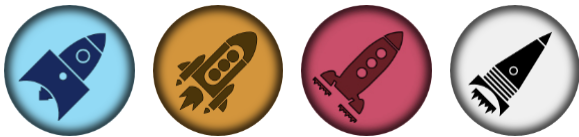
Two/Three Players



Four Players



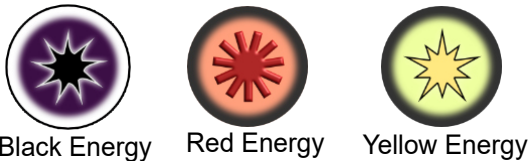
Each player has three ships in their colour.



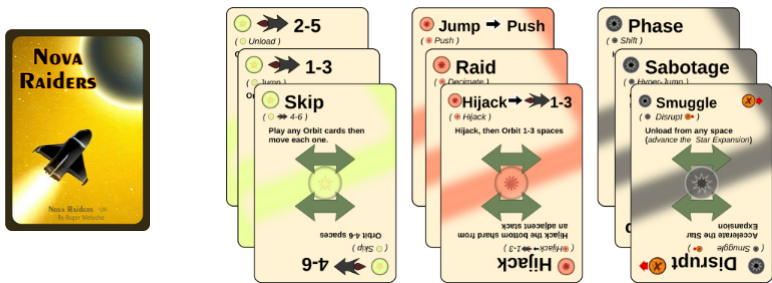
Each player has an 11 card deck of basic action cards



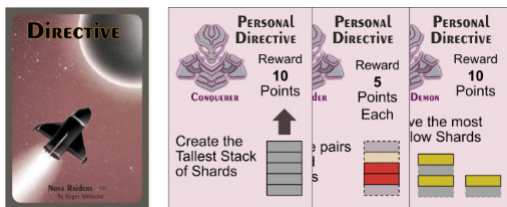
Three types of Energy Shards (10 of each type)



24 Special action cards matching the three different Shard types. (See page #17)



11 Personal Directive Cards (See page #20)





Time Track  
4 Player

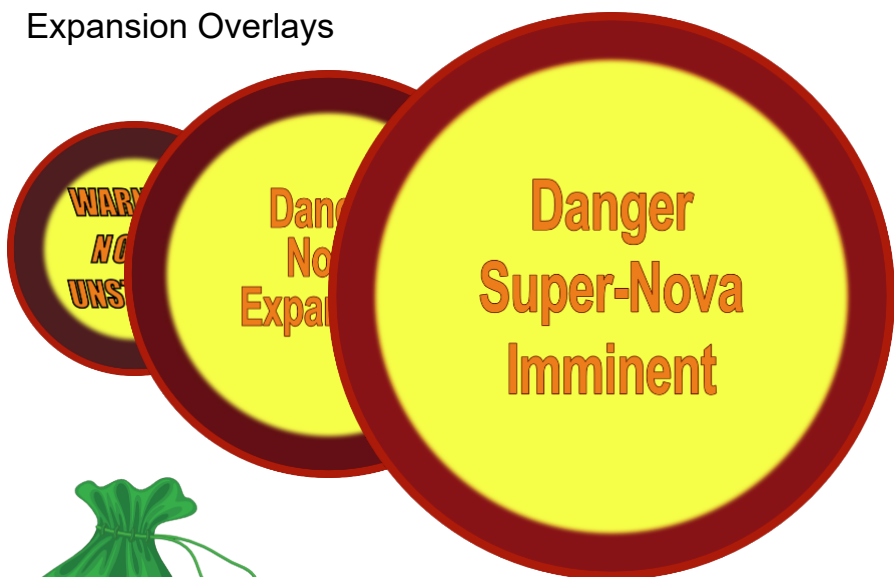


Time Track  
2/3 Player



Time  
Tracker Token 

Expansion Overlays



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

A deck of 8  
H.R.L cards  
used in the Two  
Player variant.





## Set-up

- Select the player board for the current player count.
- Select the Timer Track for the current player count
- **Refer to the Set-Up reference card for further instructions**
- **See page #12 for Two Player rule changes.**

## Taking Your Turn

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

Play any number cards on the table in front of you to perform **Actions**.

Each Action will manipulate one of your ships, in orbit, on the Main Board. Resolve each Action when the Card is played.

Use your cards to **Chain** together multiple Actions.

When you decide to end your turn, collect the cards you played and place 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.

**Draw** back up to 5 cards into your hand. 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 of them or all of them on your turn.**

***(Newly acquired cards go directly into your hand.)***

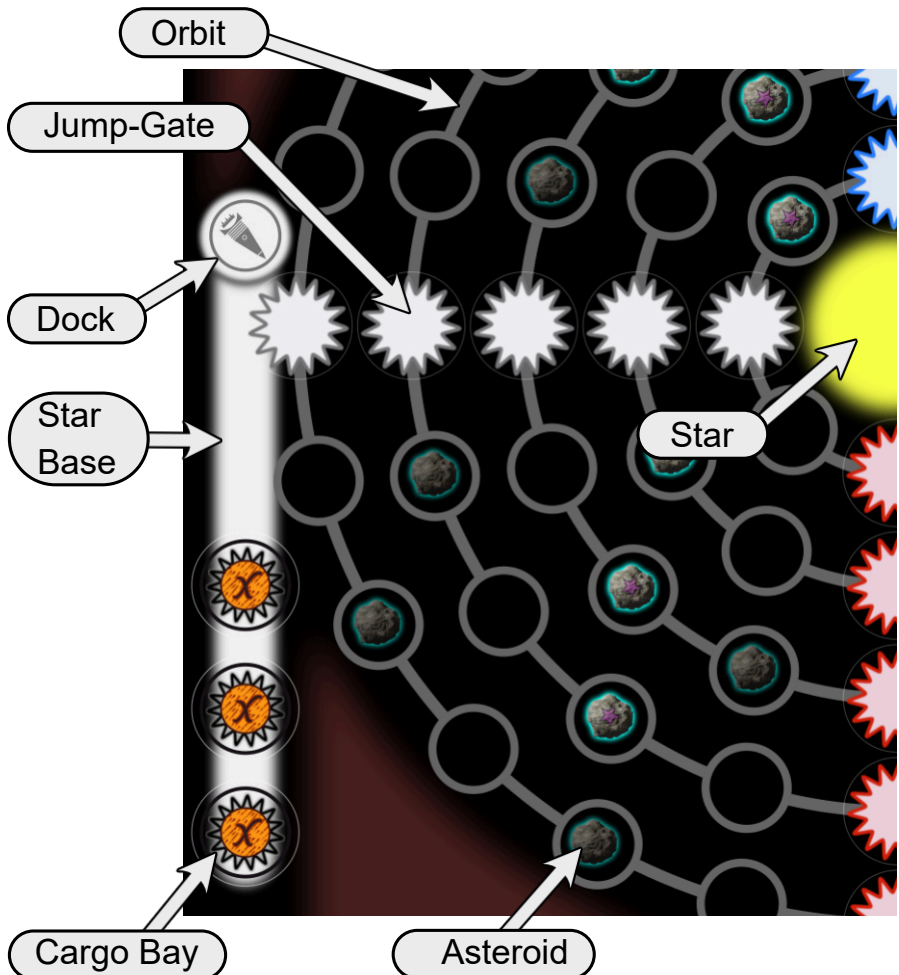


## Main Board

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.

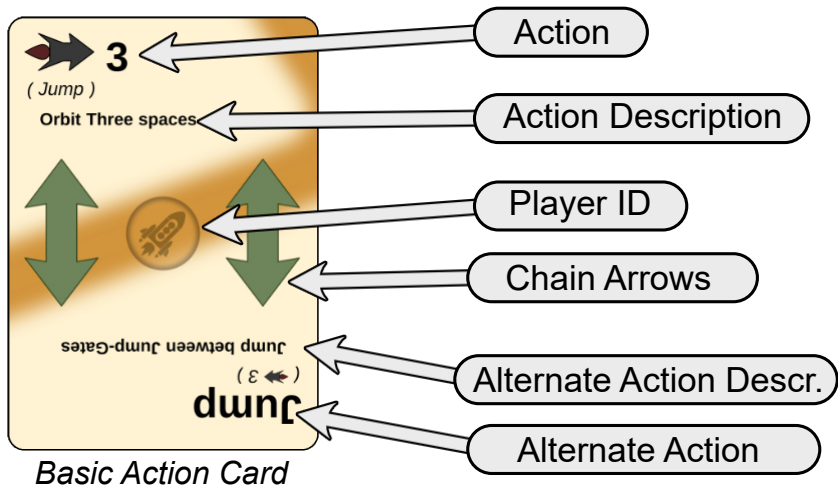
The Star Bases contain a Dock to store your ships and three Cargo Bays which hold the Energy Shards which you have collected.

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





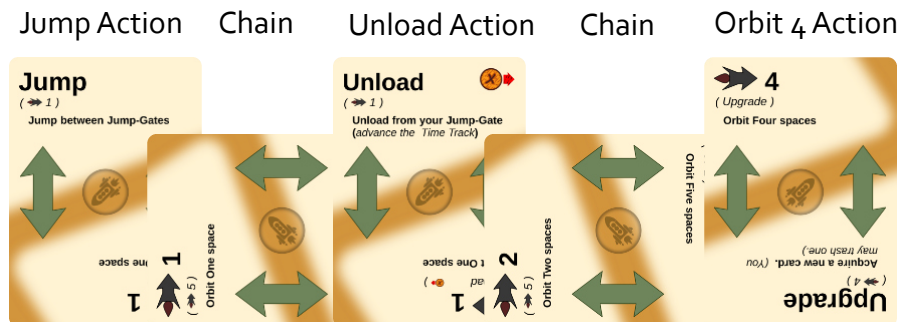
## Basic Action Cards



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

Instead of performing an action, the cards can be used to Chain other Actions together. Play the card so that the arrows are pointing sideways to Chain together an additional action. The Basic Action cards are rotated 90° to do this.

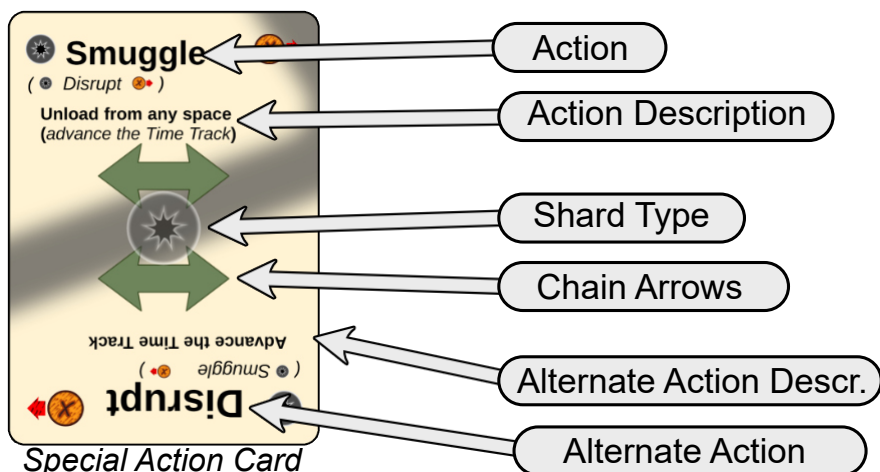
## Card play Example



**Just remember to connect each Action with horizontal arrows.**



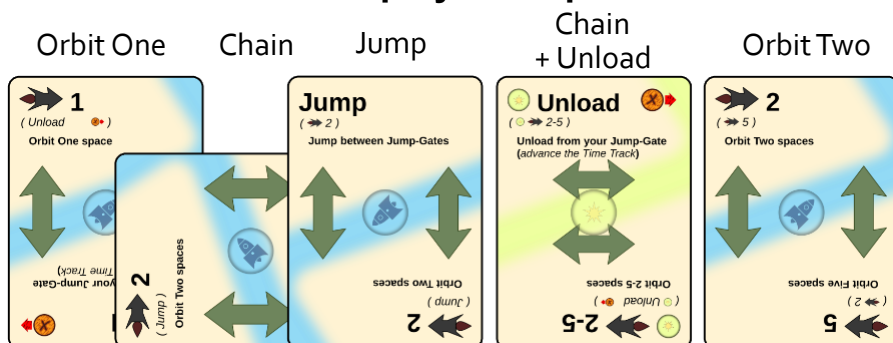
# Special Action Cards



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

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 Function.

## Card play Example

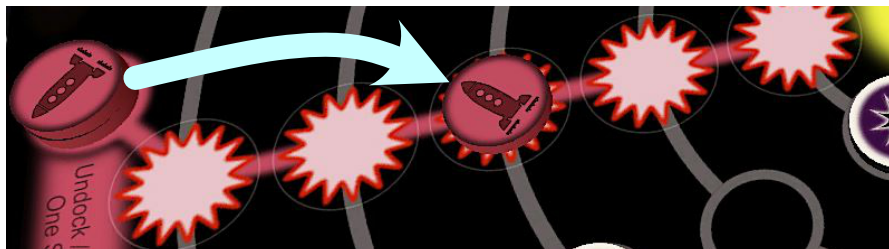


The Fourth, Special Action, card is played vertically to Chain another action. (Arrows Sideways) Since the player has a Yellow Shard in their Cargo Bay, they can also perform an Unload action.

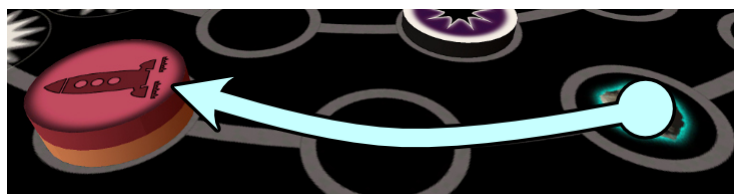
See page 17 for a full description of each Special Action



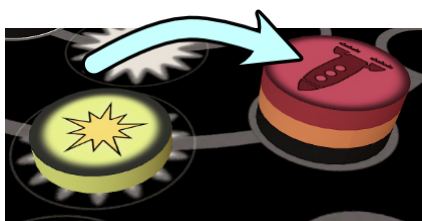
**Launch** - Any time during your turn, you can move a ship from your Dock to any of your own unoccupied Jump-Gates. *(No ships or Shards)* You can do this more than once during your turn. **This is a free action, and requires no card.**



When your ship ends its move on top of an energy Shard, it is 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.




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



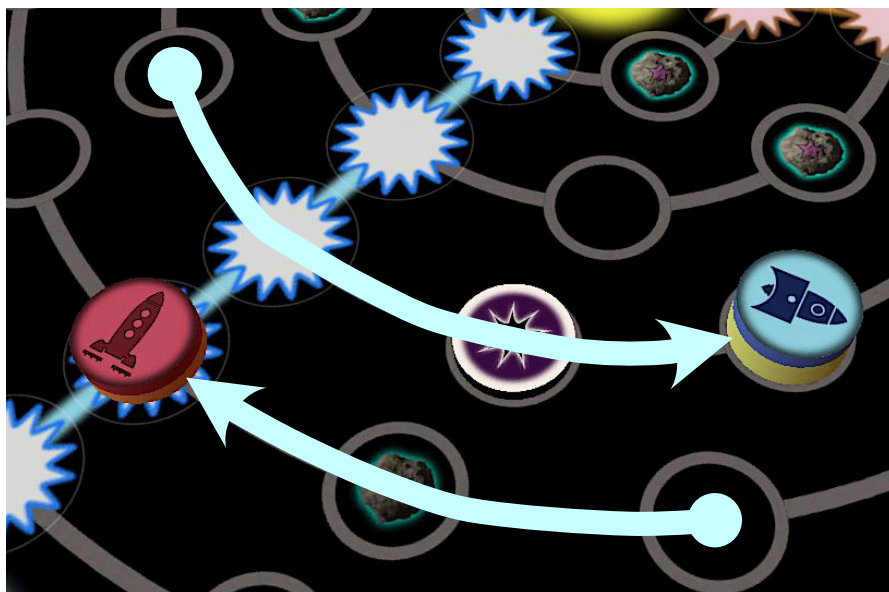


## Basic Actions

**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.
- 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.

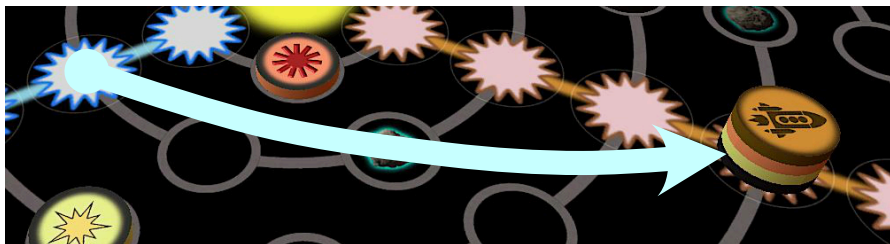


In this example: the Red Stack Orbits TWO spaces, landing on the Blue Jump-Gate.

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.

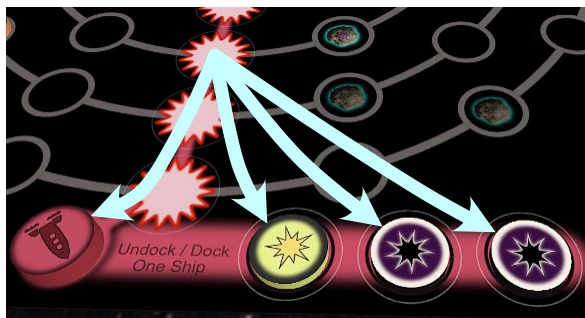
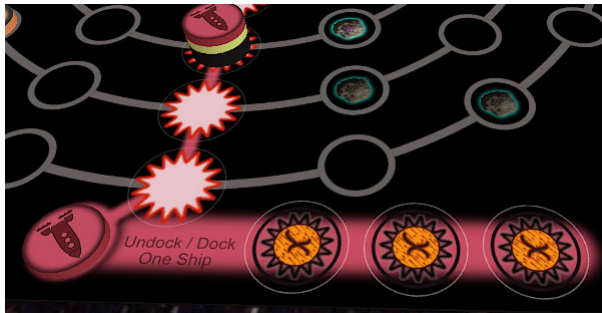


**Jump** - Move your ship and any Shards accumulated under it from one Jump-Gate to any other unoccupied Jump-Gate on the board (*No ships or Shards*). You may leave any number of Shards behind when you move.



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

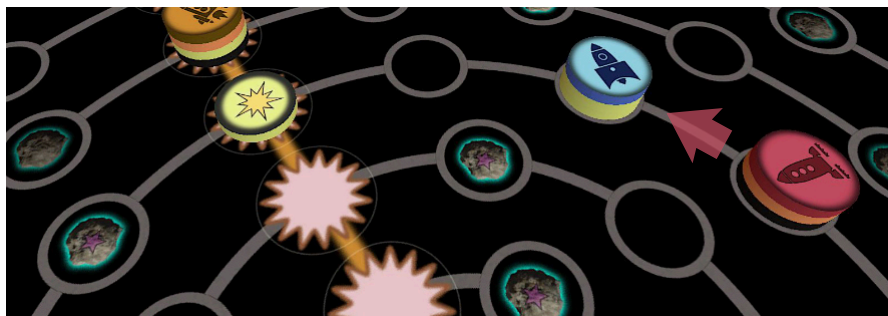
- Place the Ship in your dock.
- Unload the shard or stack of Shards, One at a time from the top down.
- Place them in any Cargo Bay as you unload them.



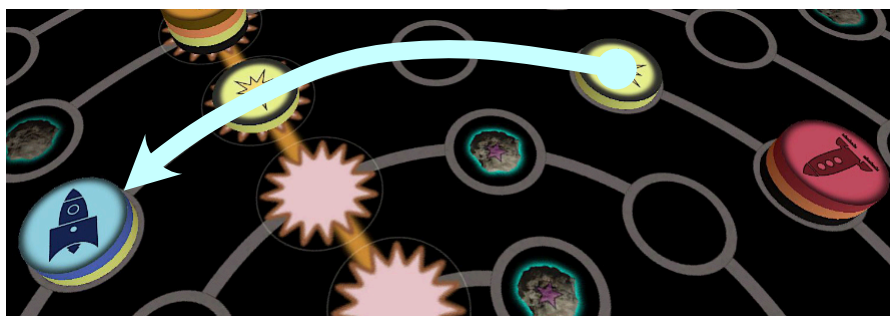
**Remember to Unload Shards in each bay in the proper order to gain the most points.**



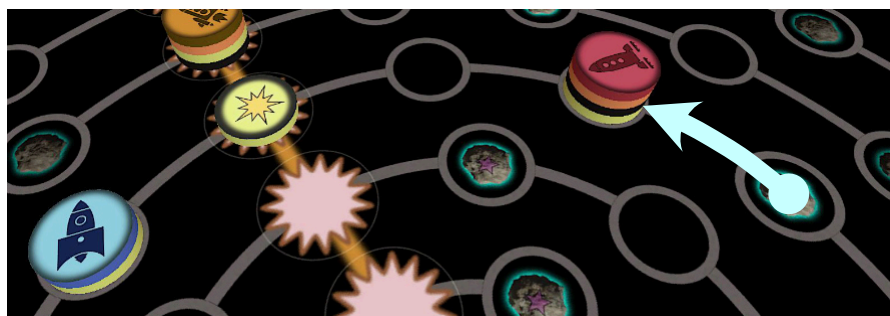
**Hijack** - Push an adjacent opponent away, a number of spaces equal to your Stack Height. (*If the destination space is occupied, keep moving to the first open spot in that direction.*) The opponent's bottom Shard is left behind. Orbit on top of the Shard.



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



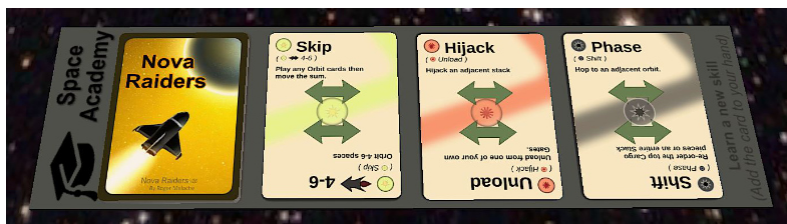
Blue is pushed Three spaces. The bottom Shard of Blue's Stack (The Yellow Shard) is left behind.



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

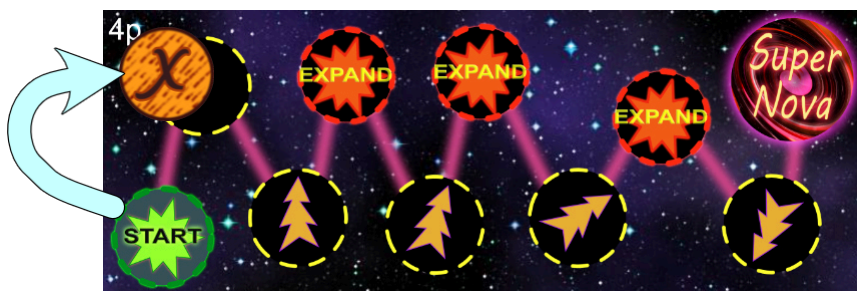


**Upgrade** - Take a card from the Space Academy into your hand, then immediately refill the empty space from the Academy Deck. You can also draw the top card from Deck, then replace the three face-up cards, discarding the old ones to the bottom of the Academy Deck.



## Time Track / Star Expansions

Each time any player performs an **Unload** action the Time Track Token will advance one space on the Time Track. This will trigger certain events on the board, including Star Expansions.



When a Star Expansion occurs, the smallest available Expansion overlay is placed on the main board.





## Time Track Events



**Blank** - No effect



**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.

## Two Players + H.R.L

Welcome to the world of H.R.L. (Hurl). You will be sharing space with the H.R.L. (Heuristic Realization Logic) Module, which will be controlling the Red ships, with a little help from the players.

The Three player board is used, with one player controlling the Blue ships and the other player controlling the brown. The Red ships will interact with both players and be controlled by the H.R.L deck. This could be good or bad: you can never tell with H.R.L.





## 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. (*Do not use the Red and White Hijack cards from the H.R.L deck.*)



## 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.



**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.



## 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.

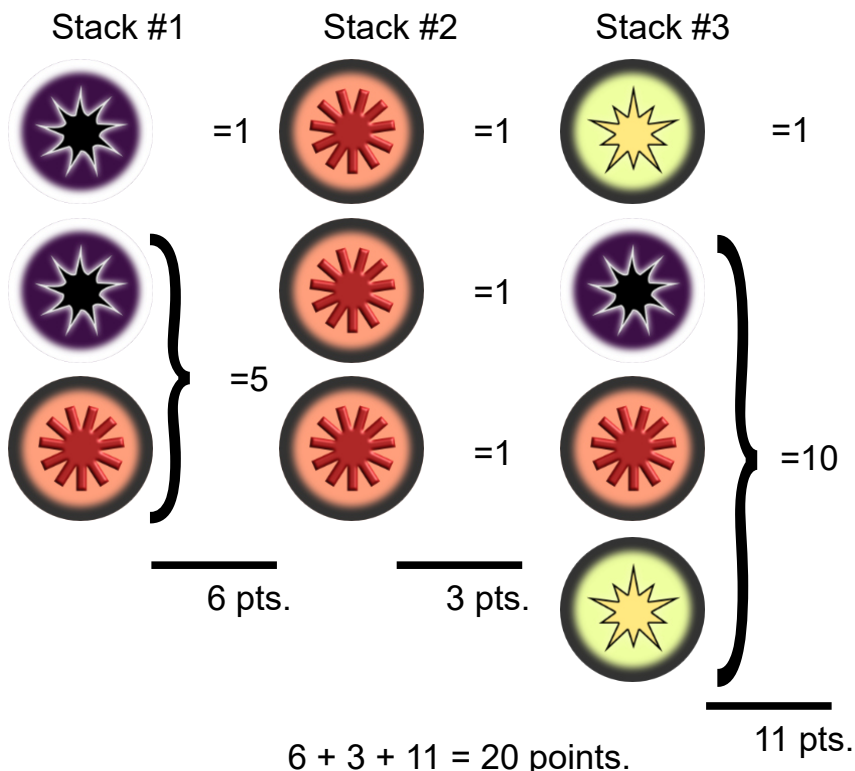
Spread out each stack of Shards from your Cargo Bays, without changing the order in which they were placed. Score unique sets as follows:

**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.

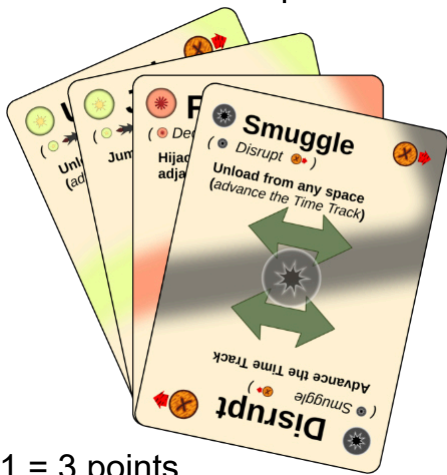
- 6 points for each set of three Matching Symbols
- 3 points for each pair of Matching Symbols.
- 1 point for each individual Symbol

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.*



## 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.



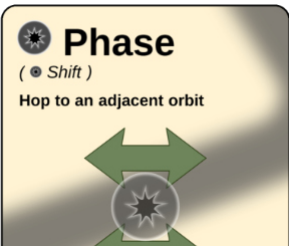
Advance the Time Tracker Token one space on the Time Track.



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.

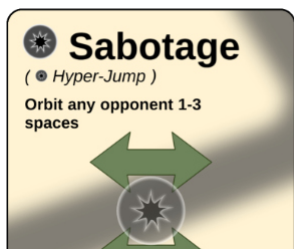


Hop to the next Orbit, onto one of the four adjacent spaces.



Jump from an Orbit space to any open Jump-Gate.

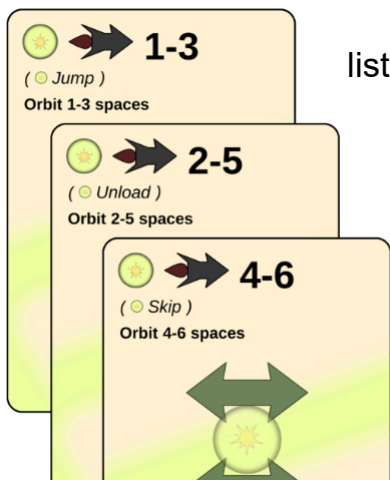




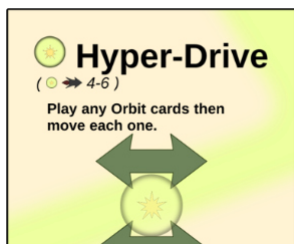
Take control of an opponent's ship or stack and Orbit it 1-3 spaces



Unload from any space on the board and advance the Time Track.



Orbit any number of spaces listed on the card.

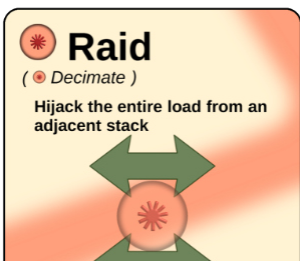


Play any number of Orbit cards without chaining them, then perform each Orbit Action.

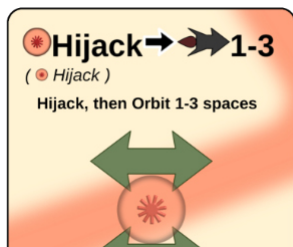




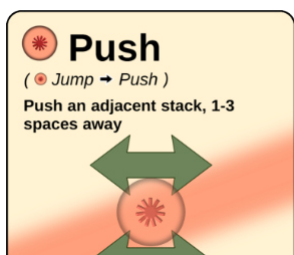
When on a Jump-Gate, push a stack on a adjacent Jump-Gate one Gate toward the Star. Move to that Gate and leave one Shard Behind. (Any other stacks will be pushed as well.)



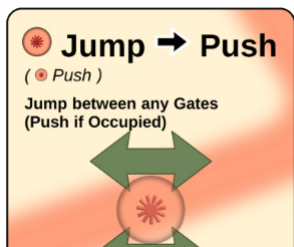
Hijack an adjacent Stack, taking **all** of the opponent's Shards.



Hijack an opponent, then orbit 1-3 spaces



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



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



# Personal Directives



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

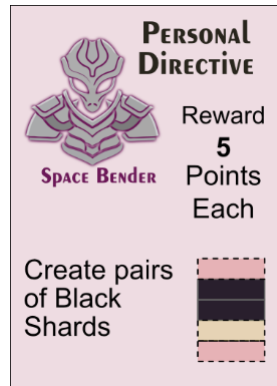
During set-up, you will be given two random Directive cards. You will keep one and discard the other.

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:



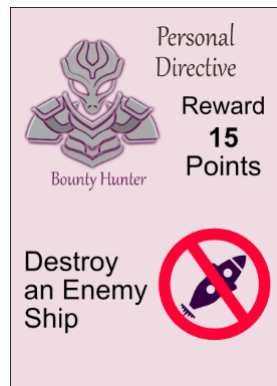
One of your stacks in your Cargo Bays must be higher than anybody else.



Score for each pair of black Shards in the Stacks in your Cargo Bay.



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.



# Notes

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

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## Turn

- **Launch** (*Any Time*)
- **Perform an action**
- **Repeat until you pass**
- **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.*)

## Actions:

- **Action** - Play a card face up to perform an action. (*Rotate 180° to perform the alternate action.*)
  - ▶ **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. (*Unstack them from the top down, one at a time into any of 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 into your hand.
- **Chain** - Play a card with arrows sideways to connect an additional card action.

## Special Action Cards

- These cards always chain together without having to turn one sideways.
- You must have a shard stored in your cargo bay matching the symbol on the card to use the face-up 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.