

PILOTS OF GALLAXIA



On the battlefield, factions of GALLAXIA have resorted to recruiting Durriken MERCENARIES. Each SEKTOR secretly fears their scientist PEACE HOSTAGES will be extracted.

As your SEKTOR's best PILOT, you must give your scientists the chance for a rescue.

BOARD PIECES:
1 Gallaxia Deck
1 D6 SEKTOR



BOARD SETUP

1. Place Durriken Mercenary with allegiance ring

2. Place 2 Starships in home hangar

3. Place your Peace Hostage ring on #4 planet in opposite SEKTOR.



1-ROOKIE RUN

Goal: Deliver scientist ring 'Peace Hostage' home first



- Deal 6 cards to each player
- Shuffle Rekkoning card in
- Highest D6 roll goes first, then clockwise



FIVE WAYS to PILOT starships every turn:



1) Play fuel cards



2) Play planet cards to WARP there



3) Use Teleprisms



4) Play Quantum-X cards



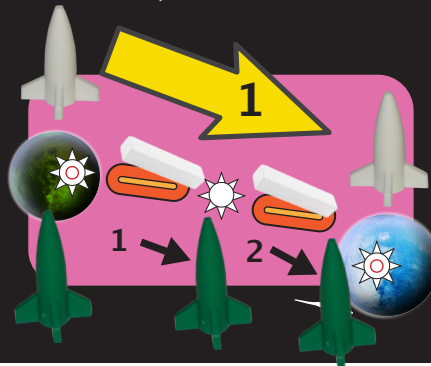
5) Use a base move of 1-2 spaces per turn without using cards.



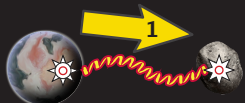
Pilots CLAIM caravan spaces (or not) as they travel.



The complete QUICKROUTE between planets is ONE space for the owner, but TWO for another pilot.



A Vortex counts as **ONE** space.



Pilots **CAN** ...

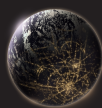
- bypass other ships including opponents
- backtrack & use less than a fuel max
- trigger a battle

Pilots may bypass each other but trigger a **RAID** if they choose.



Pilots **CANNOT** ...

- go through the sun
- jump between SEKTOR TELEPRISMS
- enter an opponent's home hangar
- co-occupy spaces with any piece



Ships with scientist **downgrade** their planet card **WARP** to only **number #2** planets.

2-TELEPRISMS

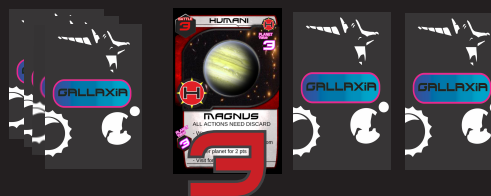
- 1 Ship or Durriken lands on a Teleprism
- 2 Player rolls d6 for destination SEKTOR
- 3 **TELEPORT** to the SEKTOR Teleprism indicated on the die
- 4 **SLIDE OFF** 1 caravan space

If the D6 roll is the same SEKTOR it originated from, the Pilot gets a **PRISM BONUS** of 2 cards from the Gallaxia Deck, but must **SLIDE OFF**

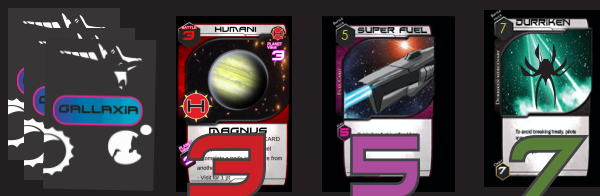


Any starships or Durriken who use a Teleprism must **SLIDE OFF** 1 caravan space.

3-THE GAMBIT



Pilots **END THEIR TURN** by playing The Gambit where they have the option to take the first card or guess higher/lower for each successive card, and potentially win all three cards!



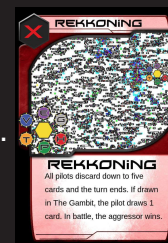
In the above example, the player guesses "higher" both times and wins all three cards!

A **TIE** is a 'push' and the pilot takes the cards but cannot guess further. An **INCORRECT** guess results in a loss of all exposed cards, but a gain of a card from the top of the deck.

4-REKKONING

When the **REKKONING** card appears:

- All pilots discard down to 5 cards.
- In The Gambit, the Pilot loses all face-up cards but draws a top card.
- In a battle, the **RAIDER** wins and the turn ends.



A) BLOKK

Regular

Regular caravans are placed lengthwise while **BLOKK** caravans are placed across the space.



BLOKK



BLOKK spaces stop other pilots bypassing.



B) CARD WARP

PLAY a PLANET CARD and WARP a SHIP to that location



A WARP counts as that ship's move.



Ships with scientist **downgrade their planet card WARP to only number #2 planets.**

C) RAIDS

Starships claim caravan spaces **up to** a RAID location. Fuel can be used after a RAID by the victor.



Starships battle with **ZERO or ONE** cards selected from their hand plus a d6 roll.

The highest combination wins. Pilots don't show until the cards are down.

Ties in battle favour the defender.

The winning starship gets a choice of either the opponent's card or a draw from the top of the deck.

The defeated get a top Gallaxia deck card but **FLEE!**

Raided starships roll d6+d8 to **FLEE** to the corresponding planet



If a scientist is on board, it is stranded on the space it was raided on.



D) DURRIKEN

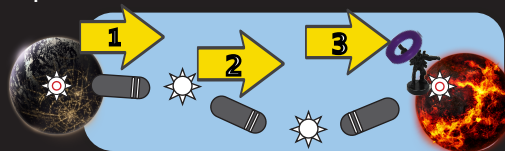
A Durriken **MERCENARY** is hired by a pilot, given an allegiance ring, and placed in their **LAIR**.

Play a Durriken card and WARP your mercenary to **ANY** planet equal to the card's value, once per turn

Durriken destroy all adjacent trade routes (including **BLOKK**) on the planet they are sent



After deployment, a Durriken has a base move of 3 spaces.



Durriken can use a vortex and the SEKTOR Teleprisms.



DURRIKEN RAIDS



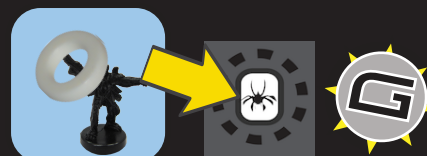
In RAIDS, **MERCENARY** Durriken use 1 random card and 1 Pilot's card.



Ties of Durriken vs. Durriken, are decided by a Durriken Staring Contest where Pilots chant 'Durrika, Durrika' until one of them blinks.



Defeated mercenary Durriken are sent to their home LAIR.



E) HIDEOUTS (VARIATION)

COMMON scientist hideouts are revealed when the first scientist ring is brought home. Then, two yellow rings are placed in random d6+d8 coordinates for pilots to bring home.

This action repeats for every pilot bringing their scientist in. Players can decide how many rings are needed to win the game.



A NEW LIFE COUNTDOWN

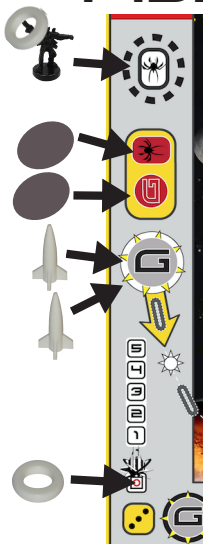
In A NEW LIFE, Pilots gain a variety of **COUNTDOWN POINTS** for completing trade routes between planets, acquiring scientist rings & winning RAIDS.



Victor Durriken or starships claim only one RAID for points. After 1 victory, remove the wink from the home hangar to indicate no more points can be had.



PILOT SETUP



1. Durriken Mercenary
2. Durriken RAID victory marker
3. Starship RAID victory marker
4. Starship in home hangar
5. Starship in home hangar
6. Peace Hostage ring in opposite sector.
7. Ring for scoring

COUNTDOWN POINTS

TRADE ROUTE BETWEEN PLANETS IN HAND

3 PTS → 4-Planet Trade Route



1 PT → 2-Planet Trade Route



HANGAR-TO-HOSTAGE COMPLETED ROUTE

4 PTS → 4-6 players
2 PTS → 2-3 players



PICK UP AND DELIVER SCIENTIST RING

1 PT → Pick Up Own Scientist
1 PT → Bring Home Own Scientist

ONE-TIME RAID POINTS

1 PT → Win A RAID



CAPTAIN'S CARDS



A) SPEND TO GET CARDS

Players can spend either 1 Planet Card or 2 Fuel Cards anytime during their turn to gain a Captain Card draw.

B) CASH-IN A 'PUSH'

Players can cash-in a 'push' of The Gambit to gain a Captain Card draw.



C) VISIT PLANET IN HAND

Players who land on a planet with the corresponding card may discard it for a Captain Card draw.